

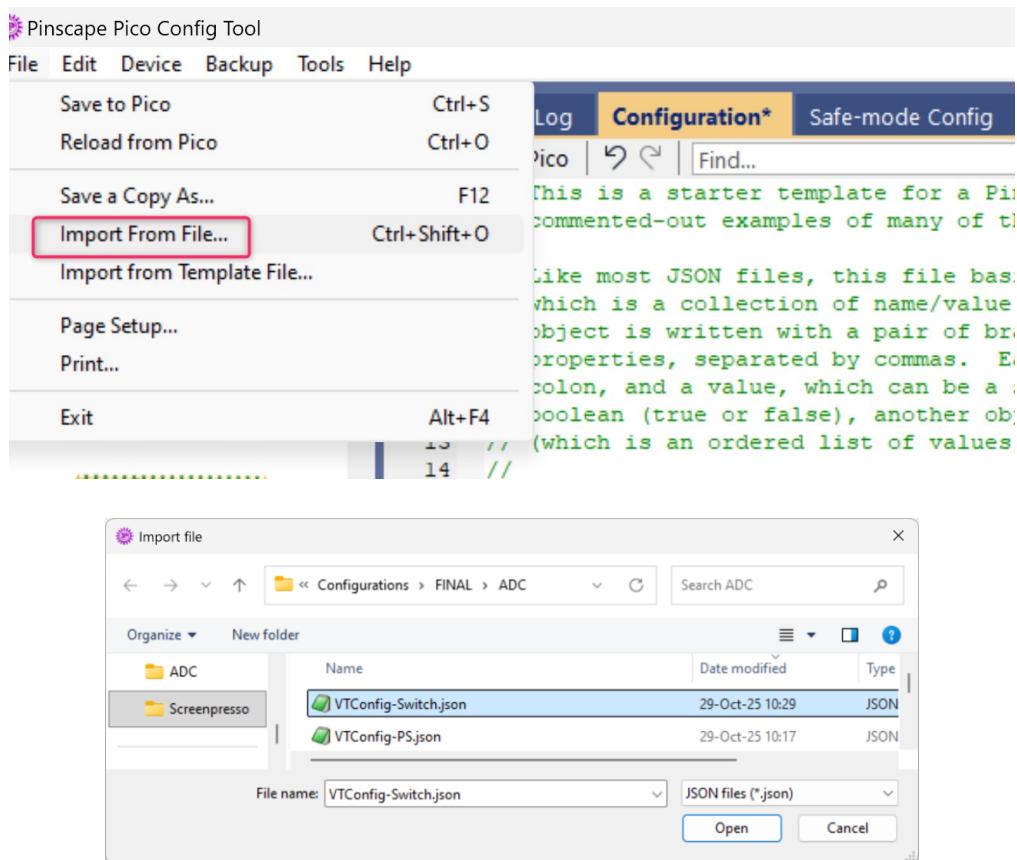
## VIRTUATILT – Switch SETUP GUIDE

Following some basic instructions to set up your new VirtuaTilt for Switch systems.

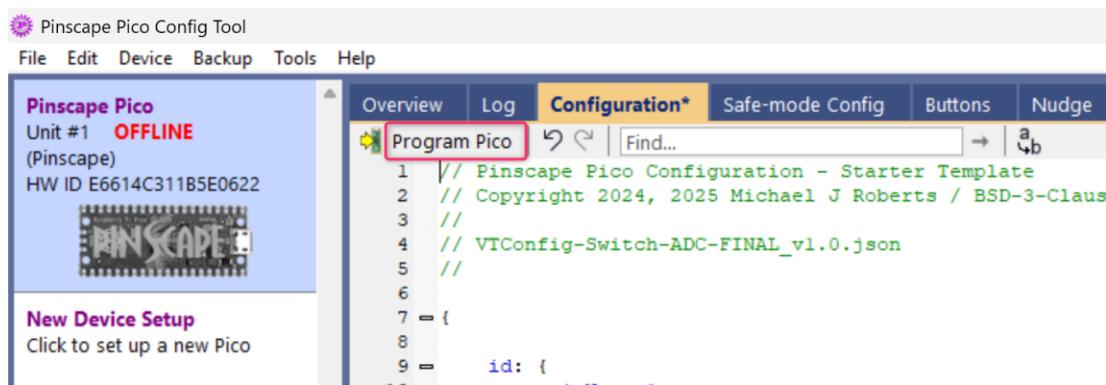
**IMPORTANT NOTE:** You need a proper USB dongle (**not provided and not supported**) to make VirtuaTilt compatible with above devices. If you connect directly, it won't be recognized as a controller.

