

VIRTUATILT – PINBALL FX SETUP

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

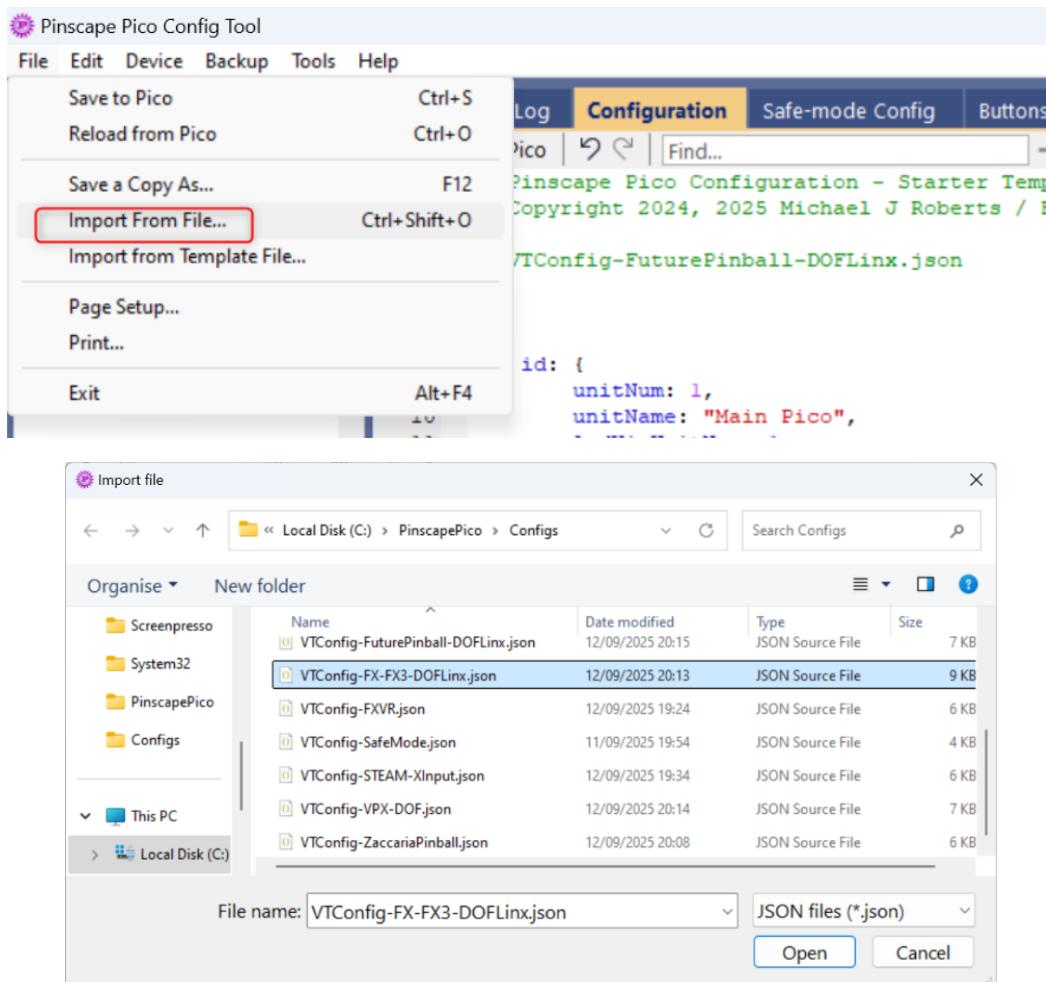
Download **DOFLinx** latest package from here: [Releases · DOFLinx/DOFLinx \(github.com\)](https://github.com/DOFLinx/DOFLinx/releases)

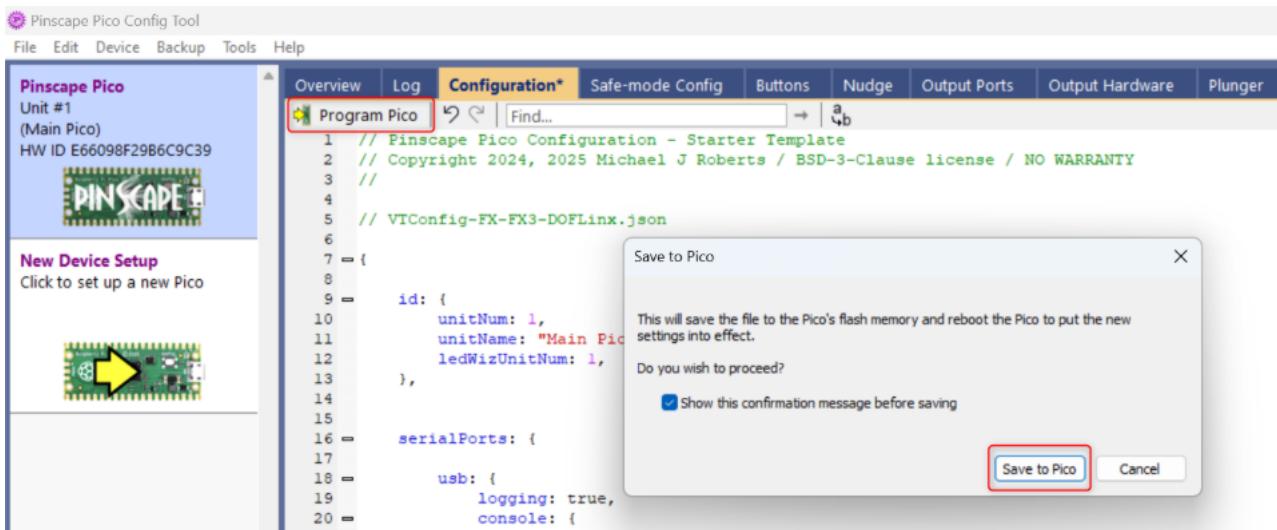
Please always refer to official DOFLinx guides available at <https://doflinox.github.io/docs/>

DOFLinx Setup

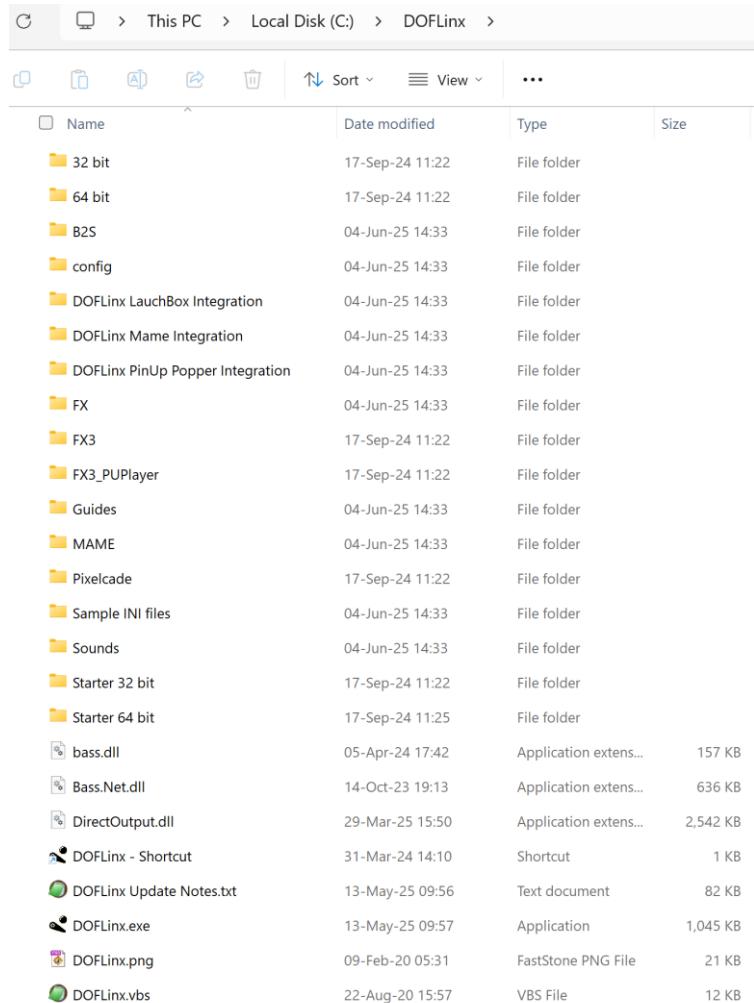
PREREQUISITES:

