VIRTUATILT – PINBALL FX SETUP

Following some basic instructions to have your new VirtuaTilt up and running with PinballFX.

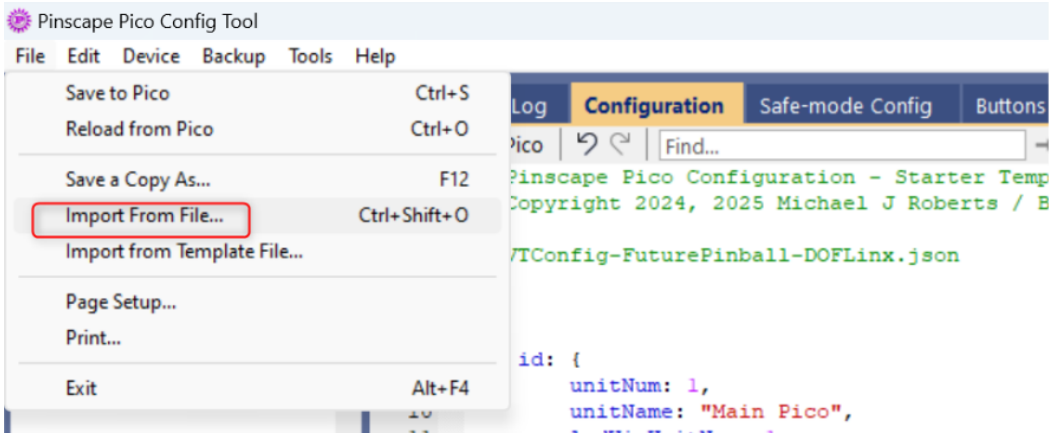
Download **DOFLinx** latest package from here: Releases · DOFLinx/DOFLinx (github.com)

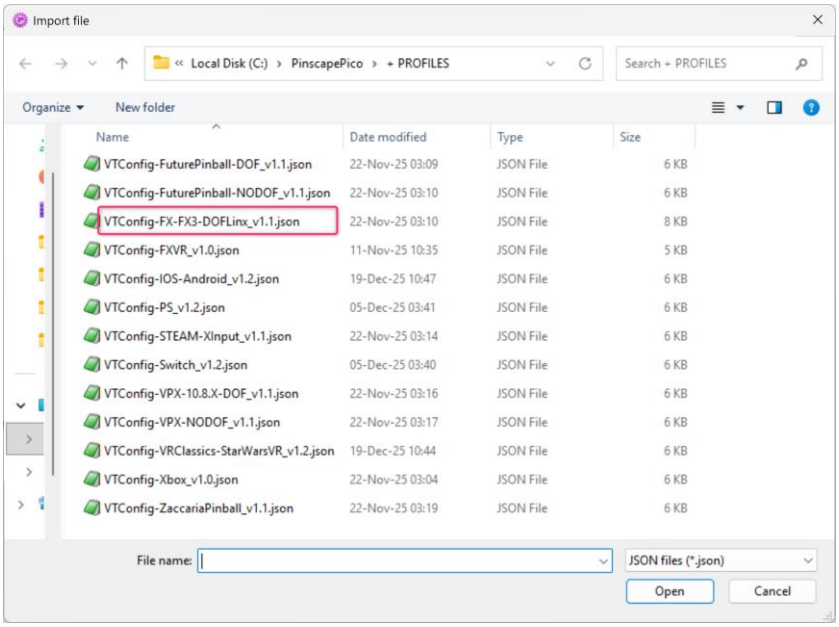
Please always refer to official DOFLinx guides available at https://doflinx.github.io/docs/

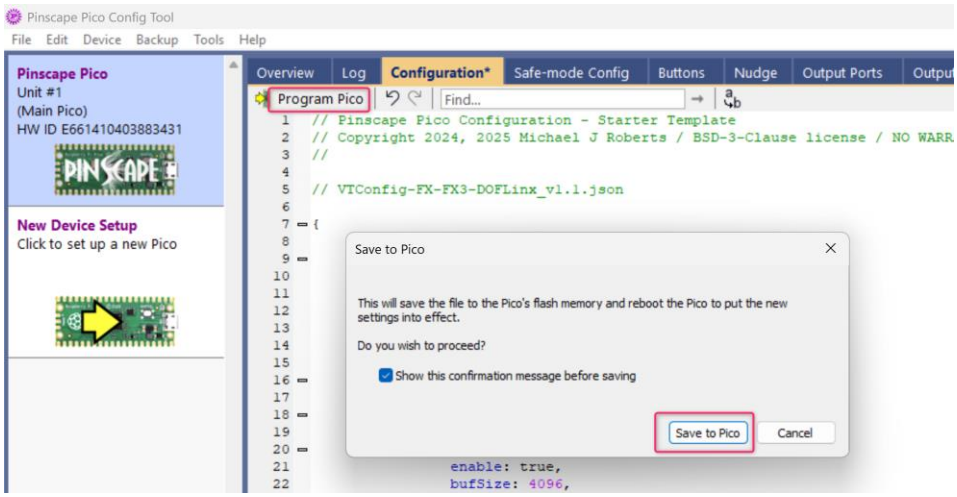
DOFLinx Setup

PREREQUISITES:

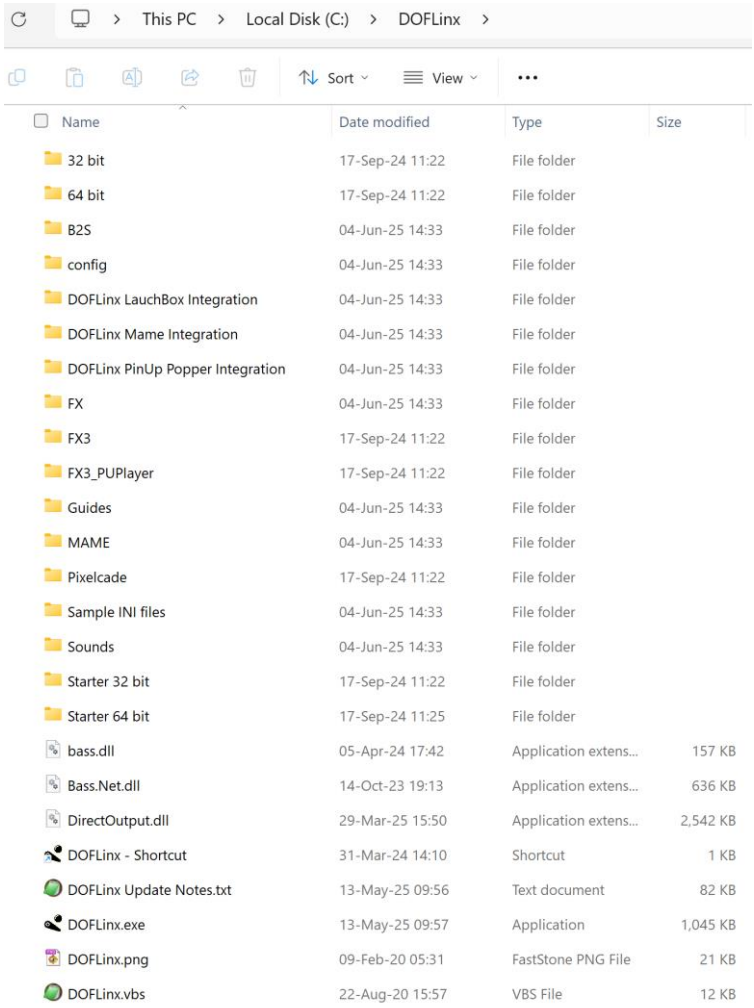
- **B2S Server** already installed https://github.com/vpinball/b2s-backglass/releases
- **DirectOutput** configured (have a look at **00-VirtuaTilt-RP2040_MAINSetupGuide_v1.x.pdf**
- guide)
- **VTConfig-FX-FX3-DOFLinx.json** profile loaded in **Pinscape Pico Config Tool**