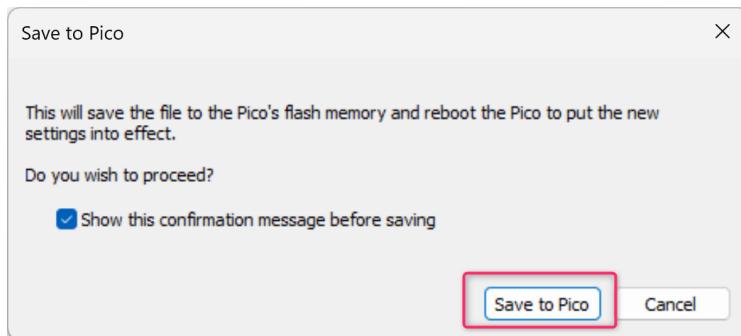
### Load Profile

Load **VTConfig-Switch.json** profile in **Pinscape Pico Config Tool**:

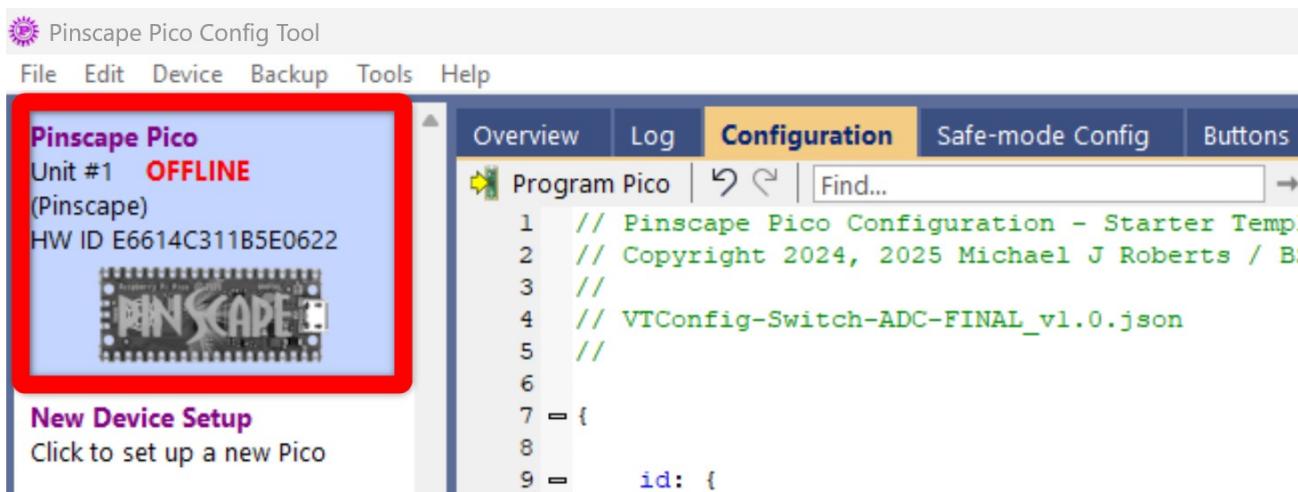


Click on “Program Pico” to save new configuration:



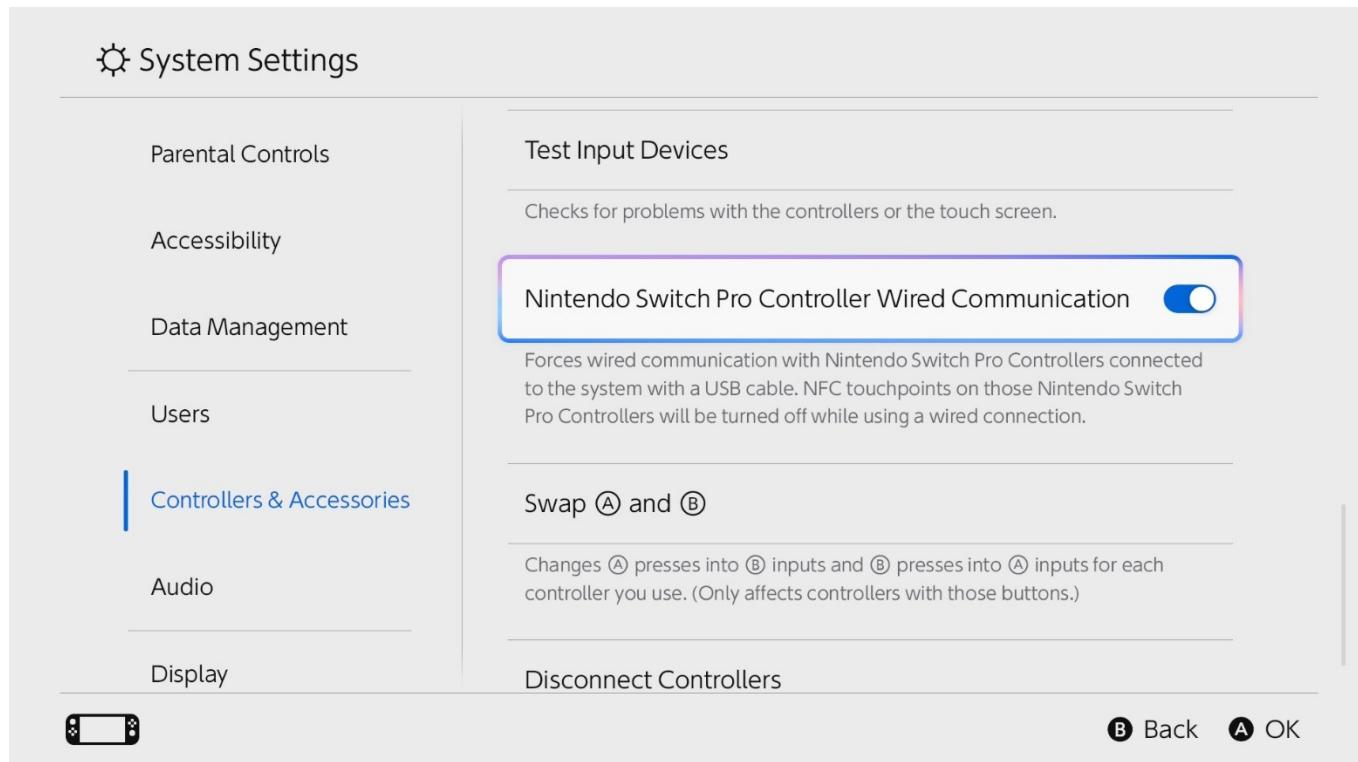


**NOTE:** Once this profile is loaded, Pico will go offline because the Windows X-Input device driver now is claiming exclusive access to the device, preventing anyone from seeing its other USB interfaces:



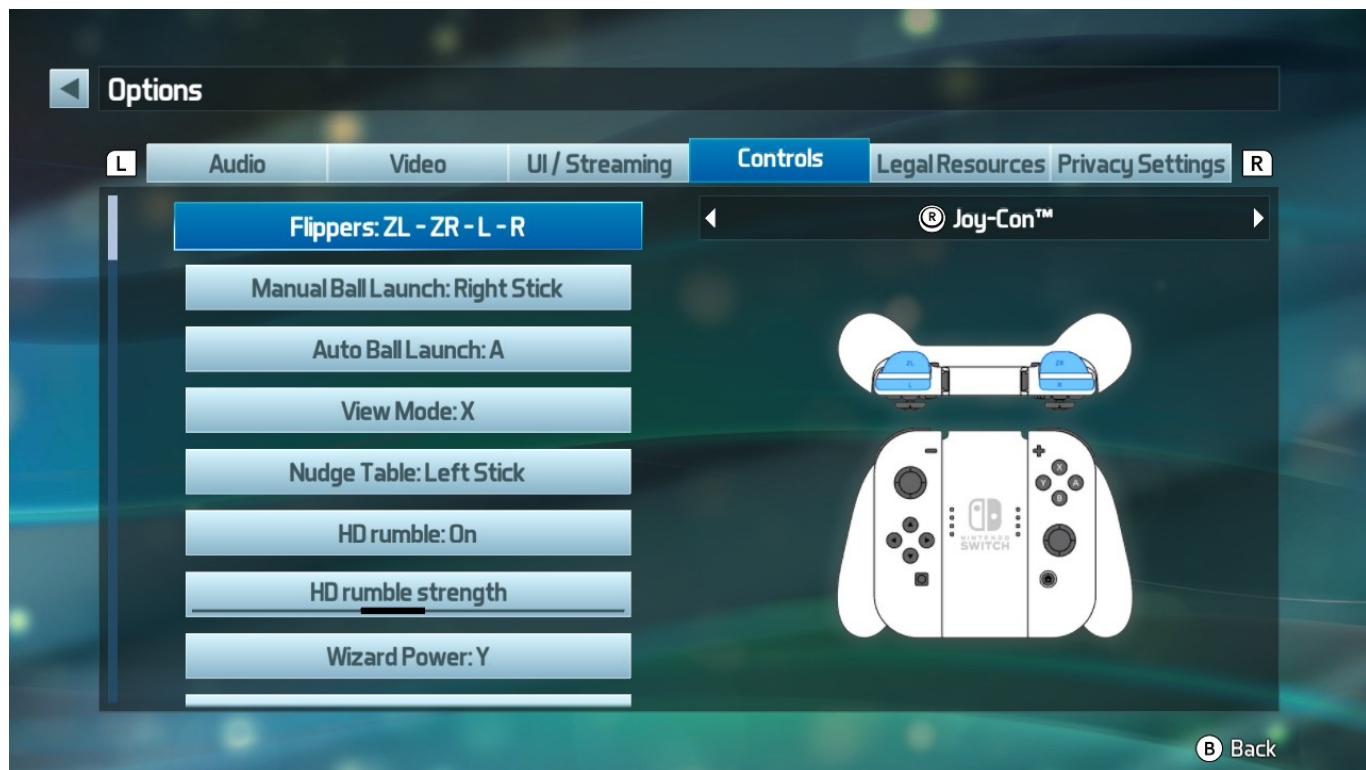
# System/Games Settings

Select the following option in **System Settings → Controllers & Accessories**:



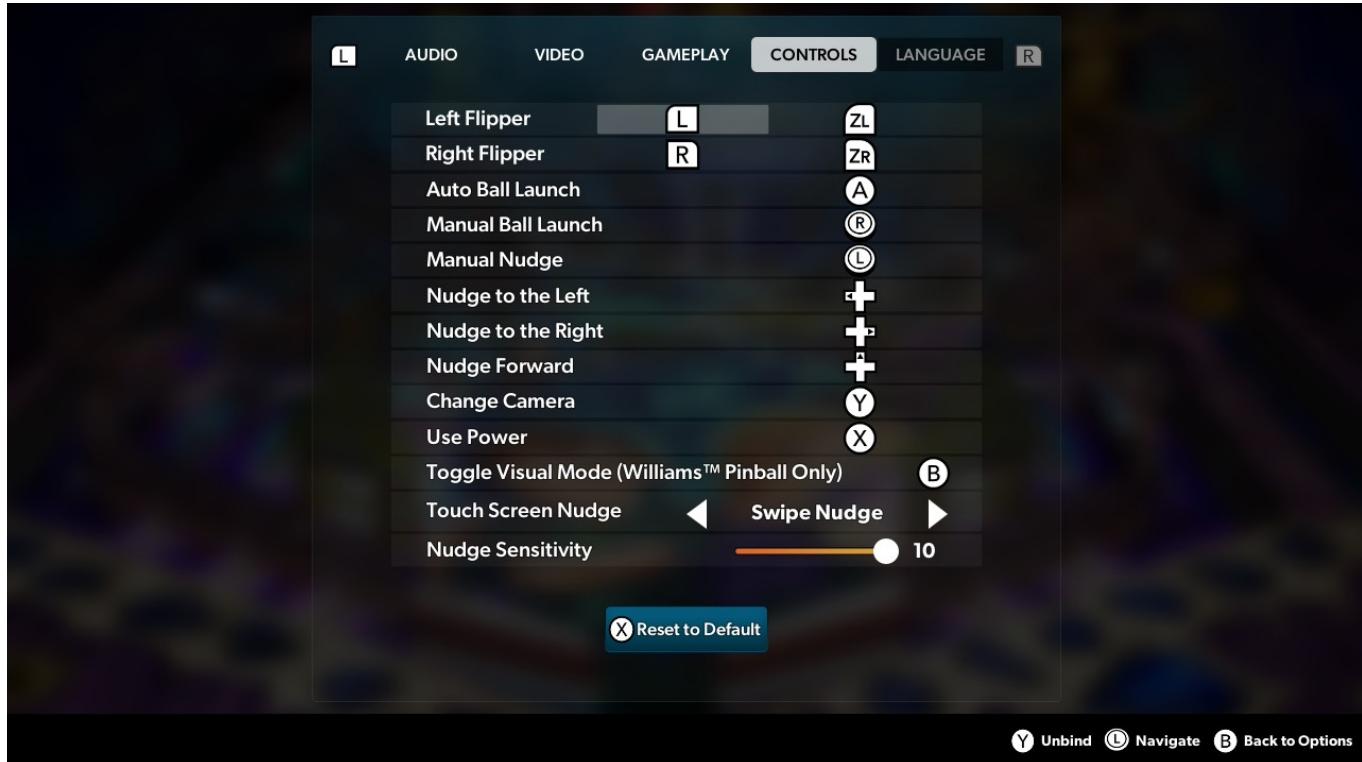
The screenshot shows the 'System Settings' menu. On the left, there's a vertical list of options: Parental Controls, Accessibility, Data Management, Users, **Controllers & Accessories** (which is highlighted in blue), Audio, and Display. On the right, under 'Controllers & Accessories', there are two main sections: 'Test Input Devices' (described as checking for problems with controllers or touch screen) and 'Nintendo Switch Pro Controller Wired Communication'. The 'Wired Communication' section has a blue toggle switch that is turned on. Below it, a note says: 'Forces wired communication with Nintendo Switch Pro Controllers connected to the system with a USB cable. NFC touchpoints on those Nintendo Switch Pro Controllers will be turned off while using a wired connection.' Further down are 'Swap Ⓜ and Ⓝ' (changes Ⓜ presses into Ⓝ inputs and Ⓝ presses into Ⓜ inputs) and 'Disconnect Controllers'. At the bottom right are 'B Back' and 'A OK' buttons.

**PinballFX 3** settings:



The screenshot shows the 'Options' menu of PinballFX 3. The top navigation bar includes 'L' (left arrow), 'Audio', 'Video', 'UI / Streaming', **Controls** (which is highlighted in blue), 'Legal Resources', 'Privacy Settings', and 'R' (right arrow). The 'Controls' tab is open, showing settings for the Joy-Con controller. It lists: 'Flippers: ZL - ZR - L - R', 'Manual Ball Launch: Right Stick', 'Auto Ball Launch: A', 'View Mode: X', 'Nudge Table: Left Stick', 'HD rumble: On', 'HD rumble strength' (with a slider bar), and 'Wizard Power: Y'. To the right of the list is an image of a Joy-Con controller. At the bottom right are 'B Back' and 'A OK' buttons.