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput** configured (have a look at **VirtuaTilt-RP2040_SetupGuide_v1.x.pdf** guide)
- **VTConfig-FX-FX3-DOFLinx.json** profile loaded in **Pinscape Pico Config Tool**

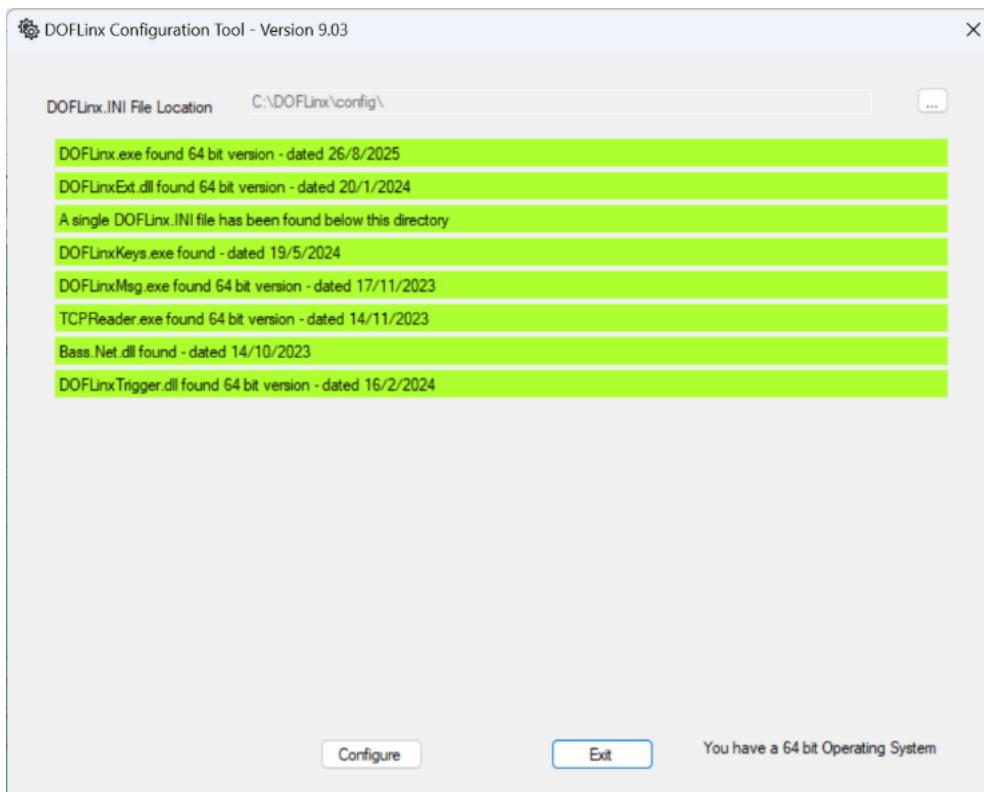
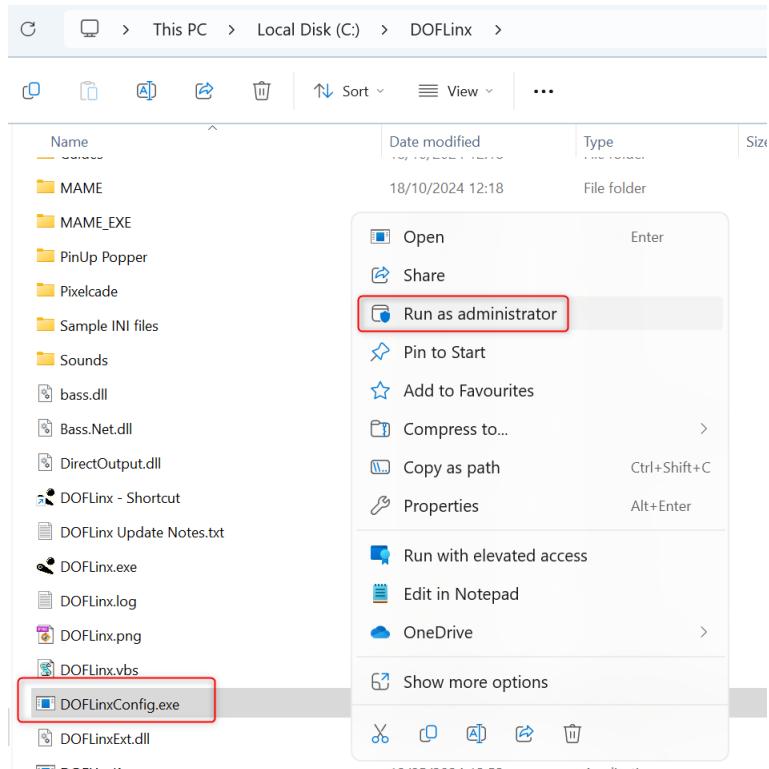




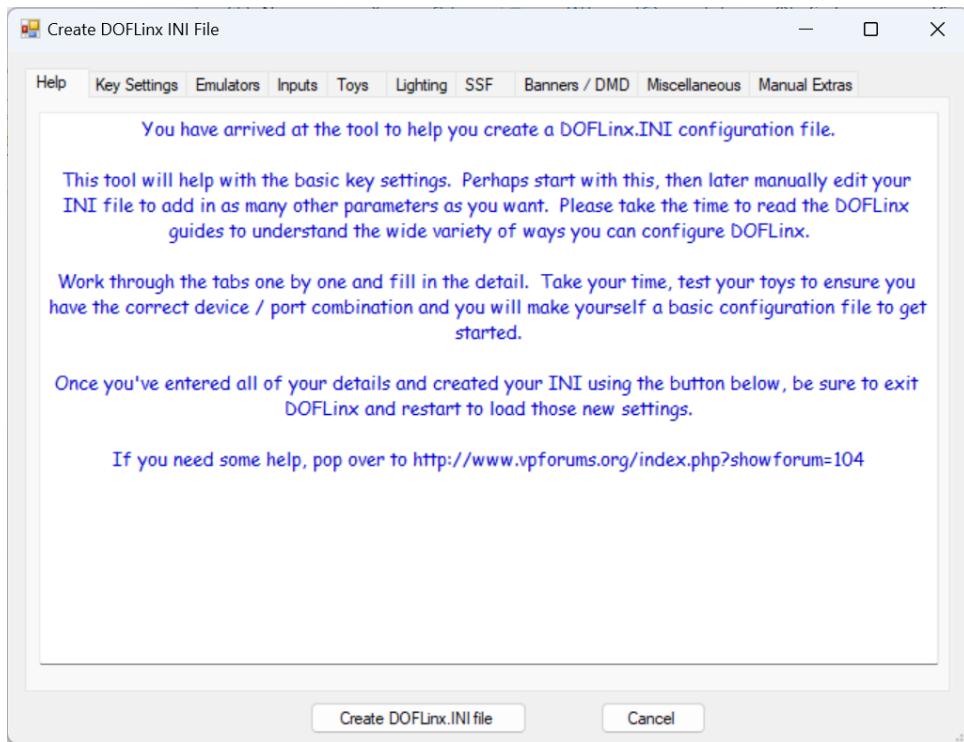
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):