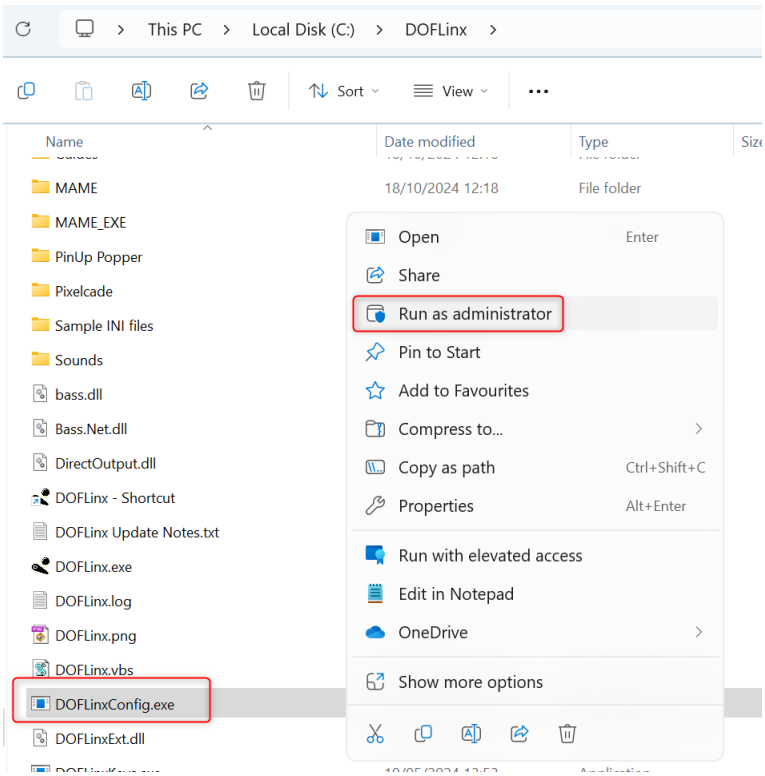


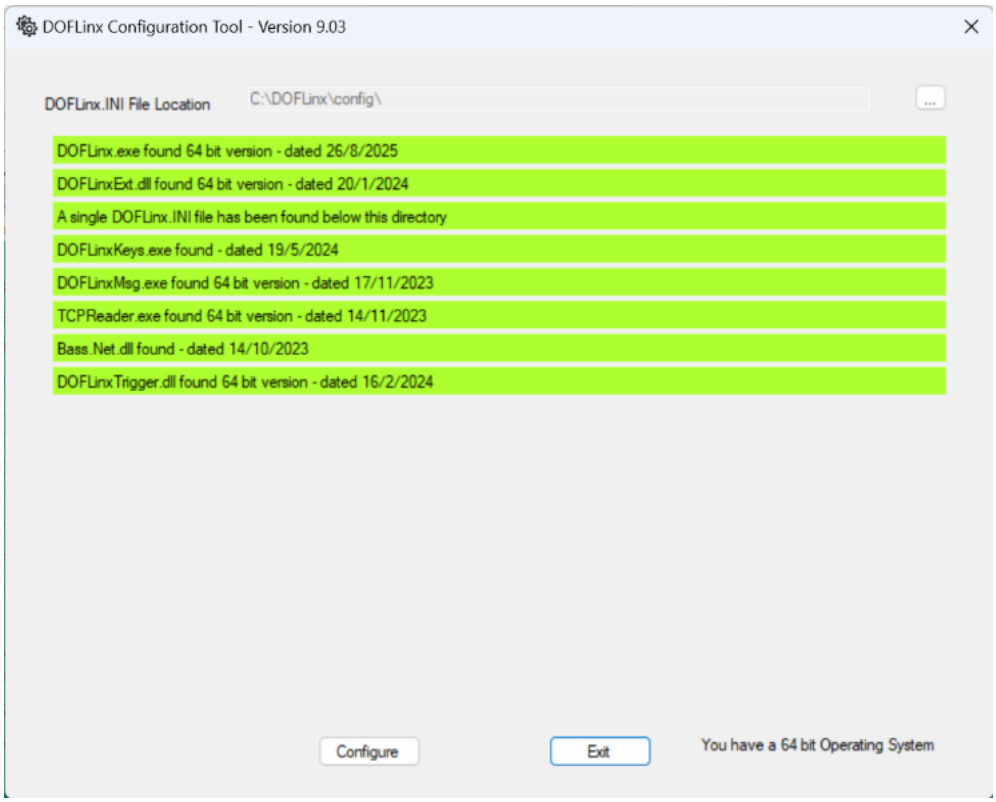


Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):

