

JavPlayer Manual Ver.3.00d

Please do not sell, distribute or publish videos created using JavPlayer without the permission of the copyright holder.

Orange rows are recently added or changed.

Overview

This app is a video player whose main purpose is to record processed videos. Recording requires complex processing and is time-consuming because it is done with external programs. A watermark will be added to the created video, but JavPlayer has the ability to play it back while removing it.

Requirements

JavPlayer itself should work on a PC with at 8GB of main memory, but without a video card, it will take much longer to run external tools.

When running on the CPU, not only is it slow, but only some external tools can be used.

Even when running on a GPU, external tools may cause problems if VRAM is less than 4GB.

External tools use CUDA, so GTX1050 or higher is recommended as GPU.

The RadeonRX series is also supported, but there are compatibility concerns because ZLUDA is used to convert CUDA code to ROCm.

For sufficient processing speed, 16GB or more of main memory and 8GB or more of VRAM are recommended.

Operation is tested on Windows10 (64bit) and Windows 11, and Windows7 is not supported.

Install

Extract the downloaded zip file to any location and run JavPlayer.exe.

For information on installing external tools, please refer to the "desc.txt" that comes with the tool.

If you cannot play H265(HEVC) video on Windows10, please install the HEVC codec.

[HEVC Video extension](#)

*There may still be a download page for the free version, although it is now paid for.

ms-windows-store://pdp/?ProductId=9n4wgh0z6vhq

Likewise, install AV1 if necessary.

[AV1 Video extension](#)

Uninstall

Delete the extracted folder.

If you plan to reinstall, please save & restore the "installation folder/JP3.udj".

Deleting resets the system settings and video-specific settings.

If you want to take over the playback points, please do the same for "installation folder/JP3.Itj".

Saving UserData

The contents of the settings panel are auto-saved in JP3.udj.

Any changes made to the video-specific settings are executed just before the next video is loaded.

It is executed when the application exits, even if there are no changes to the video-specific settings.

JP3.Itj will be created if **Restore Playback Point** is enabled.

Basic Operations



- ① Toggles between full screen and window.
- ② Play the previous video.
- ③ Open the file browser and select the video you wish to play.
*Right-click to open the next video without loading the video-specific settings.
- ④ Play the next video.
- ⑤ Start recording.
- ⑥ Select where to resume recording from. *Selectable only if previous data is still available.
- ⑦ Move the position of the settings panel to the left or right.
- ⑧ Open the option settings panel.
- ⑨ Open the Key Assignment panel.
- ⑩ Open the recording settings panel.
- ⑪ Open the display settings panel.
- ⑫ Open the Processing Settings panel.
- ⑬ Toggles playback/pause. *Hold down **Shift and Left-click** to start recording
- ⑭ Turns processing ON/OFF
***Right-click** or hold down **Shift and Left-click** to enter the **detection status check mode**.
- ⑮ Places a bookmark at the current playback position. *Click again to delete.
*Double-click with **Shift** to delete all.
- ⑯ Jump to previous bookmark.
- ⑰ Jump to next bookmark.
- ⑱ Specifies the starting point for loop playback and partial recording.
***Right-click** or hold down **Shift and Left-click** to specify the beginning of the video.
- ⑲ Specifies the end point for loop playback and partial recording.
***Right-click** or hold down **Shift and Left-click** to specify the end of the video.
- ⑳ Turns loop playback ON/OFF.
***Right-click** or hold down **Shift and Left-click** to loop the next video as well.
- ㉑ Decreases playback speed by one step. *Default halved until reaching 25%. *Right-click to reset.

- ② Increases playback speed by one step. *Default doubled until reaching 200%. * Right-click to reset.
- ③ Turns audio output ON/OFF.

Drag and drop videos (mp4, wmv, mkv, avi) into the window to open them.

When multiple videos or folders are dropped or multiple videos are selected in the file browser, the continuous autoplay mode will start.

②&④ buttons or F7&F8 keys can be used to load the previous and next videos in the same folder, press immediately after startup to load the last video played.

In continuous auto playback mode, it moves back and forth in the video being targeted.

Seek playback position and volume control are done with sliders, either of which can be assigned to the mouse wheel.

You can also seek to any position by swiping left or right on the screen.

When the loop is turned on with the ⑩ button without specifying the starting and ending points of the loop, the whole movie is specified as the range.

The detection status check mode is for previewing mosaic detection results.

The areas judged as mosaic will be colored, and the size of the reduced image to be created (expected value) and the cell size (roughness of the mosaic) will be indicated by text.

Areas determined to be noise will be painted white, but may turn into mosaic with the information complemented during recording.

In addition, areas that cannot be detected during preview may be detected during recording by **Noise Filter for Detection** and **Second Mosaic Detection** in the processing settings.

Since there is limited functionality available in real time, preview results should be considered only as a reference.