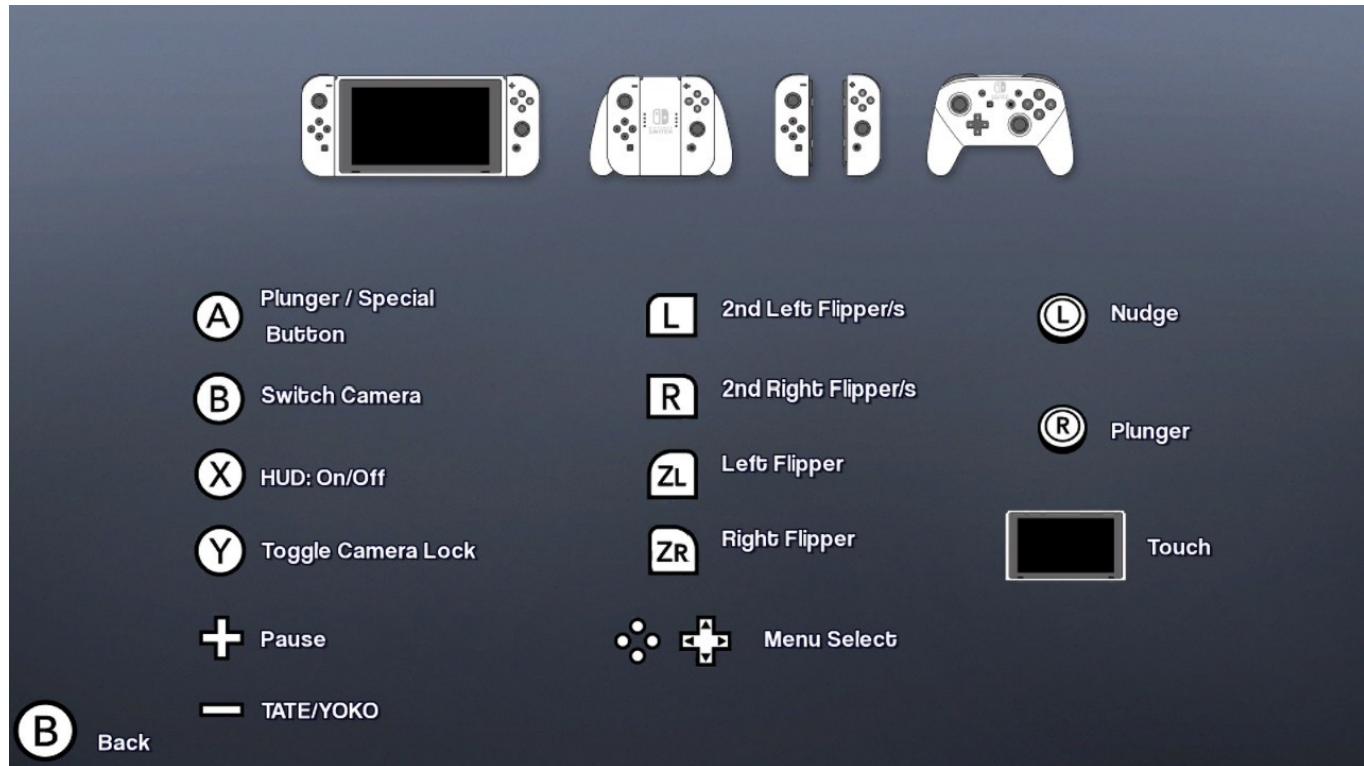
PinballFX settings:



Pinball M settings:



The Pinball Arcade settings:



# 3DPTronics

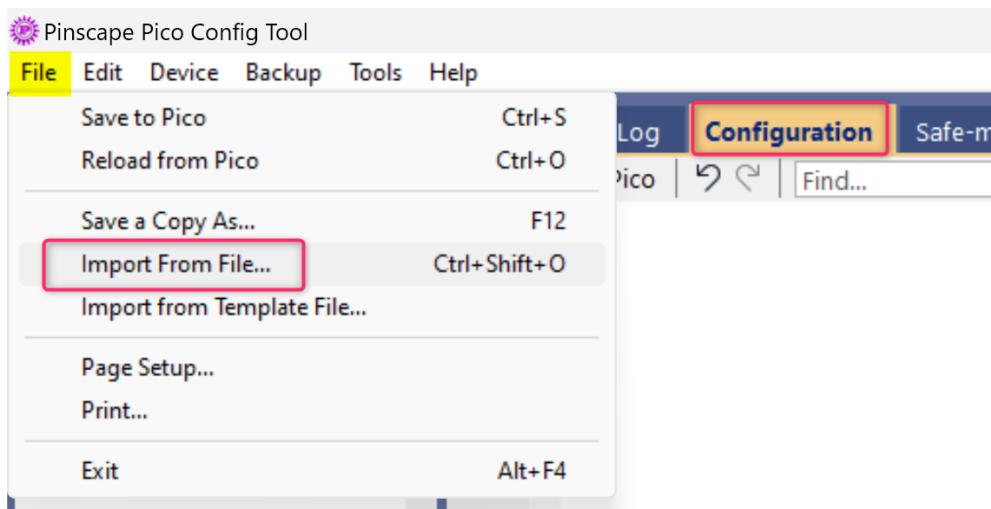
## Restore Profile

VirtuaTilt RP2040 – Switch Setup Guide v1.1

To load/restore a different profile keep **VirtuaTilt's Reset button** pressed for 2 seconds; device will reboot in **Factory mode**:

The screenshot shows the Pinscape Pico Config Tool interface. On the left, there's a sidebar with "Pinscape Pico" and "New Device Setup" sections. The main area has tabs for "Overview", "Log", "Configuration", "Safe-mode Config", "Buttons", "Nudge", "Output Ports", "Output Hardware", "Plunger", and "IR & TV ON". The "Overview" tab is selected, displaying device details like HW ID, Vendor, and Firmware version, along with uptime statistics and USB interface configurations. To the right of the software is a detailed pinout diagram of the Raspberry Pi Pico board, showing the location of each GPIO pin (GP0-GP15), VBUS, VSYS, GND, 3V3\_EN, 3V3\_OUT, ADCVREF, and other pins.

Go to **Configuration → File → Import From File** and choose the profile you need:



Click on “**Program Pico**” to save new configuration and you’re done:

 Pinscape Pico Config Tool

File Edit Device Backup Tools Help

Pinscape Pico

Unit #1  
(Main Pico)  
HW ID E6614C311B34A828

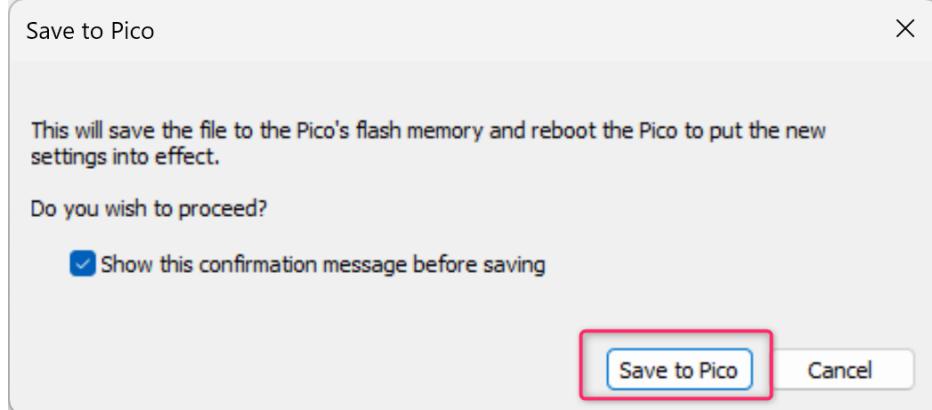


New Device Setup  
Click to set up a new Pico

Configuration\*

Program Pico

```
1 // Pinscape Pico Configuration - Starter Template
2 // Copyright 2024, 2025 Michael J Roberts / BSD-3-Clause licen
3 //
4 // VTConfig-IOS-Android_v1.0.json
5 //
6
7 = {
8
9 =     id: {
10         unitNum: 1.
```



That's it, enjoy!

## Default Buttons Mapping

This is the default buttons mapping for Switch profile. You can of course change assignments in Pinscape Pico Config Tool.