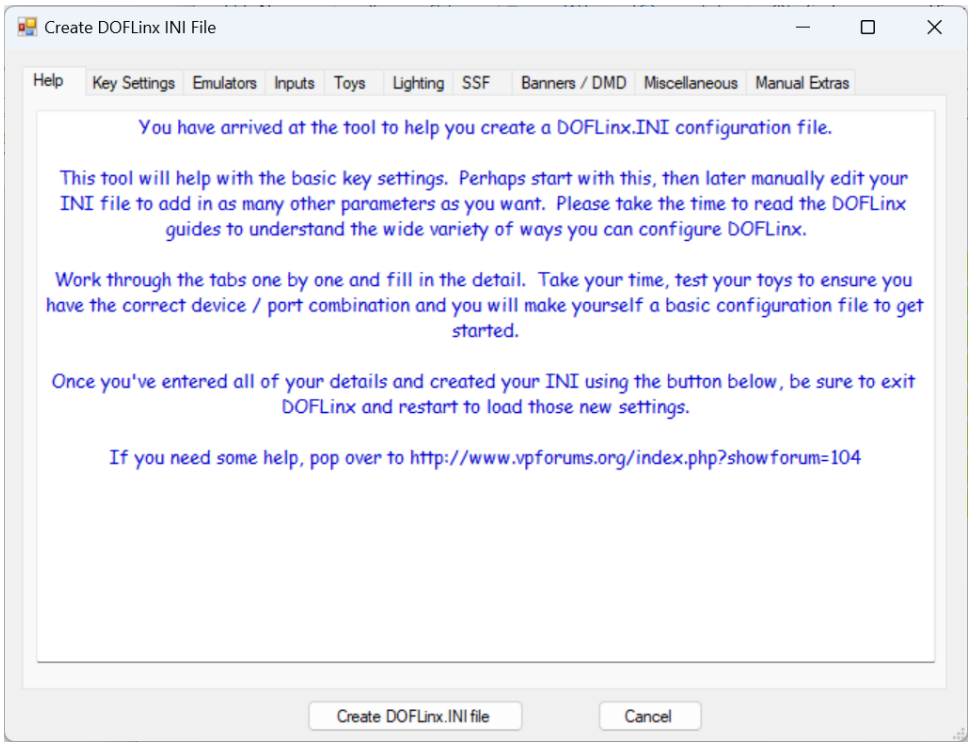


Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

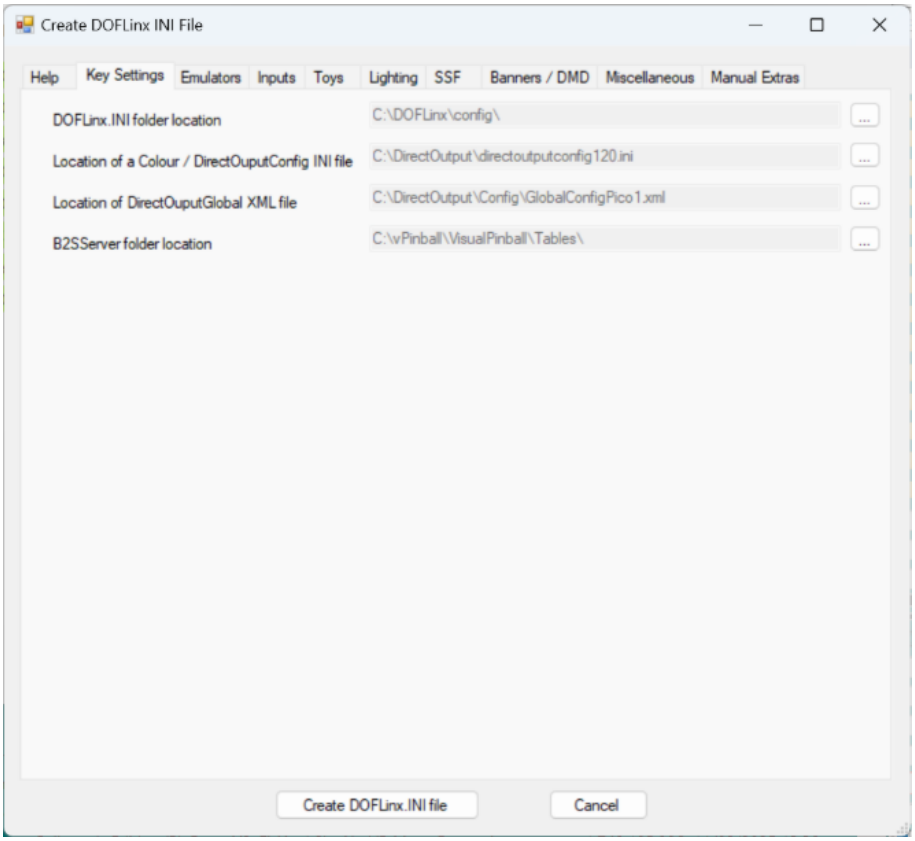


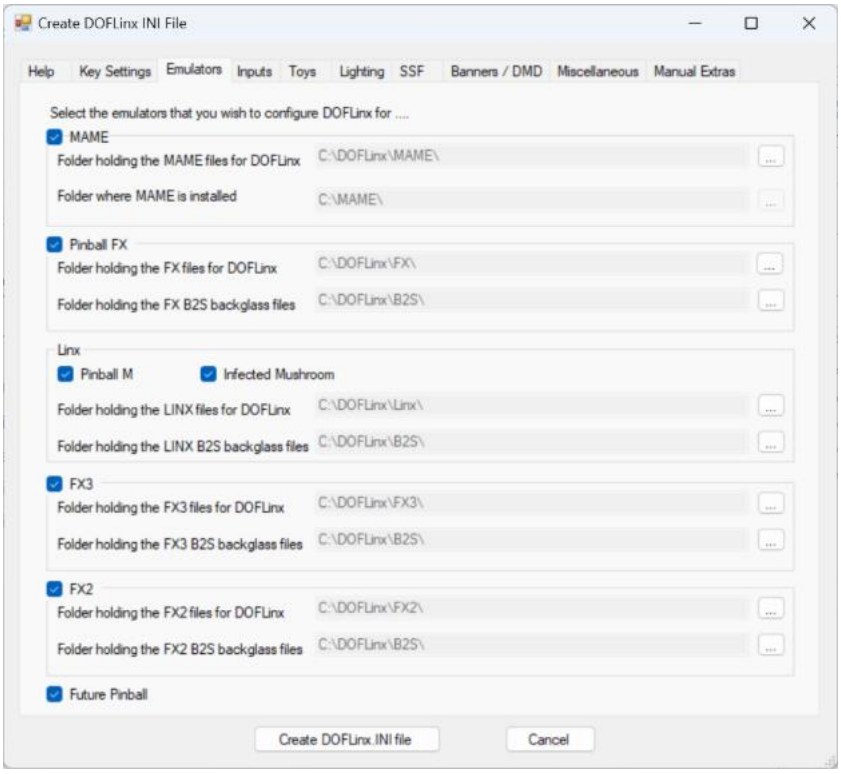


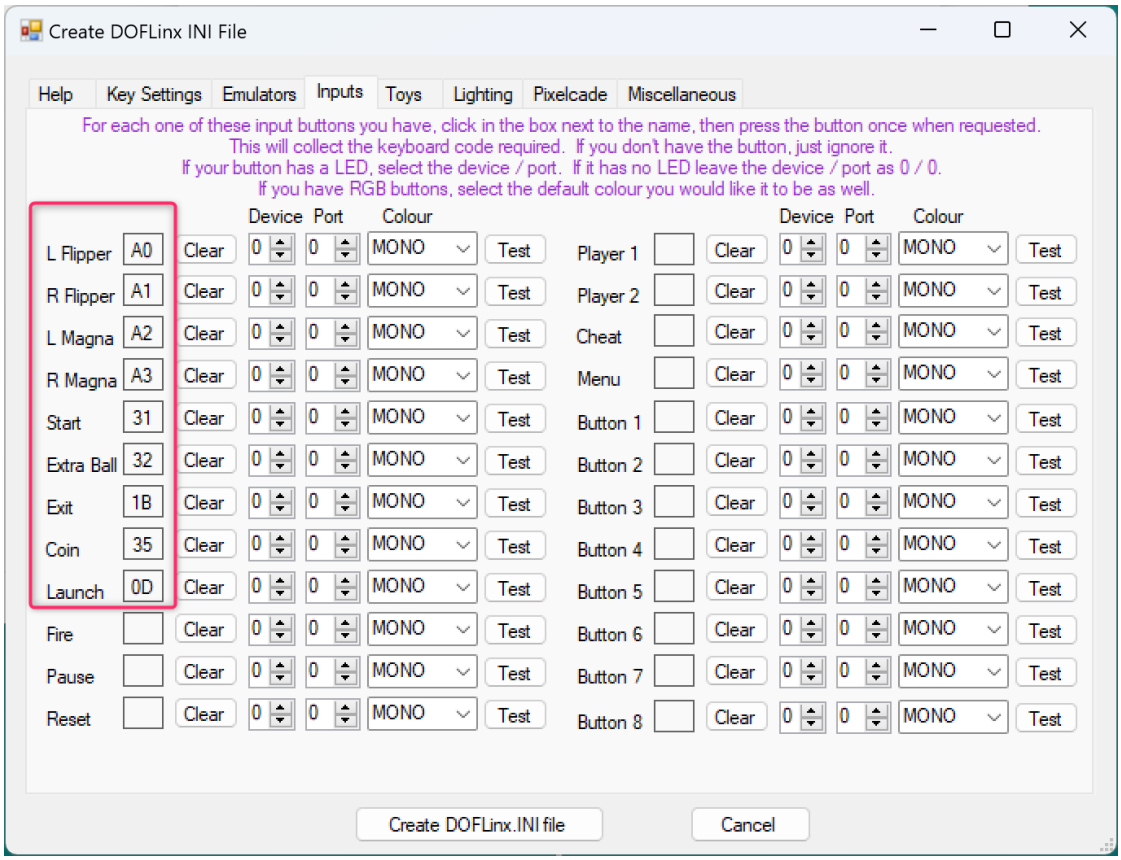
Turn on your VirtuaTilt power switch and click on **Configure** button and **work through all settings:**

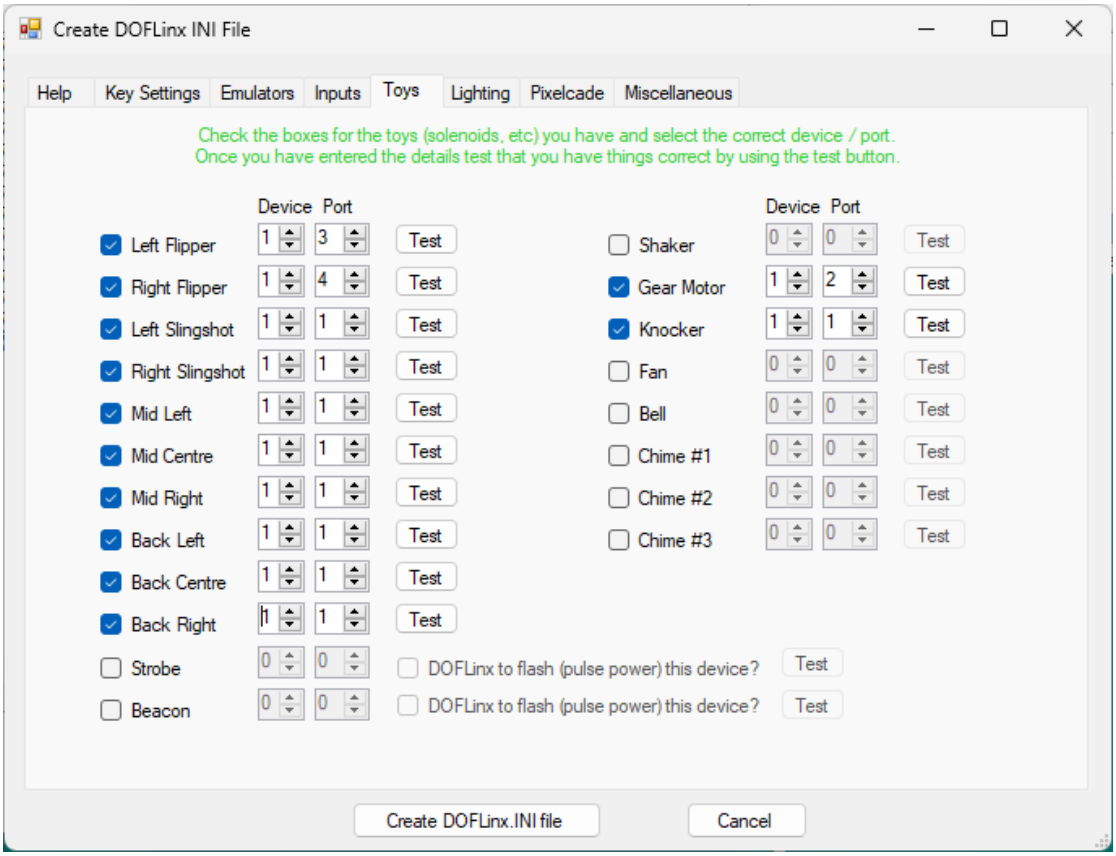


You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:

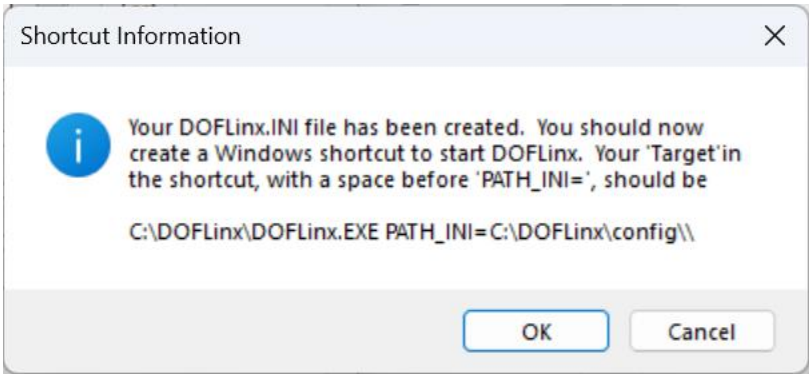



Create DOFLinx INI File
Help
Key Settings
Emulators
Inputs
Toys
Lighting
SSF
Banners / DMD
Miscellaneous
Manual Extras
Select the emulators that you wish to configure DOFLinx for ....
MAME
Folder holding the MAME files for DOFLinx
C:\DOFLinx\MAME\
Folder where MAME is installed
C:\MAME\
Pinball FX
Folder holding the FX files for DOFLinx
C:\DOFLinx\FX\
Folder holding the FX B2S backglass files
C:\DOFLinx\B2S\
Linx
Pinball M
Infected Mushroom
Folder holding the LINX files for DOFLinx
C:\DOFLinx\Linx\
Folder holding the LINX B2S backglass files
C:\DOFLinx\B2S\
FX3
Folder holding the FX3 files for DOFLinx
C:\DOFLinx\FX3\
Folder holding the FX3 B2S backglass files
C:\DOFLinx\B2S\
FX2
Folder holding the FX2 files for DOFLinx
C:\DOFLinx\FX2\
Folder holding the FX2 B2S backglass files
C:\DOFLinx\B2S\
Future Pinball
Create DOFLinx.INI file
Cancel

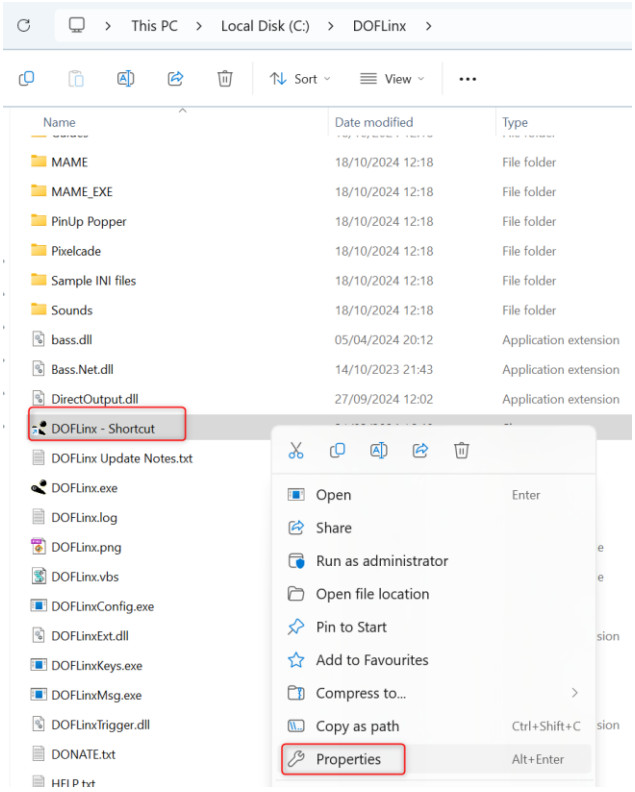

Create DOFLinx INI File
Help
Key Settings
Emulators
Inputs
Toys
Lighting
Pixelcade
Miscellaneous
For each one of these input buttons you have, click in the box next to the name, then press the button once when requested.
This will collect the keyboard code required. If you don't have the button, just ignore it.
If your button has a LED, select the device / port. If it has no LED leave the device / port as 0 / 0.
If you have RGB buttons, select the default colour you would like it to be as well.
Device Port Colour
L Flipper A0
R Flipper A1
L Magna A2
R Magna A3
Start 31
Extra Ball 32
Exit 1B
Coin 35
Launch 0D
Fire
Pause
Reset
Player 1
Player 2
Cheat
Menu
Button 1
Button 2
Button 3
Button 4
Button 5
Button 6
Button 7
Button 8
Clear
Test
MONO
Create DOFLinx.INI file
Cancel

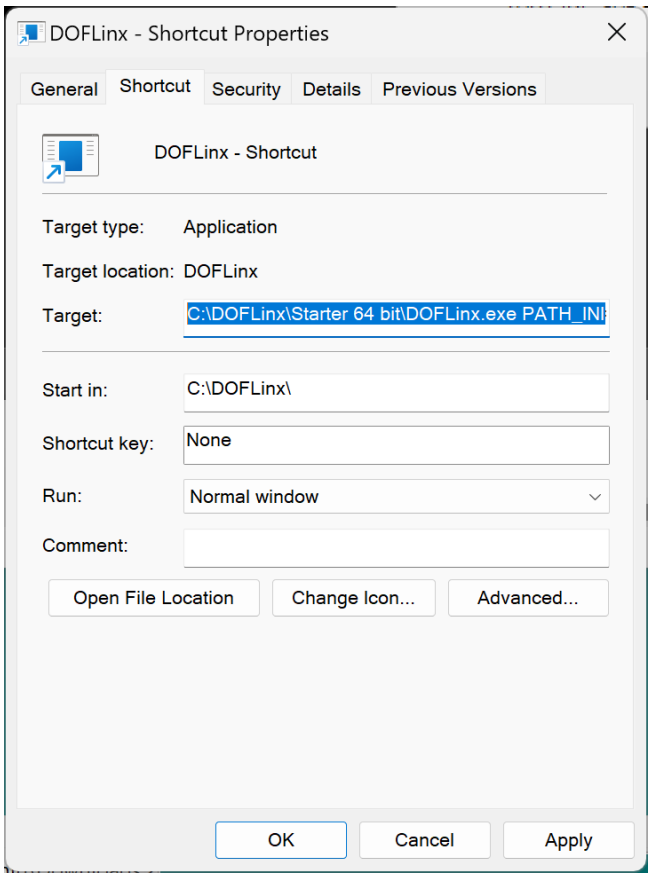


Click on "**Create DOFLinx .INI File**" when you're done:

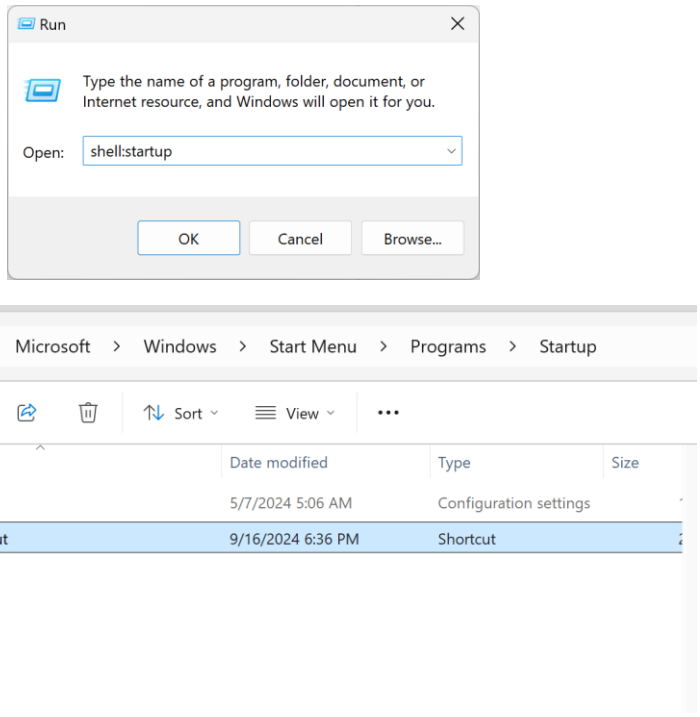


Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:

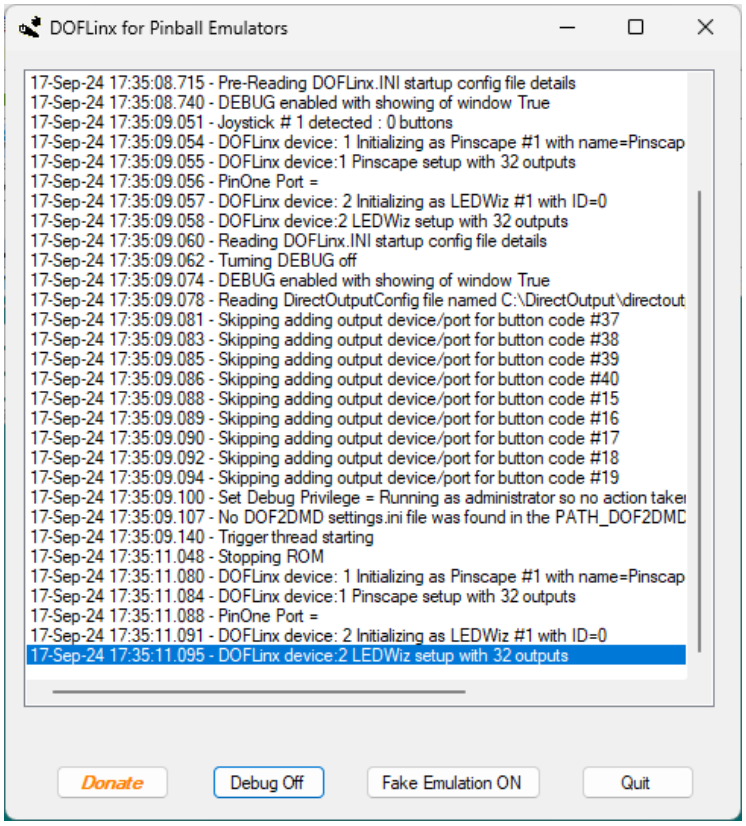




For automatic startup at every boot, put the shortcut in Startup folder:



Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug log (launch DOFLinx - Shortcut to check):



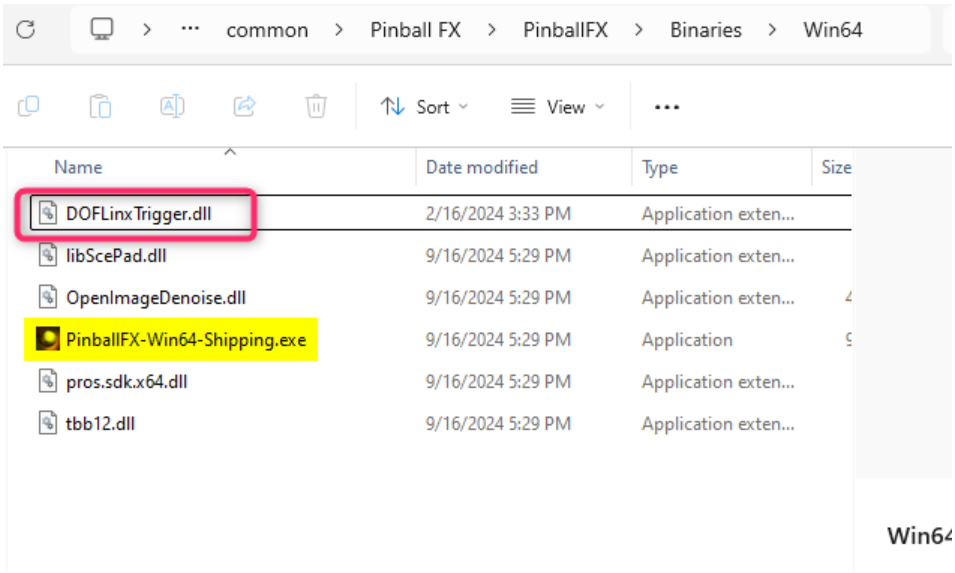
Accelerometer/Analog Plunger configuration

Pinball FX/FX3 emulators do not support analog plunger and accelerometer natively. However, new VirtuaTilt has native support for accelerometer and plunger (**X360CE** emulator is not needed anymore)!

Enabling Pinball FX for DOFLinx

Copy **DOFLinxTrigger.dll** from where you unzipped the DOFLinx download to the same folder

as PinBallFX-Win64-Shipping.exe **(C:\Program Files (x86)\Steam\steamapps\common\Pinball FX\PinballFX\Binaries\Win64\)**



Edit your **DOFLinx.INI** to make Pinball FX activate DOFLinx by adding in the **PROCESSES=** line **PinballFX-Win64-Shipping**, so if you want MAME and PinballFX to activate DOFLinx you would have:

PROCESSES=Mame64,PinballFX-Win64-Shipping

Note: **PinballFX-Win64-Shipping** is the process to monitor for, but you still run **PinballFX.exe** to start PinballFX.

Be sure to have the **PATH_FX=** and **PATH_FX_B2S=** parameters pointing to the place you put the FX files.

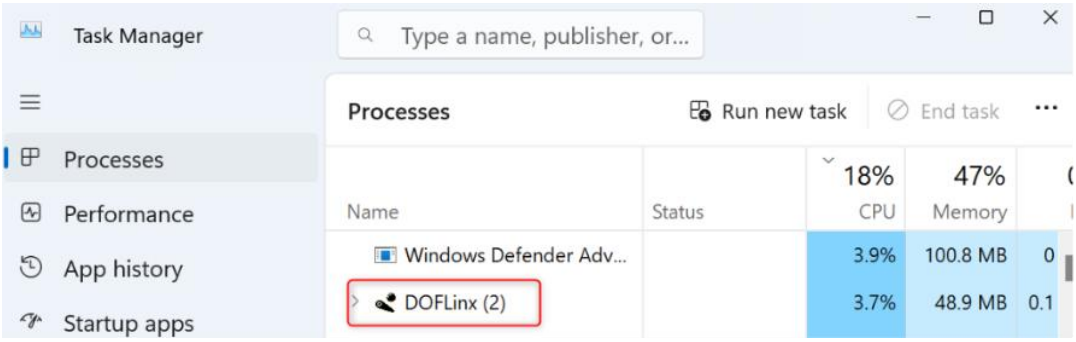
Make sure you have a **** on the end of the path, so **C:\DOFLinx\FX**

You can get the complete set of active backglasses for Pinball FX from

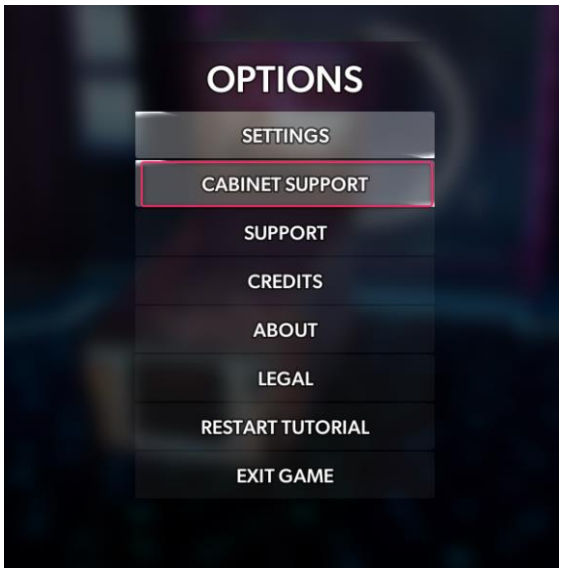
https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing

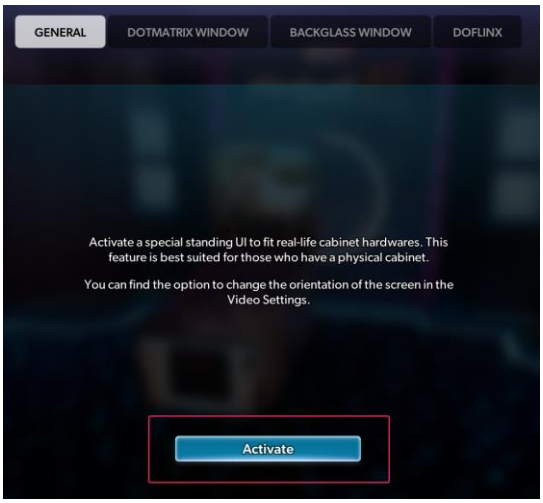
and place them in the folder you just set up above.