If the number of mosaic areas on the screen exceeds the limit (9), the overflow area will be painted gray and excluded from processing.

*Each setting panel can be closed by right-clicking.

*There are many buttons that can be used not only for basic operations, but also for right-clicking or left-clicking while holding down Shift to change the function or the range of increase or decrease of a numerical value.

Recording



Pressing the **REC button** in the upper menu switches to this control panel.

When encoding is completed to the end or **the stop button** ① finishes encoding, audio will be added to complete the video.

If a loop range has been specified by ⑩⑪, only that range will be recorded.

The file name of the video to be created can be changed by **"JavPlayer/rec_name_format.txt"**.

If intermediate data created during recording remains in the work folder, Resume according to the list ⑥ to the right of the recording button.

The default is **From Encoding** if all necessary data is available, or **Required Process Only** if some of the data exists.

No change is required unless you intentionally want to reprocess.

Note that even if you load the same video as the last time, the recording cannot be resumed unless the recording range matches.

You can select **Behavior on Completion (Stay, QuitApp, or Shutdown)** when recording is completed in the list ②.

If the stop button is pressed to exit, nothing is done.

A folder for storing batch files named **RetryToAddAudio** will be created in the video destination folder. If adding audio fails, a batch file named "OutputVideoName_AddAudio.bat" will be created in this folder. This is to avoid the situation where a long time recording is wasted due to silence, and you can retry adding audio later.

If the audio is added successfully as usual, a batch file named "_LAST_REC_OutputVideoName.bat" will also be created.

However, the next recording will overwrite it and only the last one will remain.

If the audio is successfully added by this batch file, a video named "OutputVideoName_AddAudio.mp4" will be created.

To discourage illegal distribution, a watermark will be added to the video you create.

Please refer to the **"Watermark Removal"** section for instructions about how to remove it.

Watermark Mask Creation

Creating a mask prevents the watermark (logo) from being mistakenly processed as a mosaic.

Right-click on the record button at the scene where there is no mosaic and the watermark is clearly visible.

Playback for 5 seconds and detection results will be output to **"Watermarks/VIDEO_NAME.png"**.

If you cannot extract well, the png can be modified file with paint software.

Paint the watermark region in red so that the outer edge is blurred.

Mosaics overlapping watermarks will also be undetectable, so it is best not to create them if not need.

It can be undone by deleting the png file.

Video Duplication

Some videos, such as old avi's, may not be able to be frame feeding correctly.

If the same problem occurs after changing the recording range, please duplicate (re-encode) the video by pushing **Shift+REC**.

Then an unprocessed **"ORIGINAL_VIDEO_FOLDER/ORIGINAL_VIDEO_NAME_ReEnc.mp4"** will be created, that is unprocessed and reflect the recording settings.

You can reduce degradation a little by setting "Recording Settings - Quality" to a higher value before running.

Cutting out part of the video may not solve the problem, so the entire video is duplicated ignoring the range specification

Sequential Recording



Multiple videos can be registered for recording in advance, and recording can be executed at once.

Press **E(Entry)** key to register with the current settings (recording range, super-resolution batch file, model type, etc.).

Press **Q(Queue)** key to display the cue panel (list of recording entries, buttons for operation, etc.) as shown in the image above.

Color Correction is not included in the entry information and reflects video-specific settings.

Keys of **Entry** and **Queue** can be reassigned.

Entries can be deleted individually using **the Trash Button** ①.

Pressing **the Up Arrow Button** ② moves that entry to the top of the list and executes it first

If the up arrow button is pressed while the queue is being processed, it moves to the second in the list (next to the running entry).

All entries can be deleted with **the CLEAR Button** ③.

Start Button ④ starts processing the queue (execution of all entries).

You can select the Behavior on Completion when all recordings are completed by **the List** ⑤.

Close button ⑥ returns to the normal screen.

While the Queue is being processed, button ⑥ becomes the **Stop Button** and can interrupt as in the case of individual recordings.

If processing of a queue is interrupted, a resume point cannot be specified.

If there is intermediate data available at the time each entry is executed, it will be used to make the recording.

Note that selecting a resume point in the list to the right of the REC button is not reflected.

If intermediate data is expected to be present at the time of execution, **From the Middle** will be displayed at the end of each entry, but if it has already been deleted, it will be executed **From the Beginning**.

Option



Auto Log File Output : Create a debug log in the **Logs** folder.

If "**All in One**" is selected, all logs are output to a single file (**Log(All)_***).

If "**Each Recording**" is selected, logs during recording are output to a separate file (**Log(Rec)_***).

Log files created by this function can also be automatically deleted at the next startup.

Frame Rate : Normally, **V-Sync(1/1)** is selected to avoid tearing, but if the V-Sync is turned off in GPU settings, you must select something other than V-Sync.

Select **30fps** if the PC performance is insufficient and the frequency of frame updates is not stable.

Think of "Match to the Video fps" as "automatic switching between 30fps and 60fps".