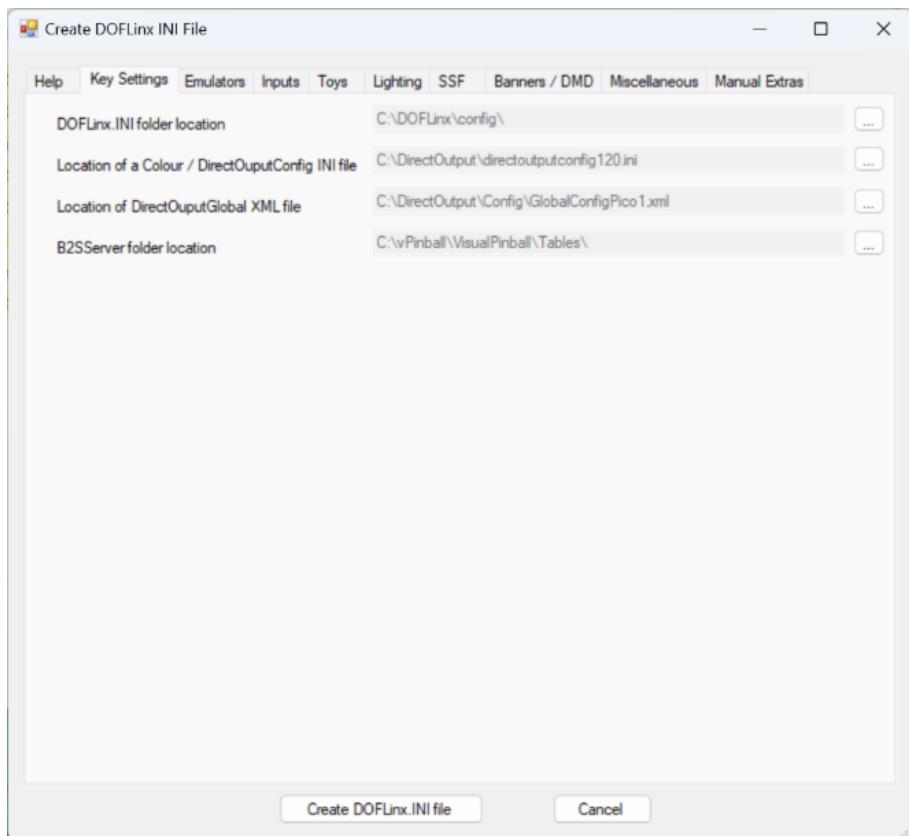
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

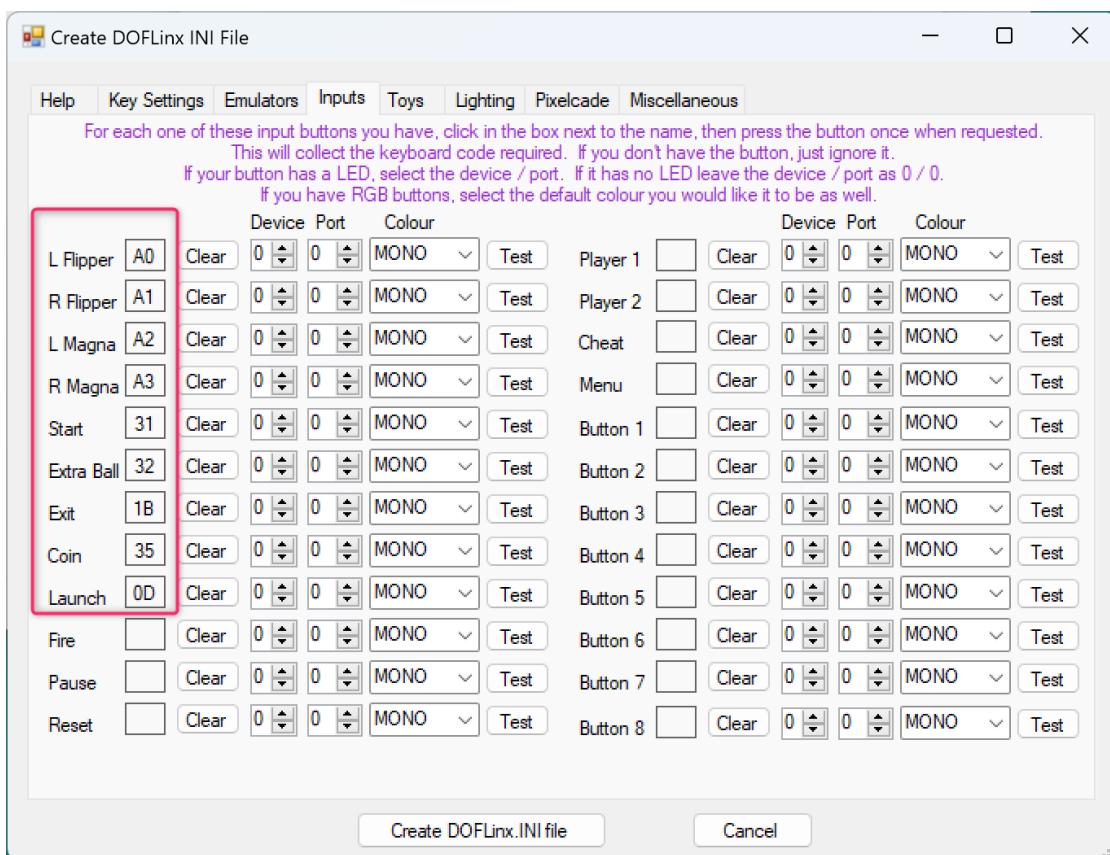
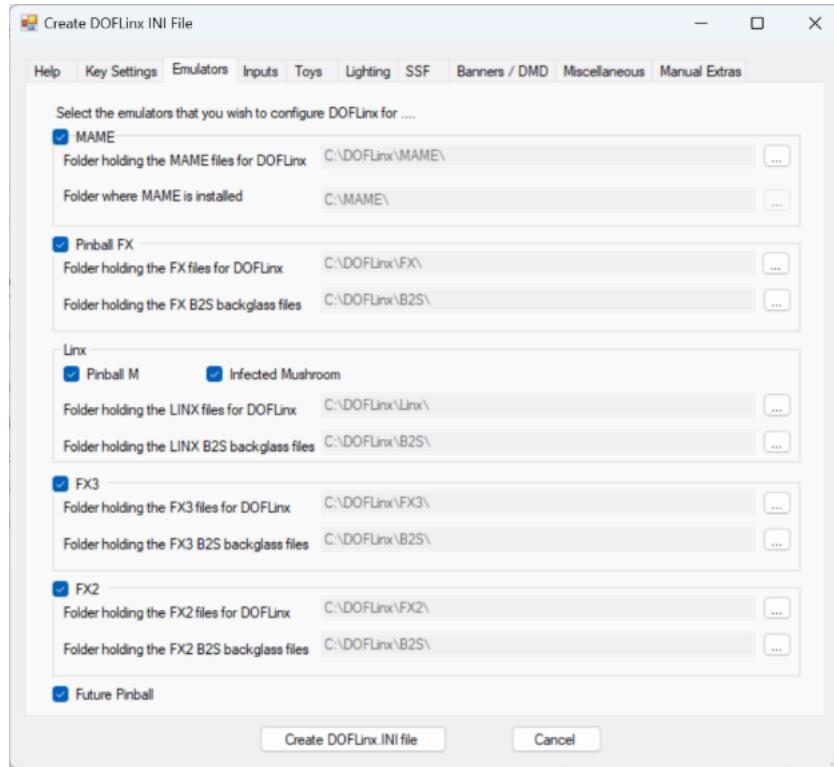


