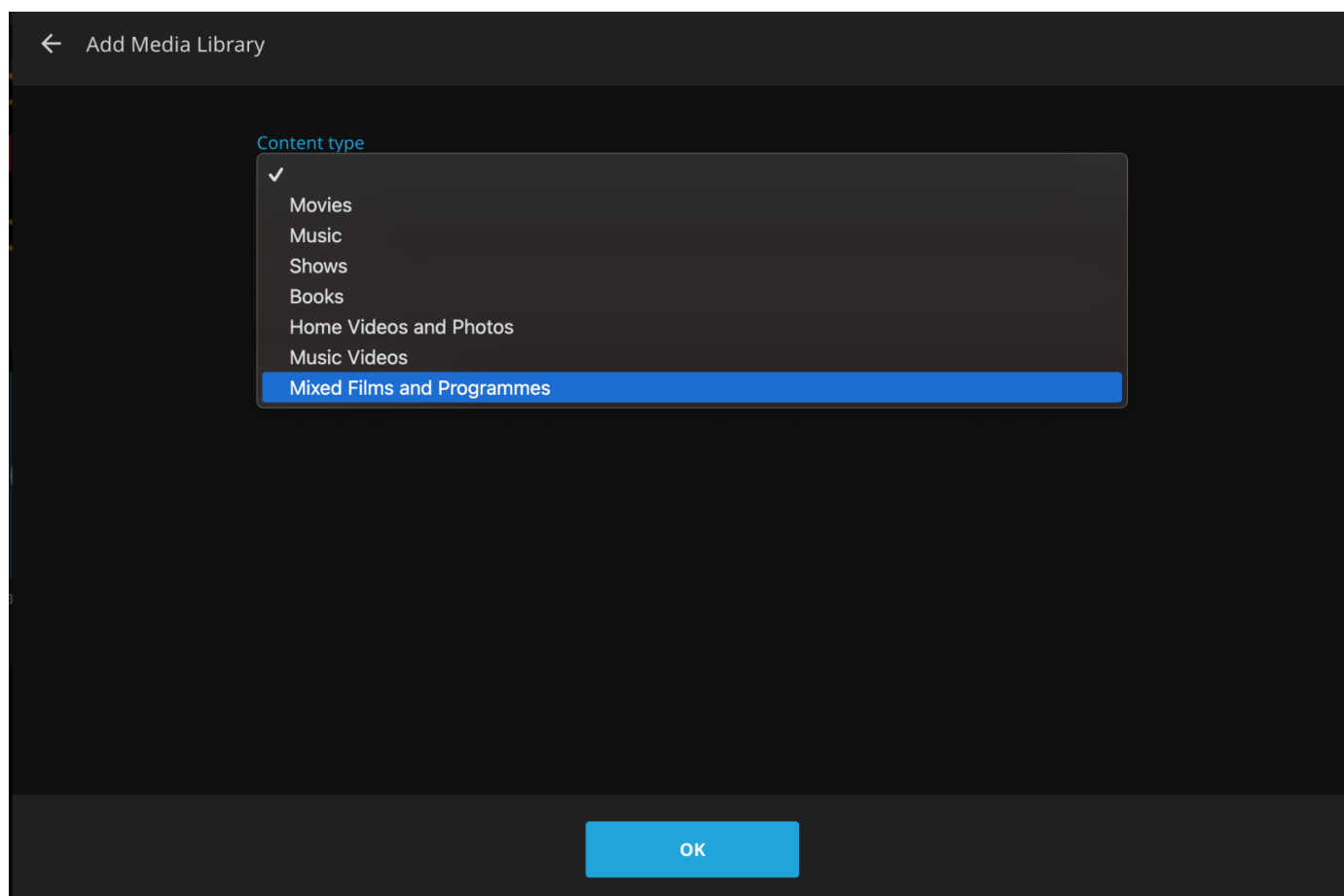
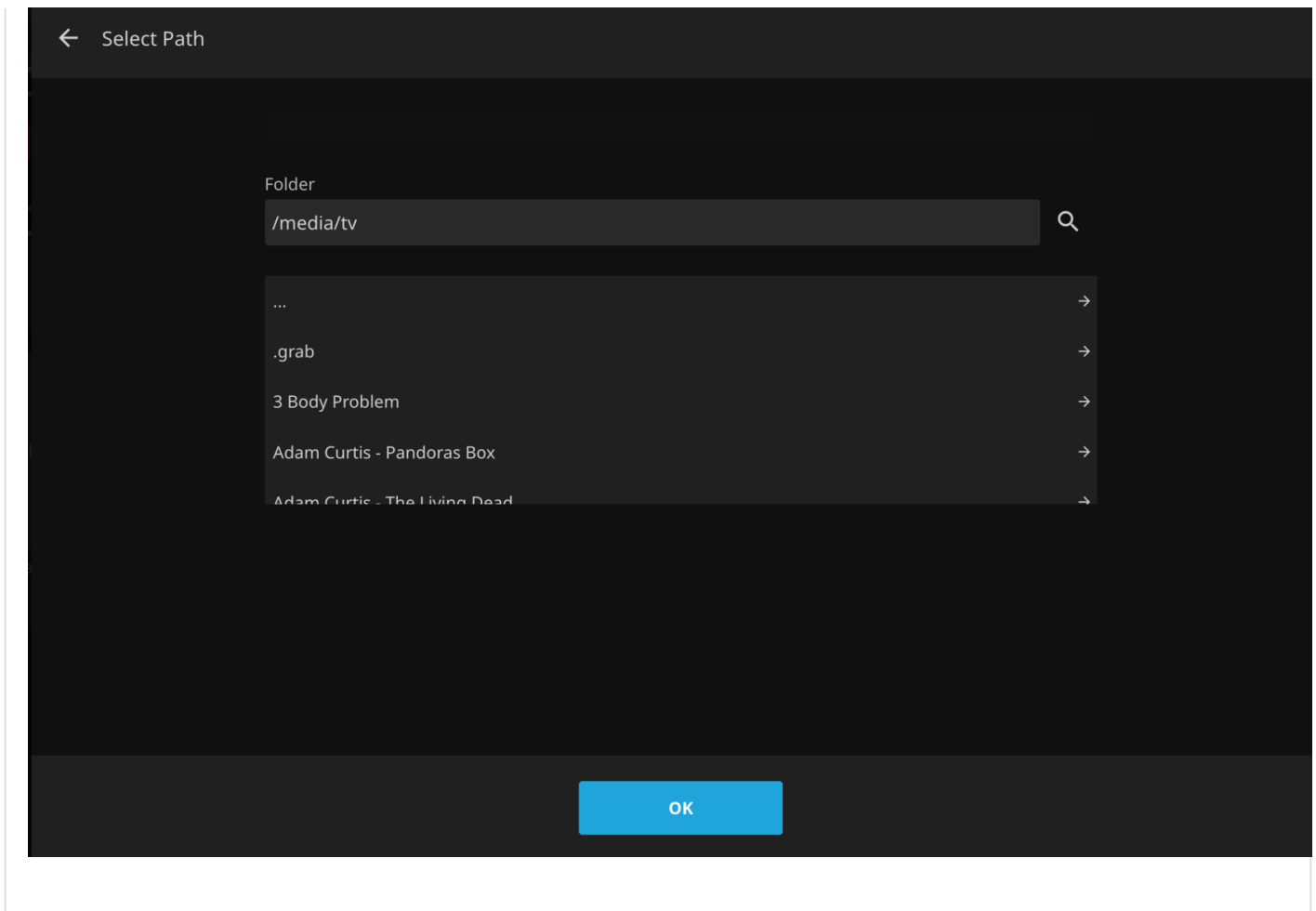


Summary

When you create a Jellyfin library, you usually point a new Library to a folder with your media files in and allow the Jellyfin metadata scraper to examine the file, identify it and then download the metadata to add it to a library..... but here's a tip ... on any OS worth it's salt, you can have the physical media file in your pyhsical media folder

Add Library Dialogue Box





```
/media/TV/3 Body Problem/Season 01/3 Body Problem - S01E01 - Countdown WEBRip-720p.mkv'
```

but, you could also create

```
/media/TV/3 Body Problem/Season 01 - Reversed
```

 and create a "link" to the original media file which is a tiny pointer, such as

```
'linked.mkv --> '3 Body Problem - S01E01 - Countdown WEBRip-720p.mkv'
```

- When you create the link, it points to the original file, but the link can be named anything
- depending on how you configure your library, it can provide "varied" results
 - it may scan and find the embedded metadata from the "source" physical media, then look that up
 - it may take just embedded media
 - it may take local NFO data
 - it may not look up at all

so

the easy part is linking one or two files, get your feet wet and then test a few configurations;

- always start with a small subset that "prove" your settings
 - then think about bulk-naming conventions that work
 - then script or automate the file link/rename
 - do your initial library scan and then uncheck any changes
-

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