The frame rate is 50% of the refresh rate for **V-Sync(1/2)** and 25% for **V-Sync(1/4)**.

During recording, the frame rate will change regardless of the setting value.

Seek Interval : The short interval of moving the playback position.

Skip Interval : The long interval of moving the playback position.

*Maximum (Inf.) will move to the beginning or end of the video at one time.

Initial Volume : Leftmost (keep) restores the volume of the last session.

Subtitle Font Size : If a size is specified, subtitles will be displayed using the '**VIDEO_NAME.srt**' in the same folder as the video.

Window Size Limit : Make the window small enough to fit on the monitor.

Enlarge Window to the Limit : Automatically enlarge videos to fit the window size limit.

Base of Window Position : Select where in the window to align when the video in different sizes (vertical and horizontal) will be opened.

Control Panel Type : Select whether the control panel should be overlapped on the video.

*If you are using a typical 16:9 monitor, "**Overlay only in full screen**" is recommended.

Always on Top : When turned on, it will not be hidden by other applications.

Restore Playback point : Play each video from the same point as the previous session.

Low Load Preview : Since the video will be played without super-resolution, processed area will be blurred.

Display system information : Displays the current processing settings and system info at the corner.

Key Assignment



Up to two keys or buttons can be assigned to each function.

Use the slider on the right or the mouse wheel to set the areas that are not fully displayed.

Buttons of mouse or Xbox360 pad can also be assigned.

Step, Seek, Skip, and Move to Bookmark are executed continuously by holding them down.

While **Shift** is held down, **Seek** and **Skip** are interchanged.

Pressing **Speed Up** or **Speed Down** while holding down the **Shift** key resets the speed.

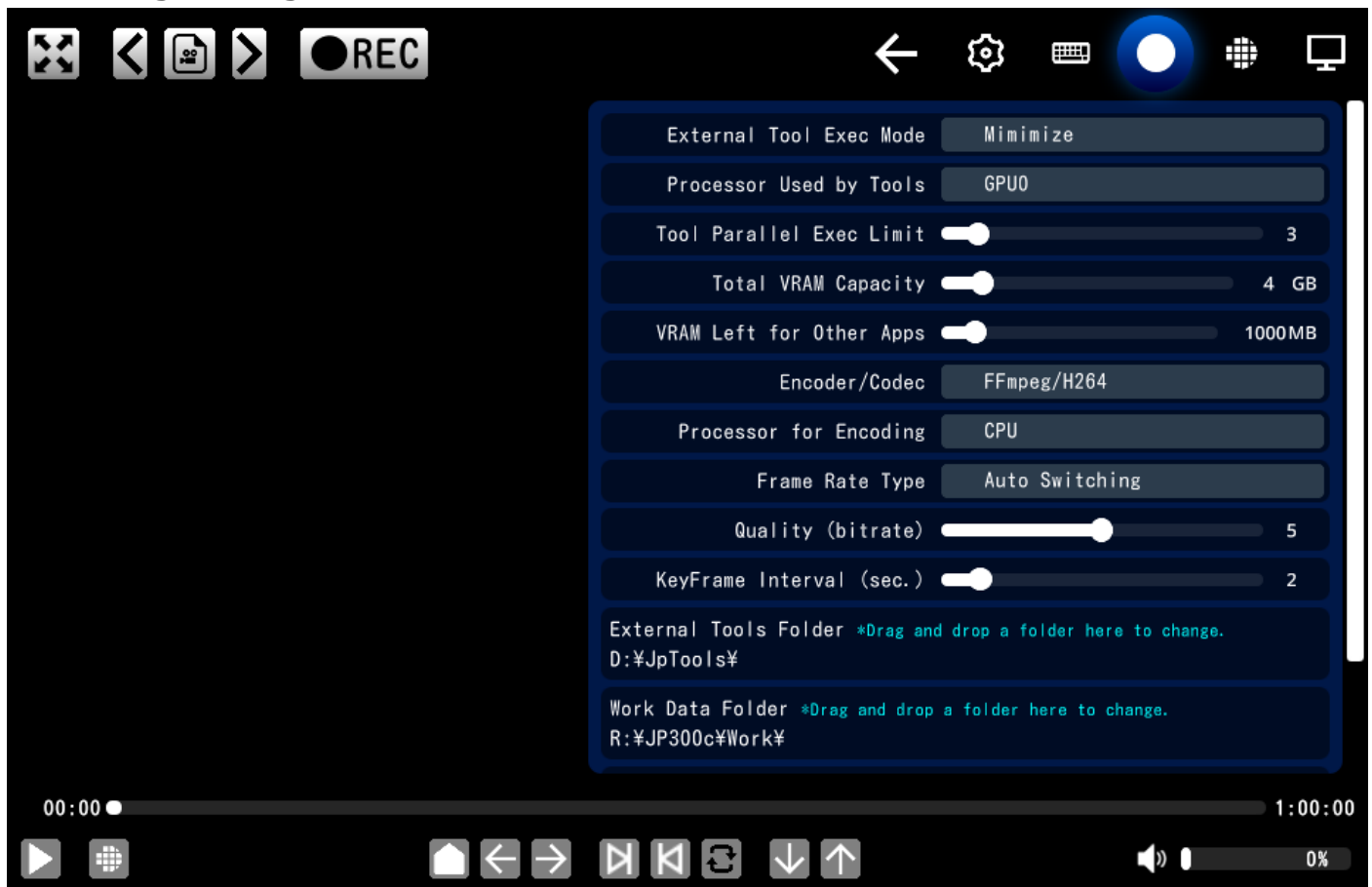
What is loaded as **presets 1-6** are those saved by pressing the buttons at the bottom of the Processing Settings Panel.