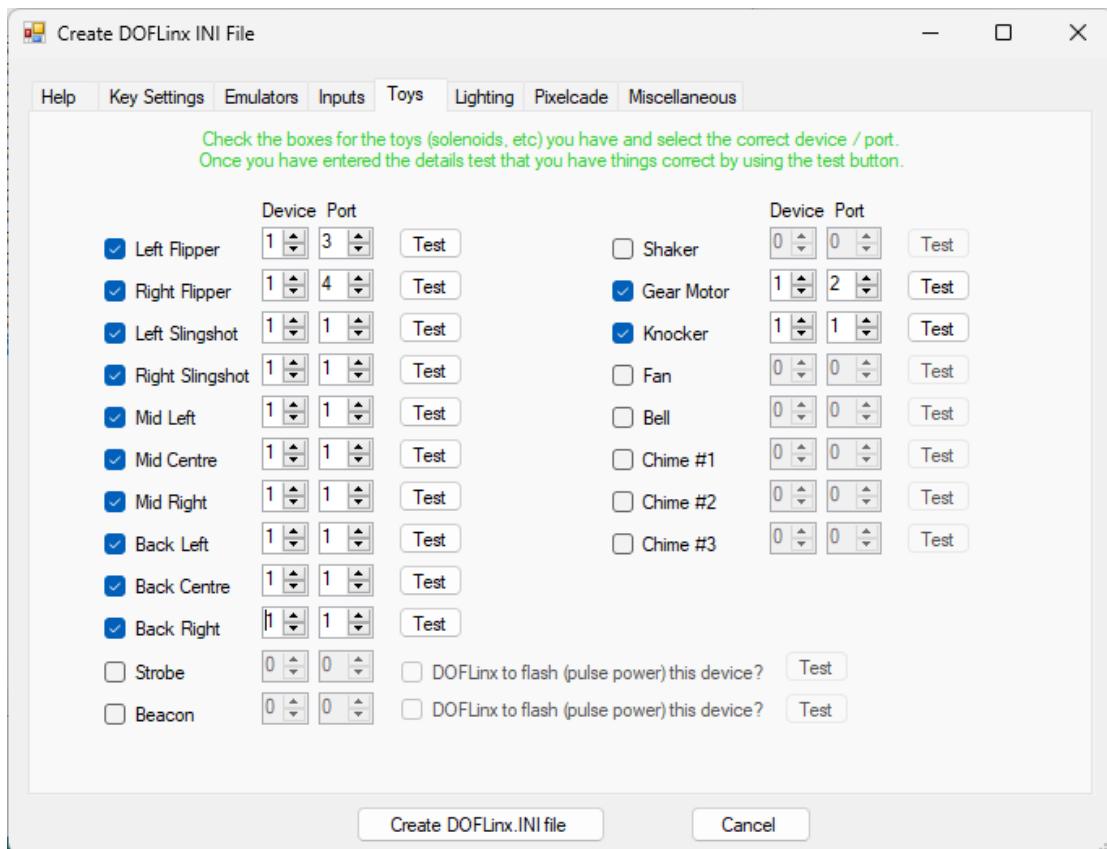
Turn on your VirtuaTilt power switch and click on **Configure** button and work through all settings:



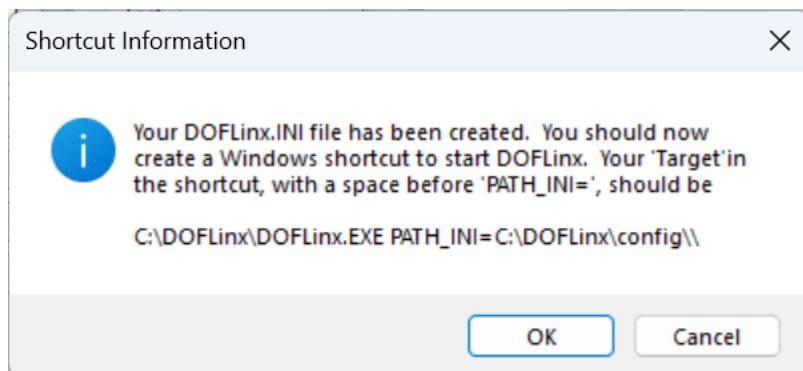
You need to configure **Key Settings, Emulators, Inputs and Toys** tabs:



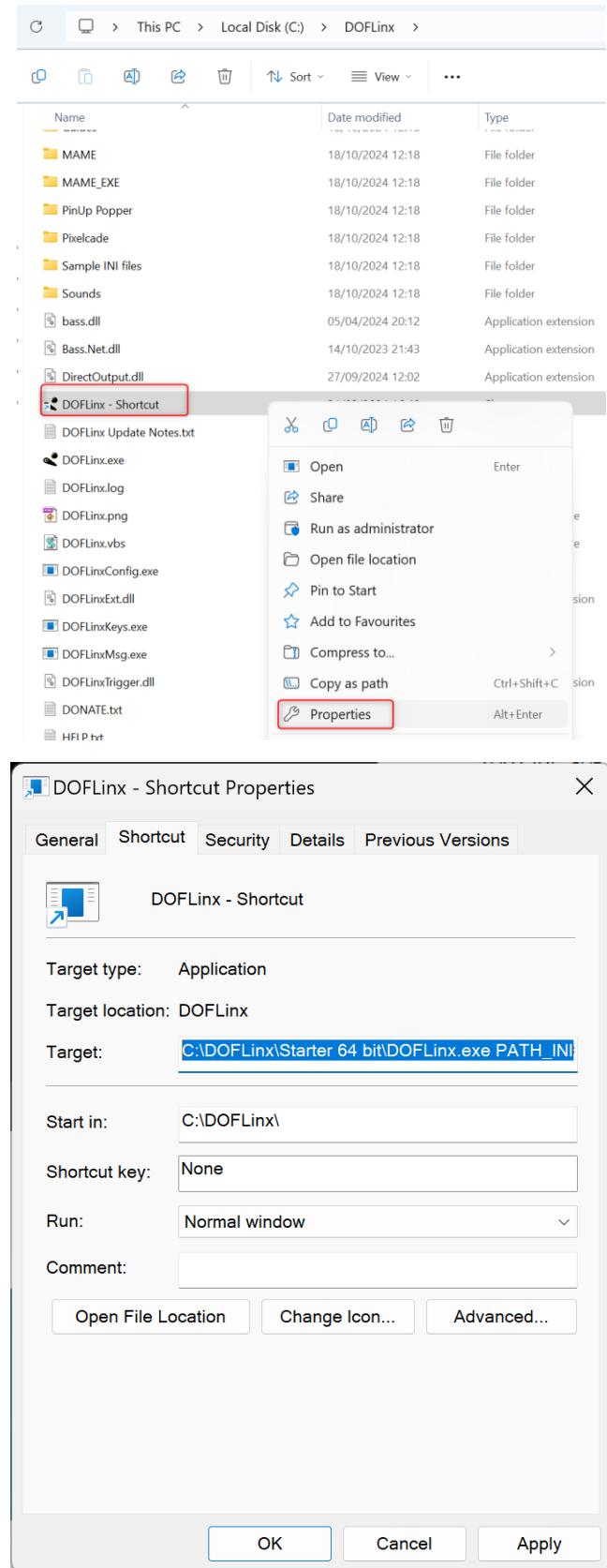




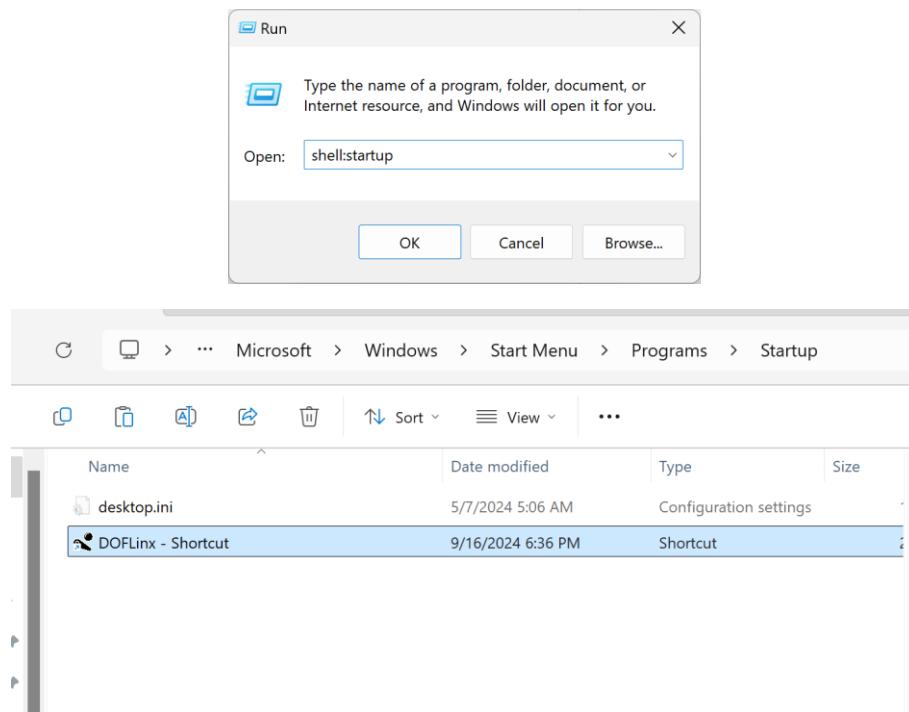
Click on “Create DOFLinx .INI File” when you’re done:



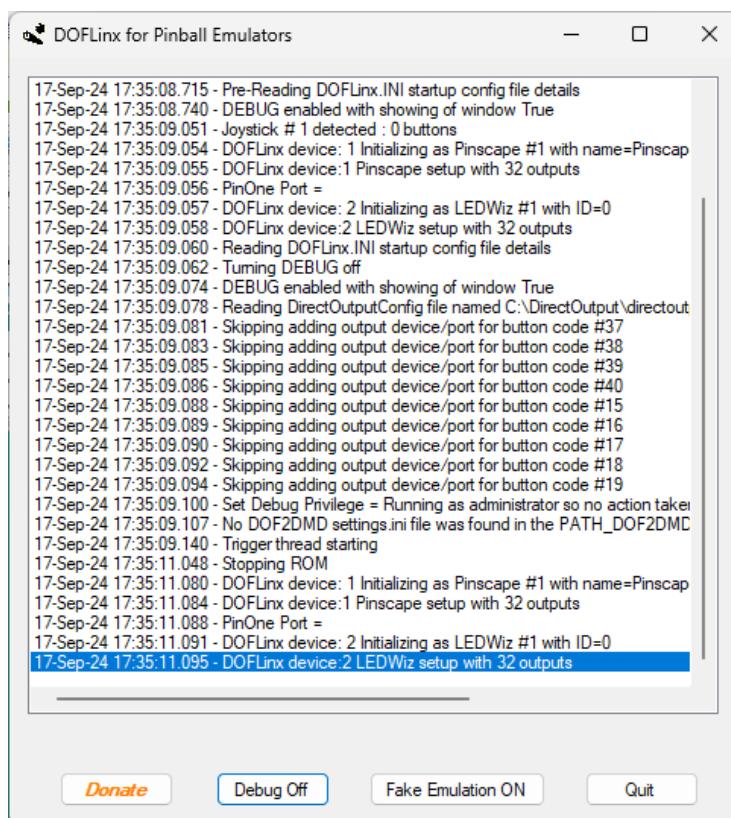
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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):



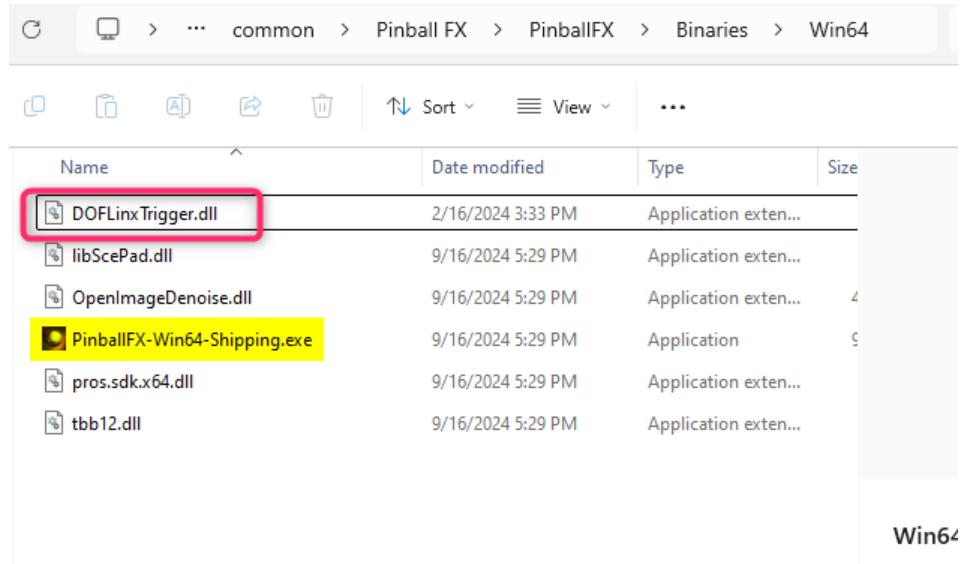
Accelerometer/Analog Plunger configuration

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.

