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r/MoonlightStreaming



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r/MoonlightStreaming • 1 yr. ago

xenon\_type



## If you have a Moonlight setup that works flawlessly streaming PC to TV (no stutter or input lag), please share its details here!

It's been several weeks now that I've been trying to get 1080p/60fps game streaming from my PC to my living room TV, using a Chromecast with Google TV. It works very poorly with input lag and stutters, and after reading many dozens of threads here and on the CCwGTV subreddit, I have given up and was unable to fix it.

At this point I'm considering alternatives, and would like to get feedback from you:

**Do you have a great Moonlight streaming setup from PC to TV, with no input lag and stutter?** If so, can you please share the following details:

- TV specs and settings (i.e. game mode, etc)
- PC specs (processor, GPU)
- PC LAN connectivity (wired vs wireless)
- PC running GeForce Experience or Sunshine?

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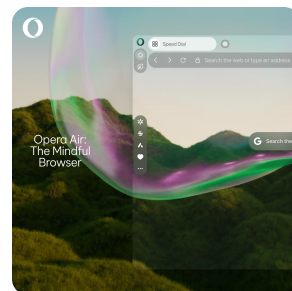
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Overlord\_86 • 1y ago

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- TV is a Philips 55 OLED with auto game mode switching
- PC 5800X3D + 4070Ti connected via Ethernet to the router
- PC running Sunshine latest version
- Client is a Shield Pro 2019 connected via Gbit Ethernet CAT6 (but before was using 5Ghz, only difference I could increase from 1440p/50mbit to 4K/150mbit)
- Xbox one Controller connected directly via BT from the other room (less than 10m away, one wall), so rumble feature is intact

In your case hardware-wise I would point my fingers to the Chromecast, I'm afraid it could be too heavy of a task for it...

On Software side I found my nirvana with Sunshine, where I could setup as many scripts as I prefer to craft the perfect setup. More in detail, I used to have a batch to trigger qres for resolution change + another to enable HDR. Now with win11+virtual display driver all of this is pointless, since I can forward the stream to a fake driver that is setup exactly as the TV (4k/60hz/HDR). Have a read on this thread for more details, it's nothing too hard if you have some basic IT tech skills ;)

[https://www.reddit.com/r/MoonlightStreaming/comments/12fxk2v/stream\\_4k\\_without\\_any\\_screen/](https://www.reddit.com/r/MoonlightStreaming/comments/12fxk2v/stream_4k_without_any_screen/)

Happy streaming bro!

↑ 19 ↓ ○ Reply ...

⊕ 23 more replies



**chub0ka** • 1y ago

Ah i stream 4k120 over ethernet from 4090/13700k running in a VM (GFE) to 5700G windows(no hdr on linux). No luck with TV but can try appleTV

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⊕ 2 more replies



**Key\_Personality5540** • 1y ago

Wifi 6 or 6E is key tbh.

⊖ ↑ 3 ↓ ○ Reply ...



**QuinQuix** • 1y ago

Or wired

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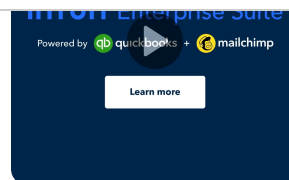


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[Log In](#)[Sign Up](#)[intuit.com](#)**JusticeJanitor** • 1y ago

- TV : 55" Samsung S95B OLED
- PC : i5-11400F + RTX 4070 and 32 GB of DDR4 RAM
- PC wired by Ethernet to access point and the access point is connected to the main router
- PC Running latest version of Sunshine
- Streaming at 1440p 120Hz in HDR at 150 mbits
- Moonlight running the nightly version on a Steam Deck LCD Docked to the TV via the official Valve dock.
- Connected To Ethernet from access point to main router. (PC and Steam deck on two different access points)
- Game pad is a Xbox Series controller connected via Bluetooth to the Steam Deck.

Like others have pointed out. I'm thinking the issue you're having is the Chromecast. I've used a bunch of devices to run Moonlight. I've used the Steam Link box (maxes out at 1080p60), the CCwGTV, the Nvidia Shield TV Pro and now I'm using the Steam Deck.