Reboot the machine and check that **DOFLinx process** is running:

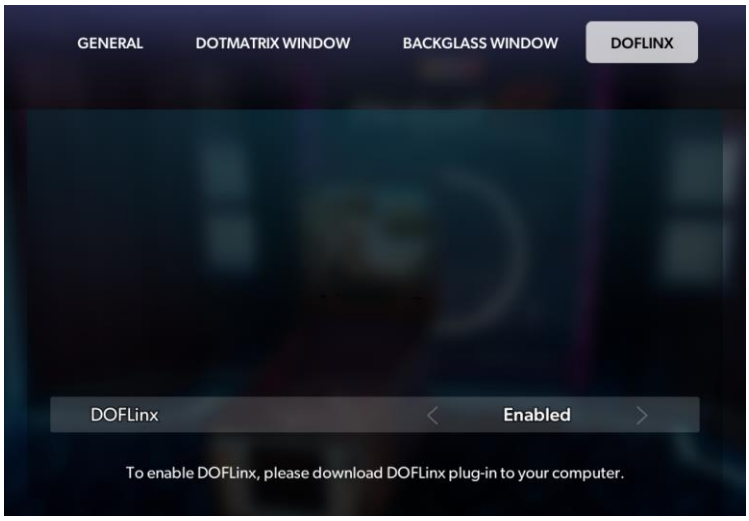


Start Pinball FX, go to **Settings | Cabinet Support | General** and **activate cabinet mode**:

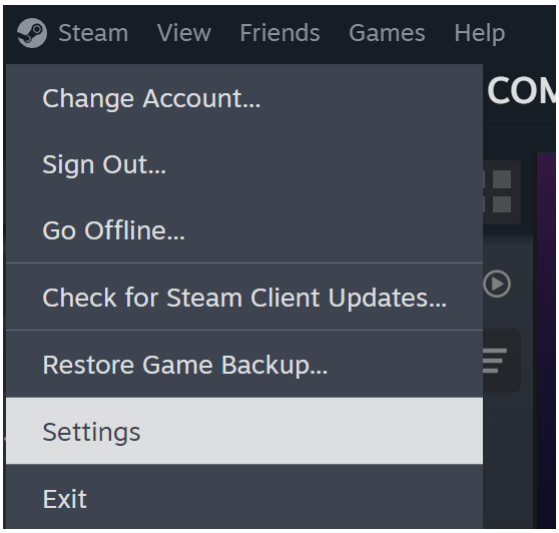




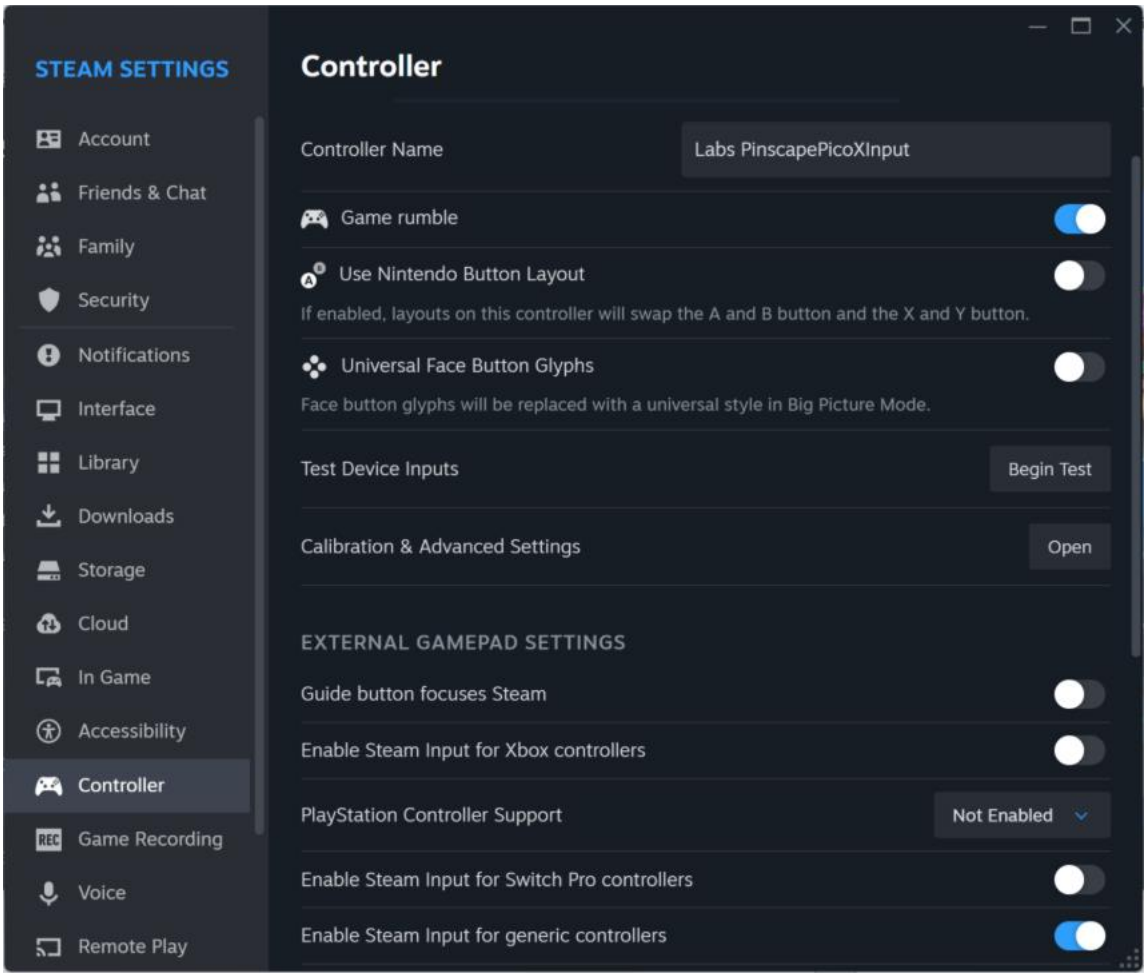
Go to the DOFLinx tab, enable it:



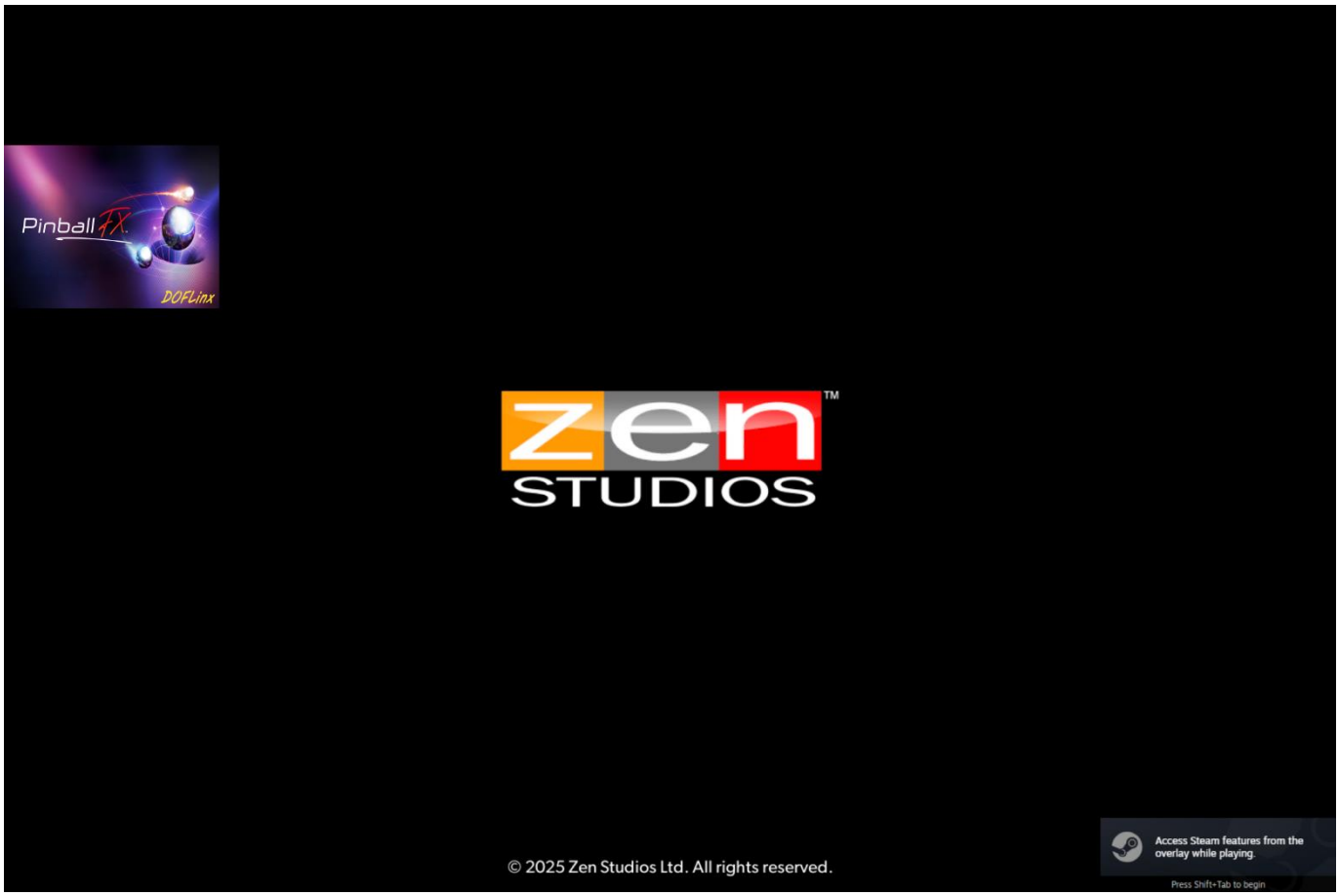
Go to Steam Settings→ Controller



Disable everything under "External Gamepad Settings" with the except of "**Enable Steam Input for generic controllers**".



Start Pinball FX and have fun. If everything was setup correctly you should see DOFLinx logo while loading:



DOFLinx.INI file for VirtuaTilt

You can have a look at the following **DOFLinx.ini** file as a reference for your VirtuaTilt. Be sure to correctly configure all paths:

##

#

 # The config file for DOFLinx Starter MAME, Pinball FX, Pinball M and Infected Mushroom Pinball

 # To find out more about each parameter have a read of the included main guide 'DOFLinx Guide'

#

##

 # 0 = OFF (normal operation), 1 = ON - When ON a window will appear and a log file will be created in the EXE directory.

DEBUG=0

#location of some general files

COLOUR_FILE=C:\DirectOutput\directoutputconfig120.ini

DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\GlobalconfigPico1.xml

PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables

#location of emulators files

PATH_FX2=C:\DOFLinx\FX2

PATH_FX2_B2S=C:\DOFLinx\B2S

PATH_FX3=C:\DOFLinx\FX3

PATH_FX3_B2S=C:\DOFLinx\B2S

PATH_MAME=C:\DOFLinx\MAME

FP_ATTEMPT_LINK=1

MAME_FOLDER=C:\MAME

PATH_PIXELCADE=C:\Pixelcade

PATH_HI2TXT=C:\HI2TXT

PATH_LINX=C:\DOFLinx\Linx

PATH_LINX_B2S=C:\DOFLinx\B2S

MAME_PROCESS=Mame

PROCESSES=PinballFX-Win64-Shipping,Pinball FX3,Pinball FX2,Future Pinball

PROCESSES_LINX=PinballM-Win64-Shipping,Pinball-Win64-Shipping

#If you want the MAME score screen to appear then set the below to 1

SCORE_SCREEN=0

L_FLIPPER_KEY=A0

R_FLIPPER_KEY=A1

LINK_BUT_LF=0000,MONO,A0

LINK_BUT_RF=0000,MONO,A1

LINK_BUT_ML=0000,MONO,A2

LINK_BUT_MR=0000,MONO,A3

LINK_BUT_ST=0000,MONO,31

LINK_BUT_EB=0000,MONO,32

LINK_BUT_EX=0000,MONO,1B

LINK_BUT_CN=0000,MONO,35

LINK_BUT_LB=0000,MONO,0D

L_FLIPPER_OUTPUT=1003

R_FLIPPER_OUTPUT=1004

LINK_LF=1003,100,10000,255

LINK_RF=1004,100,10000,255

LINK_LS=1001,100,500,255

LINK_RS=1001,100,500,255

LINK_ML=1001,100,500,255

LINK_MC=1001,100,500,255

LINK_MR=1001,100,500,255

LINK_BL=1001,100,500,255

LINK_BC=1001,100,500,255

LINK_BR=1001,100,500,255

LINK_GR=1002,1000,10000,255

LINK_KN=1001,100,500,255

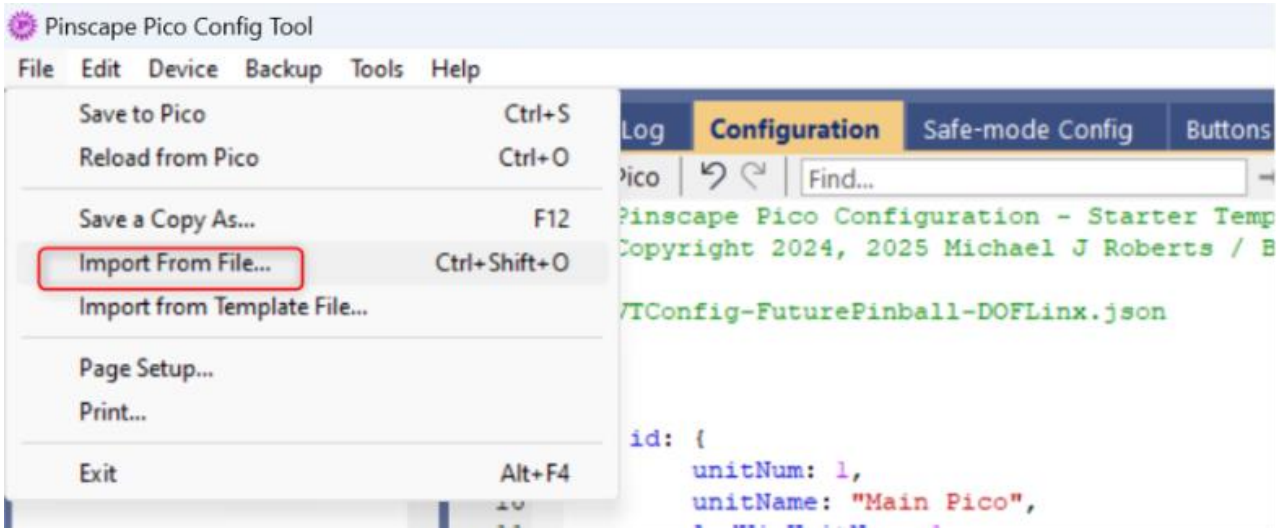
#!!!!!!!!!!!!!!!!!!!!!!!!!!!!

