

Play funscripts using VLC and MultiFunPlayer

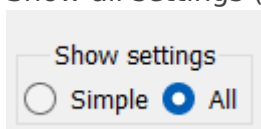
What you need

- Your stroker
- [VLC Media Player](#)
- [MultiFunPlayer](#)
 - The standard release will ask you to download .NET runtime version 8
 - The *Self-contained* version doesn't require any extra dependencies, and will work out of the box

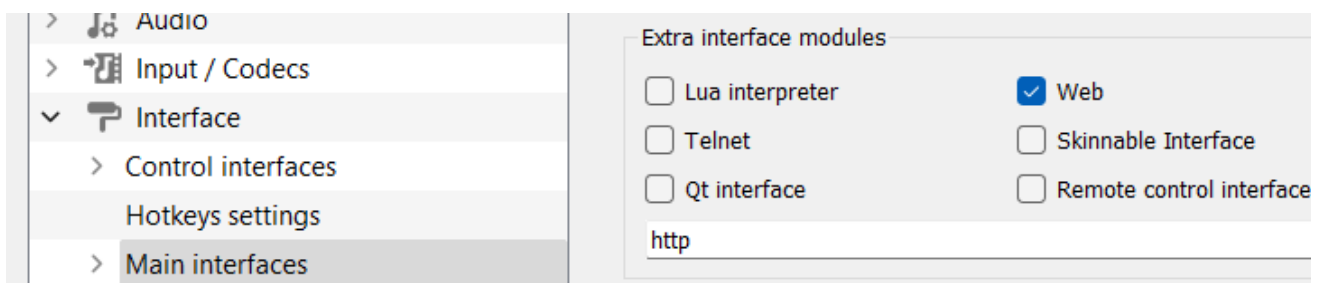
Configuration

1. Configure VLC

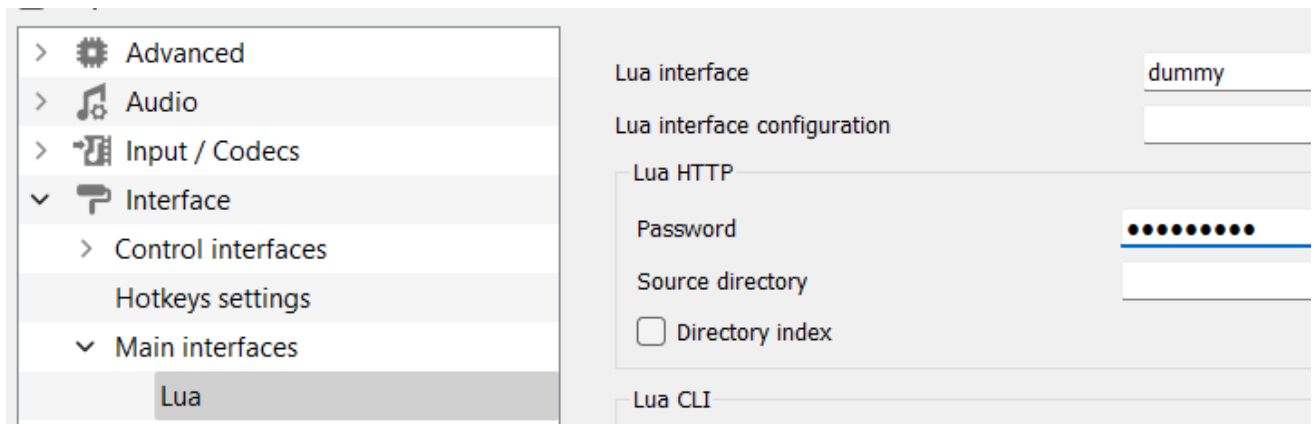
1. `Tools > Preferences` (Ctrl + P)
2. Show all settings (on the bottom left of the window)