I've tried VERY HARD to make the CCwGTV work. At 1080p60 it works *fine* but what helped me the most was having the controller have line of sight with it if it's connected via Bluetooth. (I used an HDMI extension cord). For 1440p or 4K, the decode time is in the 15-20ms range and it adds an awful lot of input lag.

Honestly, if you want a device purely to be a Moonlight client and nothing else, get yourself a mini PC that has support for HDMI 2.1 and a CPU/GPU with a hardware decoder. Nothing comes close.

↑ 3 ↓    Reply    ...

⊕ 7 more replies

**ix08** • 1y ago

- LG OLED B8 (2018), picture mode game, about 20 ms input lag according to RTINGS
- Host: AMD R5 5600G + RX 7700 XT (avg. 3ms encoding time with AMF hardware encoder)
- Network: Host --LAN-- Access Point --WiFi5-- Access Point --LAN-- Client (2-3 ms network latency)
- Client 1: webOS app (moonlight-tv): running 4k60hz (20-40 ms decoding latency)
- Client 2: intel i5 4th gen (moonlight-qt linux) via HDMI 2.0: running 1080p120hz (1 ms decoding latency)
- overall latency: 3 ms encoding + 3 ms network + 1 ms/(20-40) decoding latency + 20 ms input lag.
- controller connected either directly to host (Xbox Wireless Adapter) or to Client 2 with VirtualHere (USB)

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[Log In](#)**Joffad** • 1y ago • Edited 1y ago

Flawless for me on a complicated setup. (Remote PC over Internet to home PC plugged into TV) -Hope this helps. Proof image: <https://imgur.com/a/IEaFush>

TV specs and settings - LGCX55 - Game mode

Remote PC specs (processor, GPU) - RTX3090ti. i7-1390k, 64GB DDR5, display port to HDMI 2.1 adaptor, EDID HDMI plug, LG EDID info loaded on to host. Win11.

PC LAN connectivity (wired vs wireless)- gigabit Internet at office and home. Remote and Client PC hardwired to router on CAT6 cable.

PC running GeFroce Experience or Sunshine? - Host runs Sunshine, client runs Moonlight.

Resolution and framerate setup for streaming - this is the big one, 4K, HDR, 120FPS, 120hz

Which device is running Moonlight? (Shield, CCwGTV, AppleTV, Roku, RPi, mini PC, etc) - Client PC is a Win10 2013 build with i7-4930k, importantly GPU needed HDMI 2.1 port to provide 4K, 120hz, HDR. Bought a 3070ti on ebay for £300.

Is the above device connected to LAN wirelessly or wired? Wired, CAT8

How is the gamepad/controller connected? (Bluetooth to device, wired to device, wired to PC, 2.4ghz to device, 2.4ghz to PC) B Xbox360 controller to client using old Xbox 360 windows wireless dongle. Xboxone controller was tried with BT, but gave erratic behaviour. 360 seems to behave better

Also worth mentioning client PC has HDMI 2.1 into the LG, and display port to HDMI 1.4 into my Denon Amp to provide surround sound. I can confirm I receive 5.1 audio from host, to client, to amp.

↑ 2 ↓ ○ Reply ...

**SuperG9** • 1y ago

TV: 55" LG C3, in Game Mode, G-Sync enabled.

Host PC: 7800X3D, RTX3080, 32GB RAM

Connection: All over Ethernet. Hosted using Sunshine.

Streaming at: 4k60fps HDR with 85mbps encode

Moonlight client: Another PC with i5 8600k/GTX1660S connected to the TV with HDMI

Gamepad: Xbox Series controller connected over Bluetooth to the Moonlight PC.

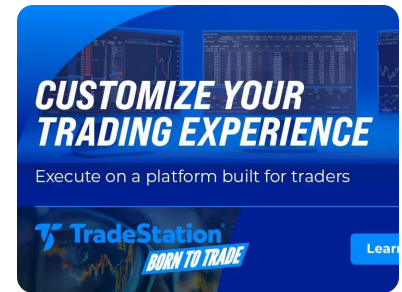
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glenkrit • 1y ago • Edited 1y ago

- Samsung frame/ LG oleds 120hz on both, vrr on lg tvs
- 7800x3d rtx 3080 32gb ram
- 2.5gbe wired /wifi 7 router using 6e (BE95)
- Sunshine Hosting
- 1080 120hz, 1440p 165hz or 4k120
- Client is a Rog Ally with a 2.5gbe ethernet usb c dock
  - Client set to 150mbs bandwidth limit, vsync off and h.264
- bluetooth to ally

The delay is very small. Almost feels like I'm playing natively

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Termiations • 1y ago

CCwGTV is just the bottleneck...