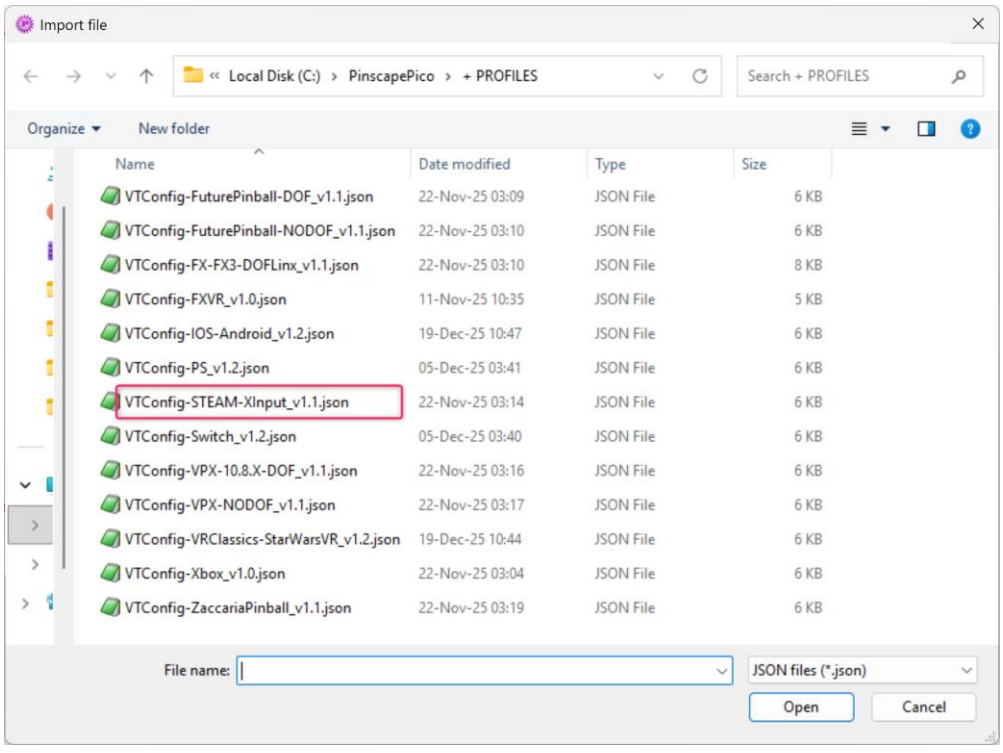
Use VirtuaTilt without DOF/DOFLinx

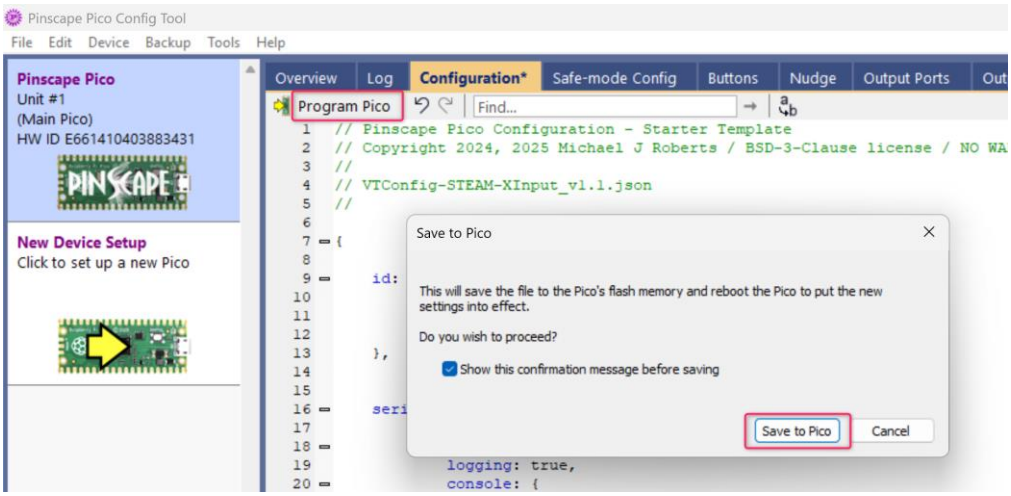
One of the main features of the new VirtuaTilt is the possibility to use it without going into DOF/DOFLinx configurations and benefit of feedback from solenoids and shaker motor, as well as analog plunger and accelerometer nudging. Just Plug&Play !

The **XInput mode** is used in Pinscape Pico firmware to achieve that.

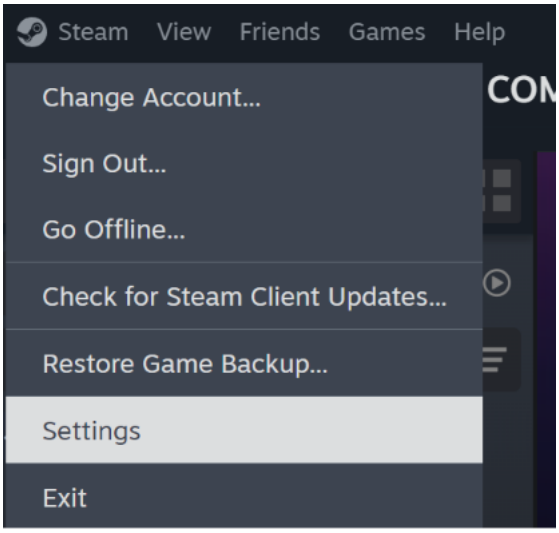
What you need to do is load **VTConfig-STEAM-XInput_v1.X.json** profile in **Pinscape Pico Config Tool** :



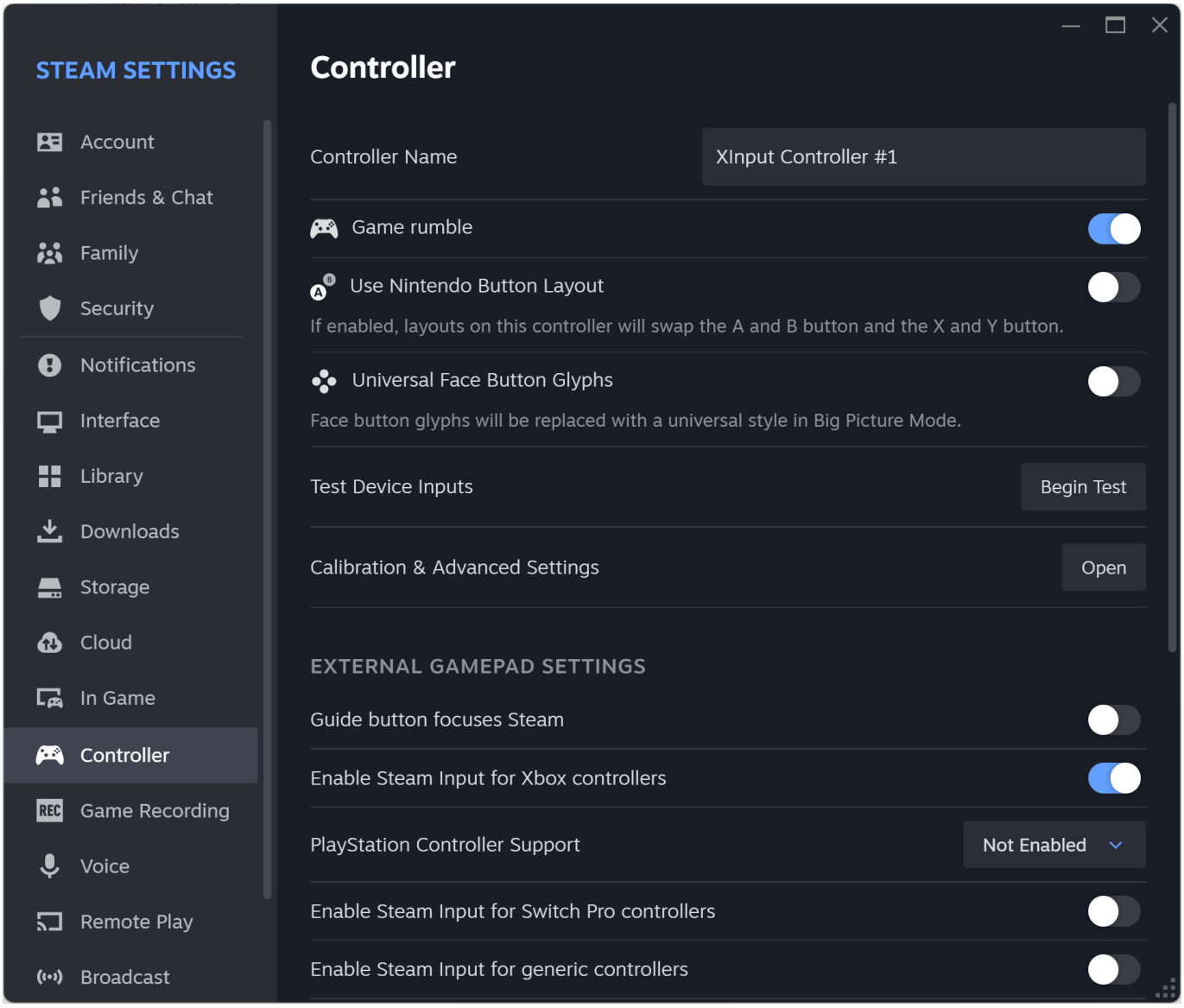




Start **Steam** and go to **Settings → Controller**



Disable everything under "External Gamepad Settings" with the except of "**Enable Steam Input for Xbox controllers**" and "**Game rumble**":



That's it! Launch your favorite Virtual Pinball game and have fun.

IMPORTANT NOTE: Xbox drivers for Windows installation is required (see **Xbox Drivers Installation** chapter in Main Setup Guide).