3. Scroll down to `Interface` and **click on** `Main interfaces`
Tick the checkbox for `Web`



4. Click on the arrow next to `Main interfaces`, go to `Lua`, and enter a password in the *Password* field.

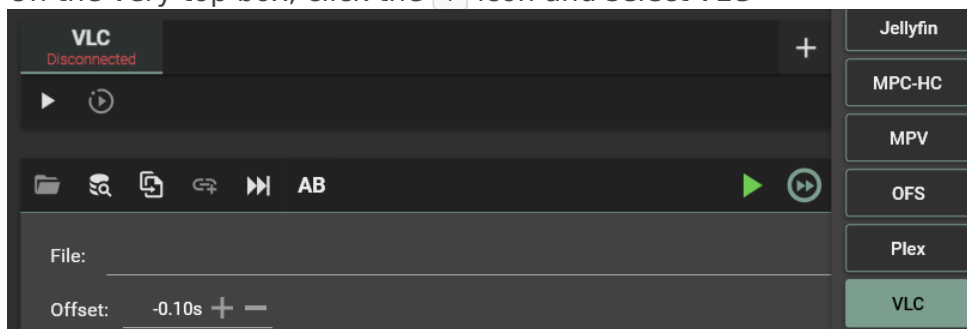


5. Save, close VLC and reopen it

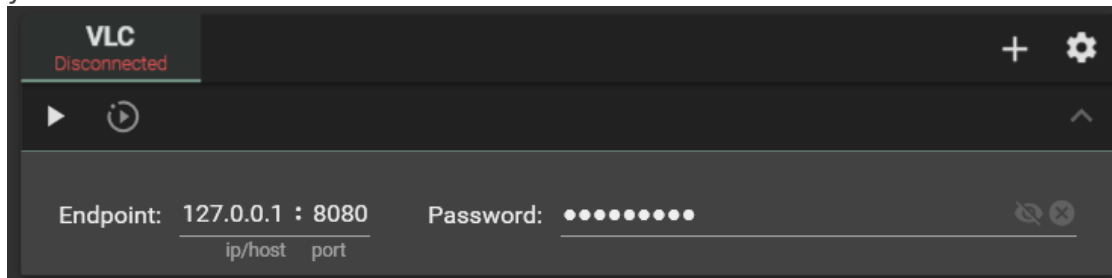
2. Configure MultiFunPlayer

1. Connect to VLC

- On the very top box, click the **+** icon and select **VLC**



- Click the dropdown arrow on the right of the box, and enter the same password you entered in the VLC Preferences



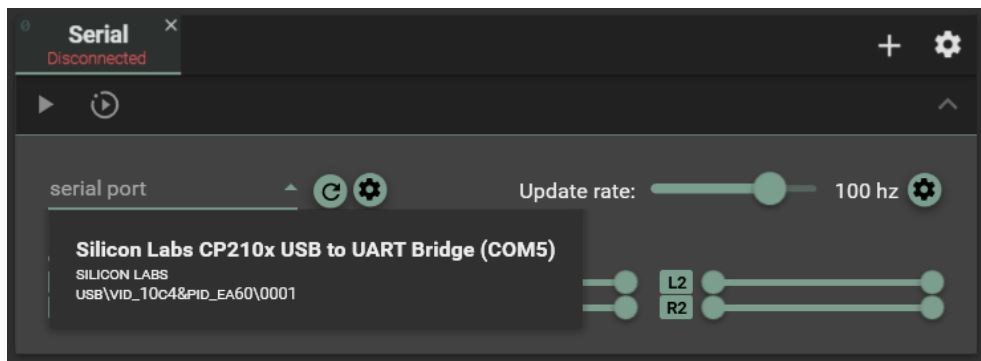
- Click on the Play button under the "VLC" tab, and it should connect to VLC

2. Connect to your stroker

- Plug in the USB cable
- At the very bottom of the interface, click on the **+** button on the right, and select **Serial**

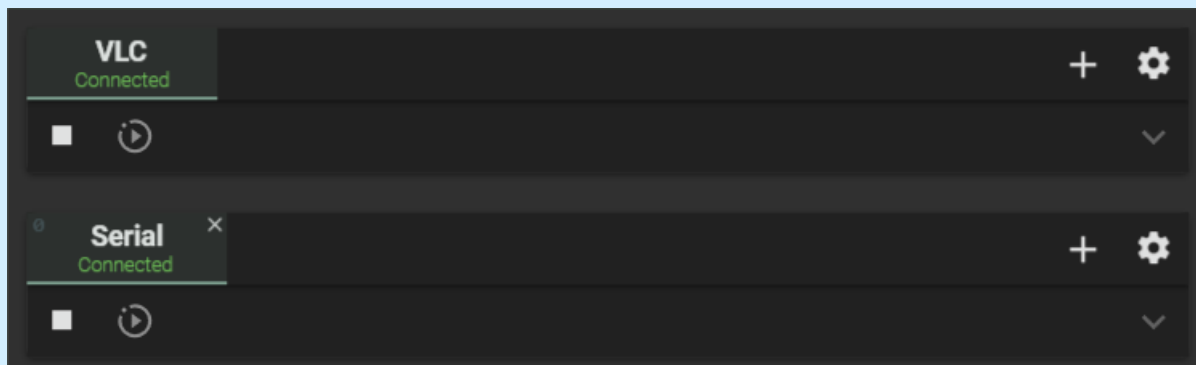


- Click the **serial port** dropdown menu, and select your microcontroller (pictured: **ESP32**)



- Click the play arrow under **Serial** to connect to it

Your interface should now look something like this

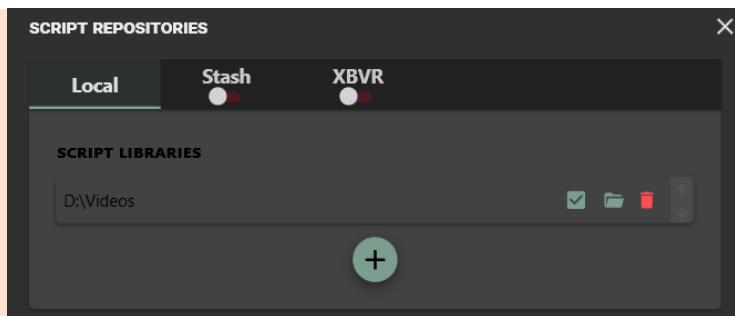


Playing back a video alongside a funscript

1. Open a video with VLC
2. MultiFunPlayer will automatically pick up the funscripts and assign them to the right axes, if
 - They are stored alongside the video
 - They are in the same folder as the video
 - They are **named correctly**

In MFP version 1.28, it appears the funscripts don't load automatically alongside VLC. To remedy this, click the *Script Repositories* button (the three stacked pancakes with a magnifying glass), and add either the folder of your video as a source, or its parent folder and make it recursive using the checkbox to its right.





[Source](#)

The above issue seems to be fixed in version 1.29 Alpha

[Source](#)

Happy stroking!

Revision #3

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