If you hold down the **Shift** key when loading, the numbers are **7 to 12**.

If not saved, the default presets are loaded.

Preset 1 is applied when each video is opened for the first time.

Recording Settings



External Tool Exec Mode is used to specify the state of the console window for super-resolution tools, etc.

The window may be obtrusive, so select Normal only if you want to check that the process is working properly.

Processor Used by Tools is usually GPU0, but if the GPU is extremely slow, CPU should be selected, and if there are two GPUs, GPU1 may be selected.

Tool Parallel Exec Limit is for avoid running out of main memory or VRAM during super-resolution processing.

The number of parallels is automatically limited, but the main memory and VRAM usage cannot be accurately predicted and the load may be so high that the PC becomes inoperable.

When executed on a typical PC, there is a large difference between parallel number 2 and 3, but little difference between 8 and 9.

Excessive number may slow things down, so for speed and safety reasons, usually set **3 to 8**.

Be sure to set the correct value for **Total VRAM Capacity**. *Usually Auto is fine.

Since VRAM allocation per process is made as a “percentage of total VRAM,” setting a smaller value than the actual value will result in over-allocation and cause VRAM shortages.

“Total VRAM capacity available for tools = Total system VRAM capacity - **VRAM Left for Other Apps**”

Normally, about 1 GB is sufficient, but set a larger value if other applications will consume VRAM during recording.

It is also useful as a means of dealing with cases where the number of parallelisms is not properly limited and VRAM is insufficient.

The default of **Encoder/Codec** is **Ffmpeg/H264**.

NatCorder has the disadvantage of degrading quality in scenes with intense motion.

Ffmpeg can provide high quality throughout the entire video and can also save size by selecting HEVC or AV1, but there may be problems such as "hardware encoding is not possible" or "the created video cannot be played" depending on your environment.

You can also encode with any options by rewriting **enc_opt.txt**.

If **Ffmpeg** is selected as the encoder, you can specify **Processor for Encoding**.

You need to check if your **GPU** supports hardware encoding of the specified codec.

If you are unsure, select **CPU**.

Since image processing is performed in parallel with encoding, using a GPU may not make much difference (just more time waiting for processing to complete).

Setting the frame rate type to **CFR** (constant frame rate) will make the frame interval constant, which improves the seek response during playback for some players.

However, if the original video is **VFR** (variable frame rate) or contains many missing frames, duplicate frames will be inserted to prevent sound shift.

When **Auto Switching** is selected, CFR if the frame spacing of the original video is constant, and VFR if it is uneven.

*When encoding with **NatCorder**, it is always **VFR**.

Quality 5 will still be a higher bit rate than a typical mp4 video.

If you want to use the created video as material for editing, It is better to maximize.

Increasing **Keyframe Interval** will slightly reduce the file size of the created video, but will worsen the seek response during playback.

The recommended value is 2 sec.

External Tools Folder is where the separately distributed tools are deployed, and "JavPlayer/Tools" is the default.

You can share tools with different versions of JavPlayer by specifying any folder.

It also has the advantage of eliminating the need to move tools during version upgrades.

Work Data Folder is where intermediate data (mainly still images) created during recording is stored.

Since a large amount of data will be written, please take into account the capacity of the drive and the risk of corruption.

If you are creating many short videos, I recommend using a RAM disk.

2GB per hour would be sufficient for a long video, but may be insufficient depending on the state of the video (density of mosaic , number of mosaic areas, amount of block noise).

Work Data Folder to Keep is the number of folders for intermediate data that can exist simultaneously.

If 0, it is deleted immediately after the recording is completed.

If 1, it is deleted at the start of the next recording.

If 2, you can start recording with one data folder left and resume recording with the previous one.

The data folder will be moved to "JavPlayer/Work/_deleting/" and then deleted.

Video Destination Folder is where the videos to be created will be saved.

Processing Settings



The settings in this panel are saved for each video.

Items with light blue names are for recording only and are not reflected in the preview.

In the list of image **Processing Batch File A(B)**, items appear according to the external tools installed.