Owner of 2 of these devices.

Streams until ca. 10-12 Mbit can be sustained (which is OK for FullHD playback), but from around 15 Mbit streams and up (like Moonshine, but also GFN, on 1080p@60fps where you need atleast 20 Mbit sustained) just stutter and even crash.

I got my CCwGTV devices working stable with 720p@60fps streams, i guess that's the limit for (stable) game streaming (e.g. Moonshine, GFN) on these devices.

SHIELD TV Pro, especially when wired, is an entirely different cookie. On this device (which I own 1 of) you can get a stable 4K@120fps-10bitHDR stream from Moonshine.

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r/SBCGaming • 10 mo. ago

### Best device for Moonlight?

7 upvotes · 24 comments



r/MoonlightStreaming • 7 mo. ago

### Emulators over Moonlight

16 upvotes · 35 comments



r/vampires • 1 yr. ago

### Moonlight

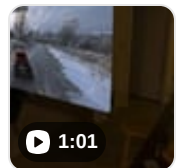
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532 upvotes · 67 comments



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### Is there a way to use Moonlight without internet?

8 upvotes · 18 comments



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### Just now learning about Moonlight - Is it actually good?

11 upvotes · 33 comments

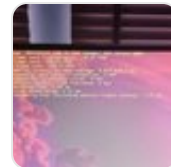
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3 upvotes · 9 comments



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## End Game Moonlight Host



43 upvotes · 42 comments



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## Using Lossless Scaling With Moonlight/Sunshine

5 upvotes · 7 comments



r/SteamDeck · 10 mo. ago

## Moonlight and local multiplayer

1 upvote · 1 comment



r/MoonlightStreaming · 4 days ago

## Best device/client to stream 4k60

2 upvotes · 23 comments



r/MoonlightStreaming · 9 mo. ago

## Best Moonlight Client "Smart TV" hardware?

1 upvote · 11 comments



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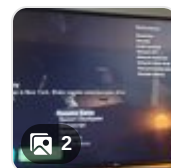
## Looking for guidance - streaming PC to TV

3 upvotes · 8 comments



r/MoonlightStreaming · 9 mo. ago

## Using Moonlight-TV on WebOs - Any way to pin the performance stats to the stream?



1 upvote · 11 comments



r/MoonlightStreaming · 7 mo. ago

## Can you still get the moonlight app on the NVIDIA Shield Pro?

3 upvotes · 15 comments

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7 upvotes · 9 comments



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### Can't find my PC with Steam Deck over Sunshine

1 upvote · 23 comments



r/moon · 8 mo. ago

### Red moon?



56 upvotes · 7 comments



r/MoonlightStreaming · 4 mo. ago

### Minimum PC specs for client hardware

1 upvote · 1 comment



r/streaming · 1 yr. ago

### Hey everyone! I was wondering if anyone knows how to get Fugitech Reactive images to work on a dual pc streaming setup:3

1 upvote · 8 comments



r/vitahacks · 7 yr. ago

### Vita Moonlight- streaming PC to Vita... Overwhelmingly confusing

6 upvotes · 18 comments



r/pchelp · 1 yr. ago

### Multitasking many programs while streaming, can you help me figure out what's throttling my PC Performance? Need advice on Memory vs CPU as the issue. (DnD Livestreaming on Roll20)

1 upvote · 1 comment



r/MoonlightStreaming · 8 mo. ago

### I love Moonlight and Sunshine

56 upvotes · 27 comments



r/MoonlightStreaming · 1 yr. ago

### How Do I Make Sure Sunshine + Moonlight is Using LAN?

6 upvotes · 37 comments



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1.1K upvotes · 1.4K comments

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