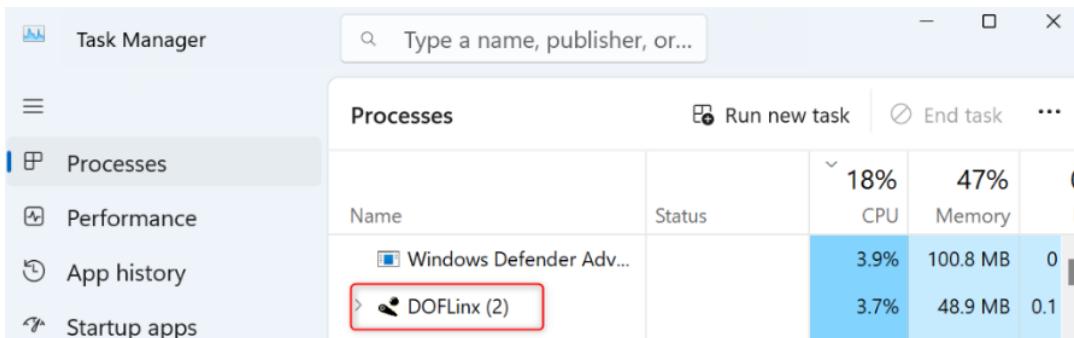
Make sure you have a **** on the end of the path, so **C:\DOFLinx\FX**

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

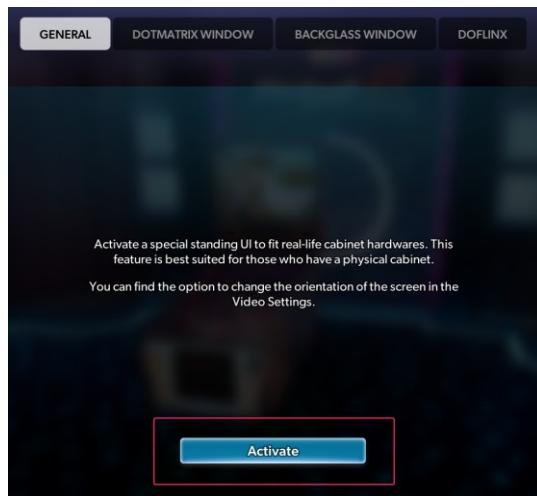
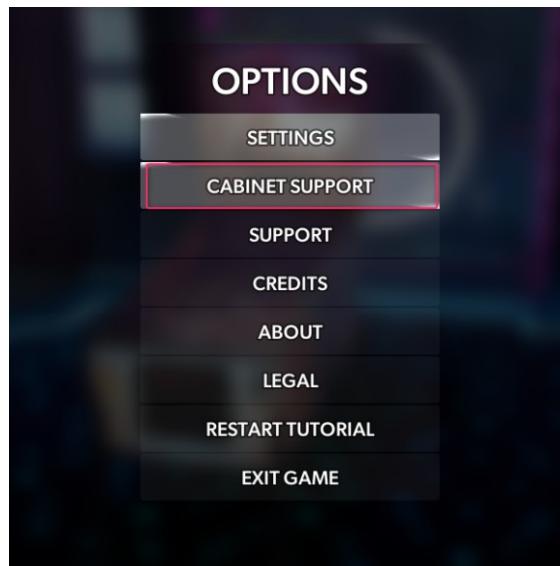
<https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing>

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

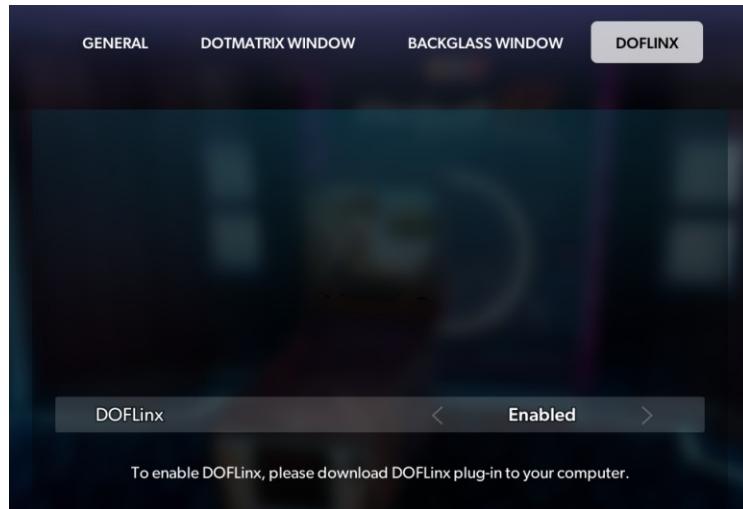
Reboot the machine and check that **DOFLinx process** is running:



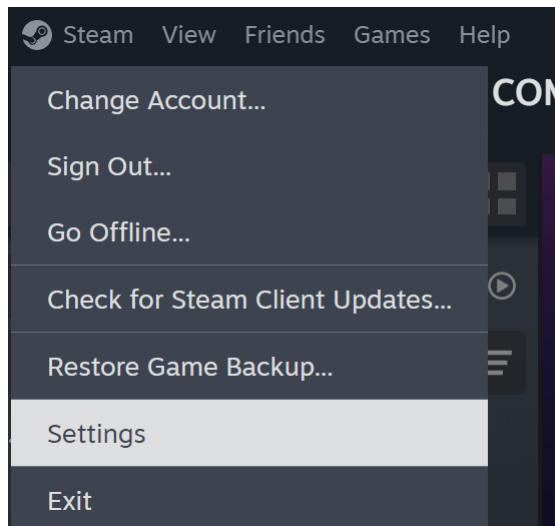
Start Pinball FX, go to **Settings | Cabinet Support | General** and activate cabinet mode:



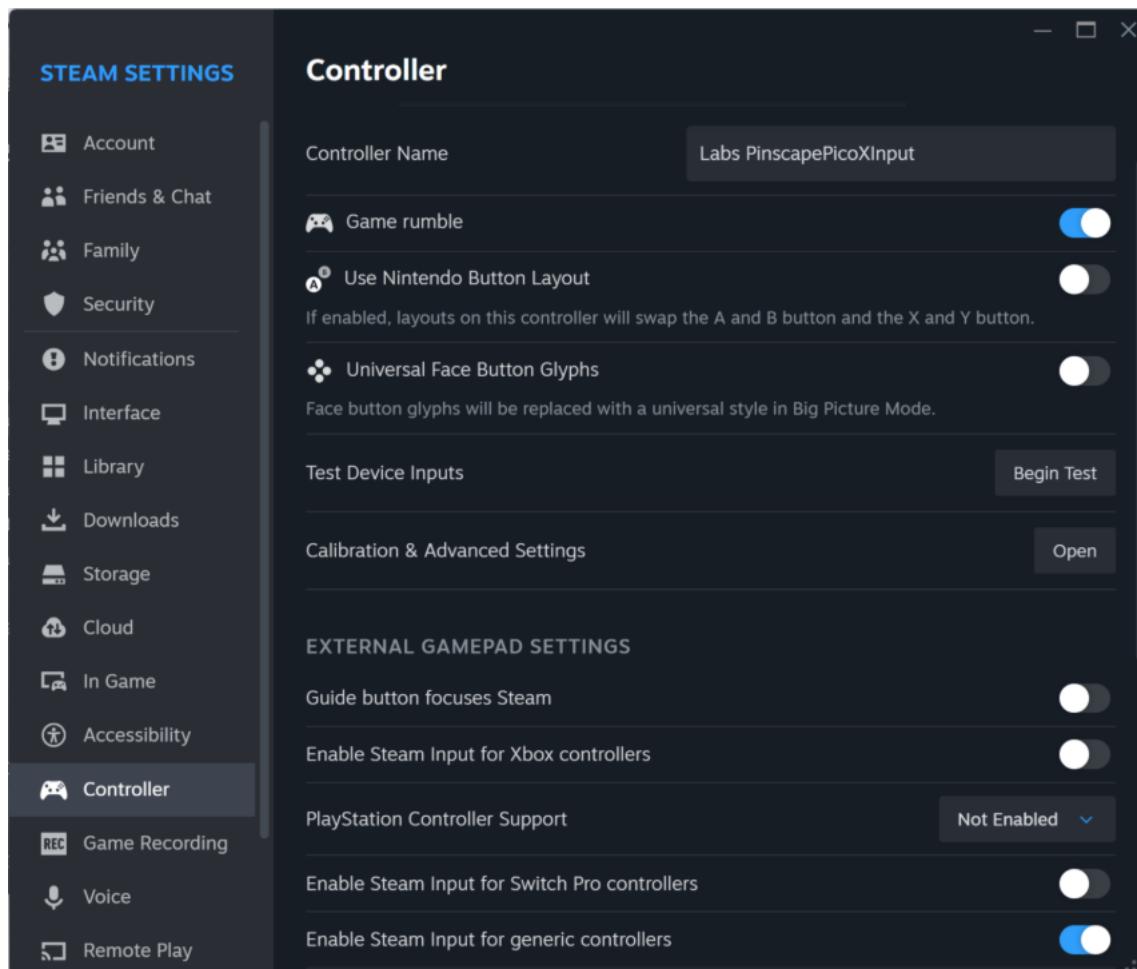
Go to the DOFLinx tab, enable it:



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.
#
#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_LINUX=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

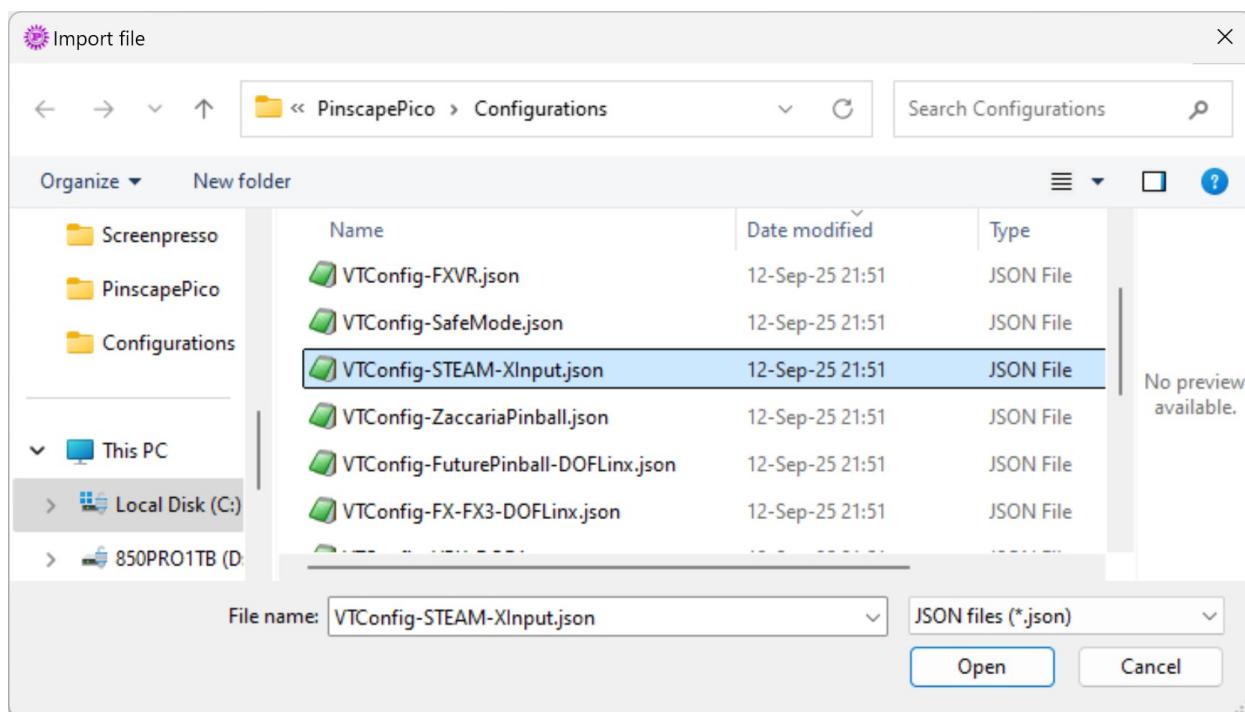
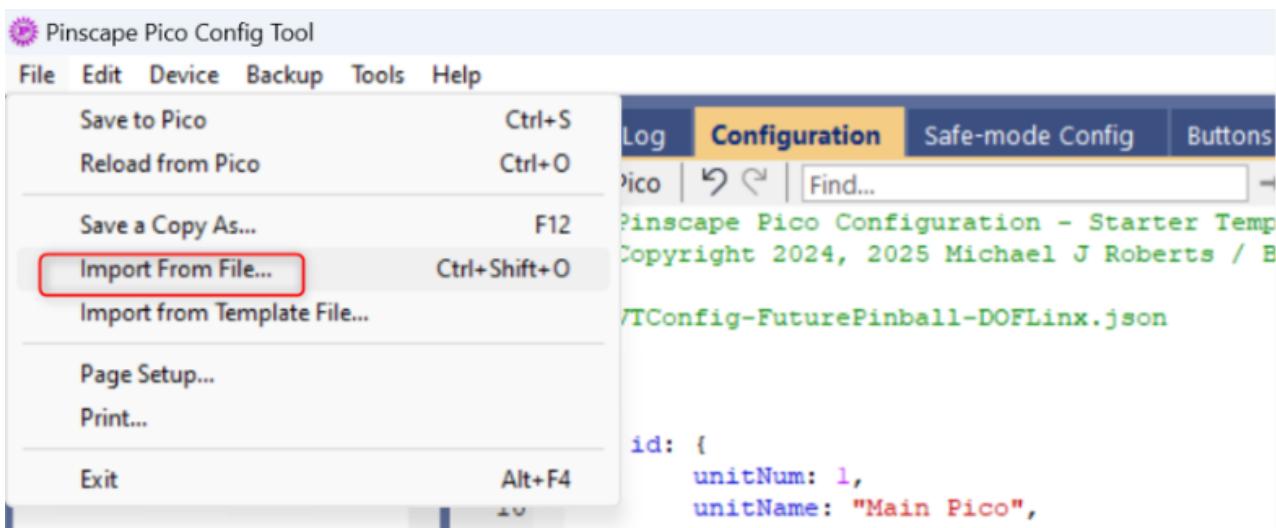
#!!!!!!!!!!!!!!