TG&BVPP is required as of the release of JavPlayer_Ver.3.00.

Normally, only batch file A is specified, but if B is also specified, the super-resolution results from A and B will be blended.

If the name of batch file B is enclosed in parentheses, such as "(NAME)", super-resolution of B is performed on the result of A.

If the result of 8x super-resolution in A is super-resolved 4x in B, the result is 32x, and if 4x with post-processing as described below, the result is 128x.

For FHD videos, 24x super-resolution will sometimes exceed the resolution of the original video. The total resolution of 32x should be considered as the upper limit, as it will not only be wasted by reduction during compositing, but may also result in encoding failure due to lack of VRAM.

Similarly, if the name of batch file A is "[NAME]", super-resolution of B is performed on the result of A.

This is a pre-processing that filters the image for input, usually without scaling.

Pre-processing mode and post-processing mode cannot be used together, and one of them must be a regular batch file.

Model Type specifies the super-resolution model to be used by the external tools.

STD(Standard) : The processed result will be clearer, but it may be broken depending on the type of mosaic in the original video.

AF*(AntiFlicker-Level*) : Avoids the breakdown with STD, but the processed result will be blurred.

The difference between STD and AF* is also reflected in the simplified super-resolution in playback. Usually AF0-2 use a common model and only differ in the filters applied to the image before super-resolution.

Compared to AF1, AF0 is a little sharper and more distorted and AF2 is a little blurred and less distorted.

Post Processing Type allows you to select the type of processing to be performed on the super-resolution image of the external tool.

3XSR : Light weight super-resolution, effective enough for prominent areas such as black and white borders.

SPAN4X : High-load super-resolution using AI and has a great effect to sharpen processed areas.

Re-Mosaic(L,S) : Special filter to re-mosaic (finer than the original) using the super-resolution result.

Post-processing is done at the same time as encoding, so selecting SPAN4X will increase the time required for encoding.

Input Image Sharpness is the strength of the sharp (unsharp) filter for the images input to the super-resolution tool.

If the default value (5) is specified, no filter is applied.

Smaller values result in blurriness, but the finer the detail.

Output Image Sharpness is the strength of the sharp (unsharp) filter for the super-resolved images.

If the default value (5) is specified, no filter is applied.

White Line Noise Reduction is the degree of application of a “filter that detects areas that are too bright and suppresses noise” within a frame.

Do not set a value larger than necessary, as a stronger value will result in blurring.

Texture Noise Addition is the density of “noise added to compensate for the lack of detail in the processed area.”

Set according to your preference.

Noise filter on detection is used to select the type of filter FFmpeg will apply during decoding

FFT is a pixel-by-pixel **flicker** suppression filter that is mainly useful for older videos.

Deblock is a filter that blurs the rectangular patterns that are common in low bitrate videos and is very effective in reducing false positives in some videos, but can also cause detection omissions.

Enabling **Small Mosaic Detection** improves the detection rate of mosaics composed of small squares.

When enabled, the mosaic detection accuracy is reduced due to the increased susceptibility to noise.

It is always disabled if the video is less than 960 pixels wide.

Enabling **Blurred Mosaic Detection** improves the detection rate of unclear mosaics.

Major benefits are rare, but adverse effects are also rare.

Increasing the value of **Dark Mosaic Detection** improves the detection rate of mosaics where the entire region is close to black

Gamma correction is applied to the image for mosaic detection, resulting in a slightly lower detection rate for bright areas.

When the **second mosaic detection** is enabled, the detection process is executed twice with different settings and the detection results are added.

It can slightly improve the mosaic detection rate for low quality videos, but the time required for mosaic examination will be longer.

If the original video is of high quality, there will be no benefit except for more false positives.

As a rule, mosaics (noise) that disappear after less than the number of frames specified in the **Minimum Mosaic Duration** will no longer be processed.

Since noise very often disappears in a single frame, setting it to 2 or more will greatly reduce false positives.

0 is the setting value for testing and treats all noise as mosaic.

If a large value is set in **Expansion of Detected Area**, less mosaic will remain unprocessed. However, it also results in processing to areas adjacent to the mosaic.

Enabling **Extensive Image Cropping** can solve the problem of sometimes severe blurring of the processed area as the mosaic area is moved, but it increases the size of the reduced image and the number of folders to be input to the external tool, which increases the time required for super-resolution.

Optimal values for detection settings depend on the quality of the original video and the state of the mosaic.

It also depends on the user's preference, such as "it is important that no mosaic is left behind, even if extraneous parts are processed".

If the settings are saved as **preset1-6**, they can be loaded by pressing the corresponding shortcut keys. Hold down the **Shift key** and save to **preset 7-12**.

Details of Mosaic Detection Process

Mosaic detection is performed in two stages: examination and analysis.

In the examination phase, the video is fed frame by frame to collect information on the mosaic of the entire recording range.

In the analysis phase, "separation of mosaic and noise" and "determination of mosaic roughness and boundary" are performed based on the examination results.

The availability of mosaic detection can be checked in the preview, but the analysis is simplified and does not match the results of the recording.

The analysis phase is completed in 1 second at most, since the images are not processed.

It is mainly the areas with short duration that are determined to be noise by the analysis and excluded from the processing.

The threshold can be set at the **Minimum Mosaic Duration**, but even if 3 is specified, areas that have lasted longer than 3 frames may be treated as noise.

If the position or shape of an area changes violently or roughness cannot be measured, it is more likely to be judged as noise.

If there is another region that (almost) matches the position and shape at before or after the region, it is more likely to be judged as a mosaic.

A setting that reduces detection leakage is also a setting that increases false positives; conversely, a setting that reduces false positives increases detection leakage.

False positive detection here is "judging a non-mosaic area as a mosaic", and its harmful effects are the following two.

- More frequent super-resolution by external tools
- Backgrounds, etc. are processed, degrading video quality

Since the optimal settings vary depending on the quality of the original video and the user's preferences, please refer to the following to adjust the settings for each video.

Small Mosaic Detection and Dark Mosaic Detection was omitted because it depends on the characteristics of each video regardless of quality.

If the original video is high quality

Noise Filter for Detection=NONE

Blurred Mosaic Detection=OFF

Second Mosaic Detection=OFF

Minimum Mosaic Duration=3

If the original video has a lot of block noise

Noise Filter for Detection=Deblock

Blurred Mosaic Detection=ON

Second Mosaic Detection=OFF

Minimum Mosaic Duration=4

If the original video is low quality and noisy

Noise Filter for Detection=FFT

Blurred Mosaic Detection=ON

Second Mosaic Detection=ON

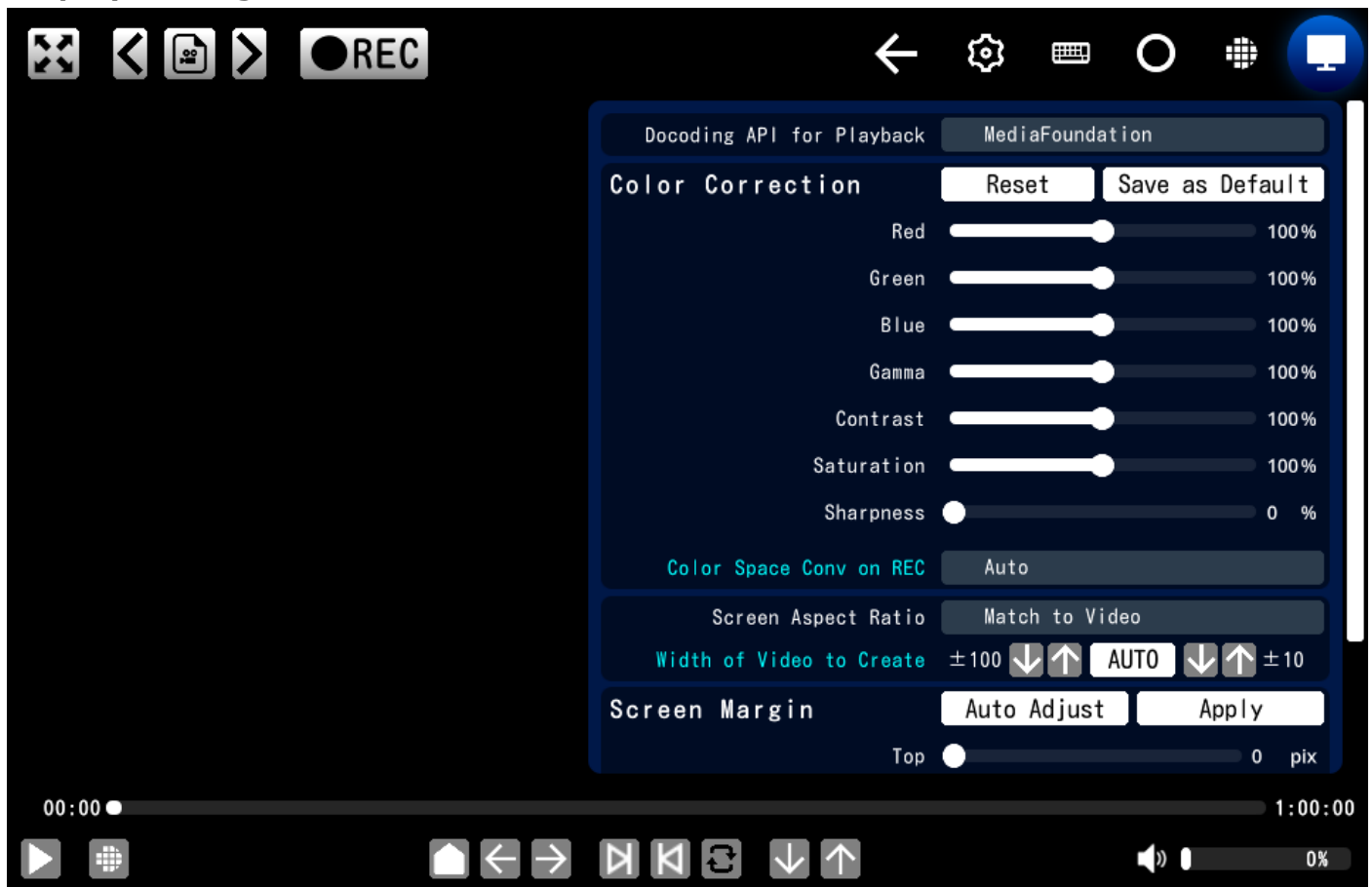
Minimum Mosaic Duration=2

Block noise is a pattern of squares, usually 8x8 pixels, that is very difficult to distinguish from a mosaic. If you preview a scene with heavy motion in **Detection Status Check Mode** and you see many areas that disappear in an instant, it is likely that **block noise is present**.

Some videos have less block noise and more flicker and other noise.

If there are many mosaics not detected in the preview, the video is **low quality and noisy**.

Display Settings



The settings in this panel are saved for each video.

Items with light blue names are for recording only and are not reflected in the preview.

The API used for video decoding is usually **MediaFoundation**.

If unable to playback properly, switching to **DirectShow** may solve the problem.

DirectShow has drawbacks such as "poor response" and "low seek accuracy," which can cause problems with frame feeding.

Frame feed for recording is done by FFmpeg, so it is only relevant for playback.

Hold down **Shift** and move the **red**, **green**, and **blue** sliders to link the three together.

Pressing **Save as Default** will apply the color correction the first time the video is played back.

If **Color Space Conv on REC** is turned **ON**, the colors of the video to be created will be slightly darker. Usually **Auto** is fine, but if you are concerned about the color difference from the original video, resume from encoding after the change.