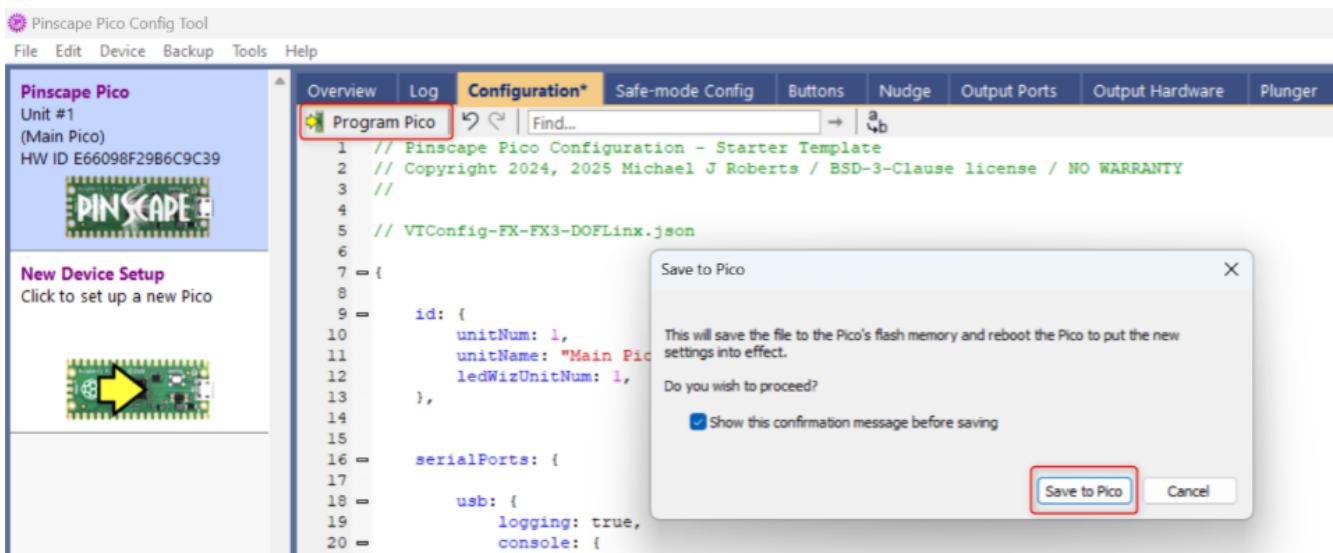
Use VirtuaTilt without DOF/DOFLinx

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 !

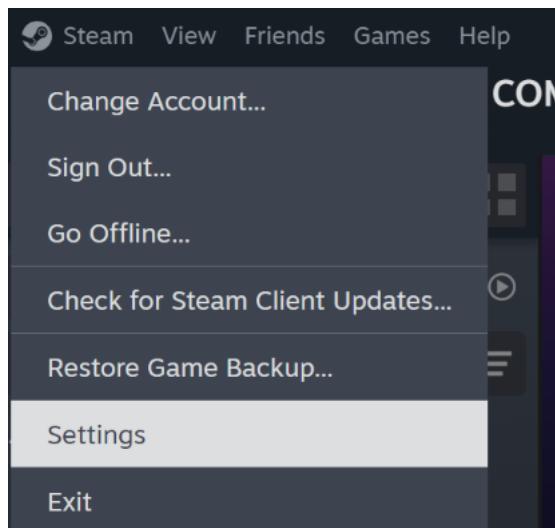
The **XInput mode** is used in Pinscape Pico firmware to achieve that.

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

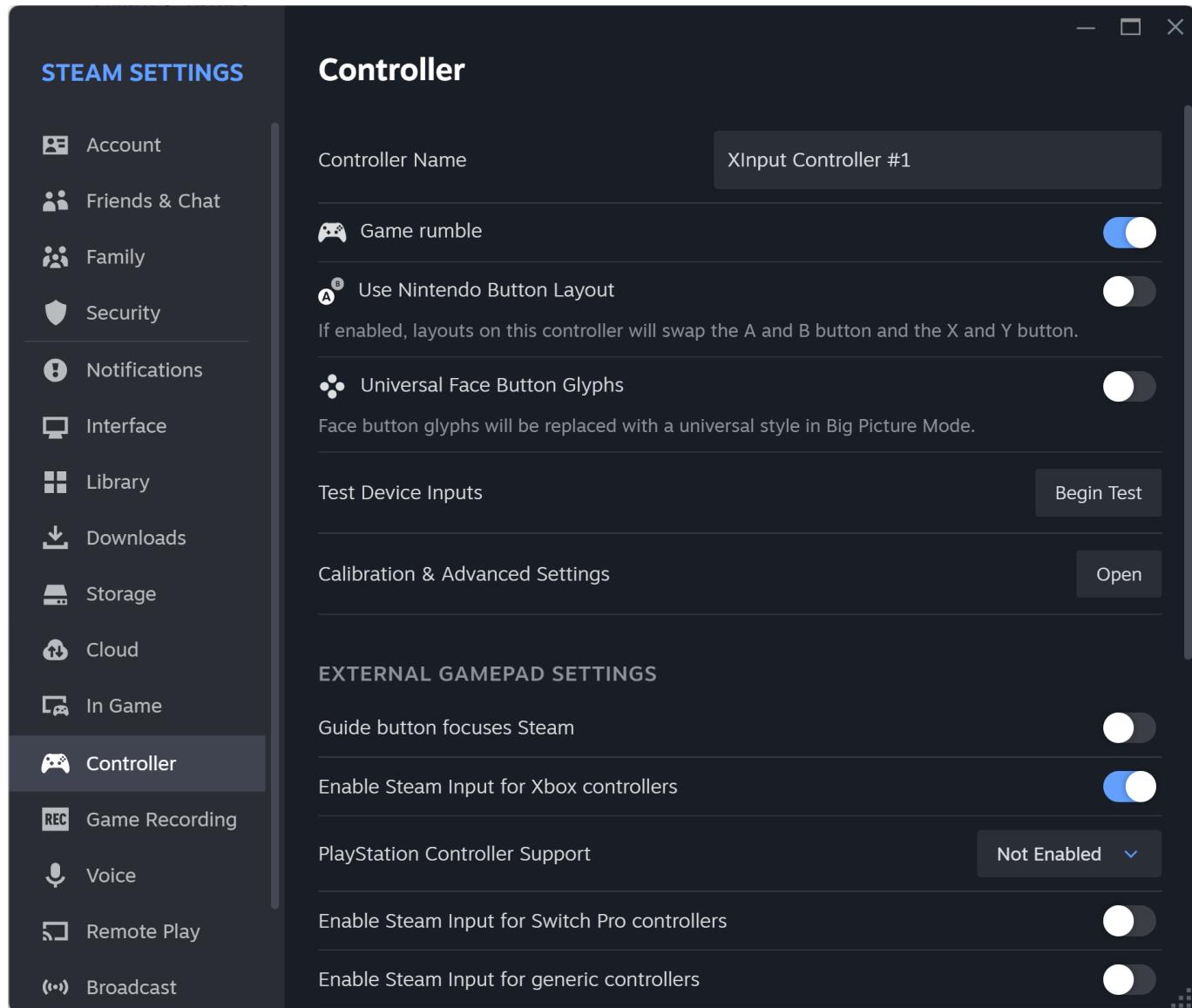




Start Steam and go to **Settings → Controller**



Disable everything under "External Gamepad Settings" with the exception 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).