If **Width of Video to Create** is specified, height will be determined by **Screen Aspect Ratio**.

Pressing **AUTO** button sets the width of the original video.

Pressing **left up/down arrow button** changes the value by **100**, while pressing **Shift Key** by **1000**.

Pressing **right up/down arrow button** changes the value by **10**, while pressing **Shift Key** by **2**.

The margin setting is used to eliminate the black borders sometimes seen in older videos.

It is not reflected until the **Apply** is pressed so that the window size does not change continuously.

AutoAdjust automatically detects the black frame in the currently displayed frame and sets the value.

It is extremely rare, but if width or height of the original video has is odd number, use this function to make it even.

Watermark Removal

Only videos created with JavPlayerEZ and JavPlayer (Ver. 2.00 or later), can be played while hiding the watermark.

If you edit the created video and delete the beginning, the timing for displaying the watermark will be off and cannot be processed properly, but this can be corrected by setting the base frame as shown below.

1. Pause at the frame where the watermark is brightest.
2. Hold down the Shift key and right-click near the watermark.

If the watermark remains, start over.

Hold down the Shift key and right-click in the center of the screen to reset its timing.

Configuration File

Special settings can be made by modifying **JP3.ini**, which is located in the same folder as JavPlayer.exe.

AllowOverhang : Allow the window to overhang from the screen when opening videos.

Normally false, correct windows position before starting up.

If the position correction is disturbing, such as in a multi-display environment, set to true.

If the entire window is off-screen, press Shift+Escape to move it to the center.

DefaultDecoder : Specify the decoder to be assigned to the video to be played for the first time.

Usually specify MediaFoundation.

MosaiclessFile : Videos that include the specified string in the file name will be excluded from the mosaic processing.

Multiple strings can be set by separating them with commas.

This function is for users who play no mosaic videos with JavPlayer.

MosaiclessFolder : Videos in folders containing the specified string will be excluded from the mosaic processing.

Subfolders are likewise excluded.

Multiple strings can be set by separating them with commas.

This function is for users who play no mosaic videos with JavPlayer.

WatermarkedFile: Videos that contain the specified string in the file name will be targeted for watermark removal.

Only watermarks added with JavPlayerEZ and JavPlayerVer.2.00 or later can be removed.

WatermarkedFolder: Videos in folders containing the specified string will be targeted for watermark removal.

Subfolders are covered as well.

Multiple strings can be set by separating them with commas.

DisableAutoClose: Set to true if you want JavPlayer to play multiple videos at the same time using associations.

FractionFreeRange: Specify the recording range in 1-second increments.

This is for verification of problems that occur when the language of Windows is Russian, French, etc.

SkipMediaInfo: Obtains video information from the playback decoder without using MediaInfo.exe.

This is for verification in case of failure to record properly. *Problem occurs with some videos.

FeedingFrameRate: Specify the speed of frame feeding (mosaic investigation, reduced image output, encoding) to be performed during recording as an integer.

This is for verification of timeout during frame feeding.

SkipFolderCheck: Change the destination folder or prepare encoding without checking the folder.

This is for verification of problems that are determined to be un-writable.

AsyncReadback: Asynchronous VRAM to MainMemory transfer of frame images to be encoded.

The item does not exist by default and is automatically turned on if the GPU supports it.

Add the line "**AsyncReadback=false**" at the end only if the log shows "**Error on AsyncGPUReadback.**".

AllowErrorOnSR: If an error occurs in super-resolution, the process is retried only once to proceed. Since **output/*/*.jpg** is missing for the skipped parts, **input/*/*.png** is used instead. The substituted area will be blurred, so set **true** only if you really want to complete the recording.

PlaybackSpeeds: Enumerate the values (10 to 200%) applied by speed up/down function.

VideoName Definition file

You can change the name of the video to be created by changing `rec_name_format.txt` which is located in the same folder as `JavPlayer.exe`

The default name is a long name with the processing settings added at the end, so you can remove unnecessary parts as you like.

Encoding Configuration File

Detailed settings (encoder, codecs, etc.) for **FFmpeg** can be defined by modifying **enc_opt.txt**, which is located in the same folder as `JavPlayer.exe`.

Unconfirmed, it should be possible to do "hardware encoding of AV1 on Intel GPUs" etc.

Trouble Shooting

TROUBLE : The video image is broken at the beginning of the created video or the sound is delayed throughout the video.

CAUSE : There is an abnormality in the original video, and frame feed (frame image extraction) by FFmpeg cannot be executed correctly.

SOLUTION1 : Shift the beginning of the recording range by a few seconds.

SOLUTION2 : Re-Encode (Shift+REC) the original video and record the duplicated video.

TROUBLE : Super-resolution tools run thousands of times per video hour.

CAUSE : The original video contains a lot of block noise.

SOLUTION1 : Change "Processing Settings - Noise Filter for Mosaic Detection" to **Deblock**.

SOLUTION2 : Change "Processing Settings - Minimum Duration of Mosaic" to **6**.

TROUBLE : JavPlayer is forced to terminate before super-resolution by external tools begins.

CAUSE : Unable to write to the work data folder.

SOLUTION1 : Add JavPlayer.exe to security software's exclusion settings.

SOLUTION2 : Specify a different location (another drive if possible) for "Recording Settings - Work Data Folder".

SOLUTION3 : Rewrite "SkipFolderCheck=**false**" described in **JP3.ini** to "SkipFolderCheck=**true**".

TROUBLE : JavPlayer freezes during super-resolution processing by external tools.

CAUSE : Insufficient main memory.

SOLUTION1 : Reduce "Recording Settings - Tool Parallel Exec Limit".

SOLUTION2 : Increase "Recording Settings - VRAM Left for Other Apps".

TROUBLE : Super-resolution by external tools always fails.

CAUSE: External tools are not installed correctly.

SOLUTION1 : Note the difference between **CUDA (for NVIDIA)** and **ZLUDA (for AMD)** and reinstall it.

SOLUTION2 : For ZLUDA, make sure ROCm (HIP SDK) is installed that is compatible with your GPU.

TROUBLE : JavPlayer freezes during encoding.

CAUSE : Insufficient main VRAM.

SOLUTION : Change "Processing Settings - Post-processing Type" to something other than **SPAN4X**.

TROUBLE : Processed portions of the created video are blurred or distorted.

CAUSE1 : No image processing batch file is specified.

SOLUTION1 : Change "Processing Settings - Processing Batch File A" to something other than **NONE**.

CAUSE2 : The super-resolution model does not match the mosaic type.

SOLUTION2 : Change "Recording Settings - Model Type".

TROUBLE : Encoding fails and no video is created.

CAUSE : Your GPU does not support encoding of the specified codec.

SOLUTION1 : Change "Recording Settings - Processor for Encoding" to CPU.

SOLUTION2 : Change "Recording Settings - Encoder/Codec" to */H264.

TROUBLE : The sound of the video created by recording is shifted when the original video is mp4 or mkv.

CAUSE : The range specified for FFmpeg in the audio cutout is not reflected correctly.

SOLUTION : Execute /RetryToAddAudio/*.bat in the folder where the video is saved.

**If the original video is a wmv, it is not a solution because it is re-encoded from the first move.*

TROUBLE : Audio is not added to the created video.

CAUSE : The library used to process the audio cannot handle the characters contained in the filename of the original video.

SOLUTION : Ensure that the full path of the original video does not contain any special characters.

**For example, d:/movies/test.mp4 would be perfect.*

Others

If you encounter problems, check the debug log (Ctrl+MouseL+MouseR).

If you have enabled automatic output of log files, you can also check Logs/Log*.txt.

You may find the cause of the problem.

The Twitter account [@Javski2](#) is used for announcements and answering questions.