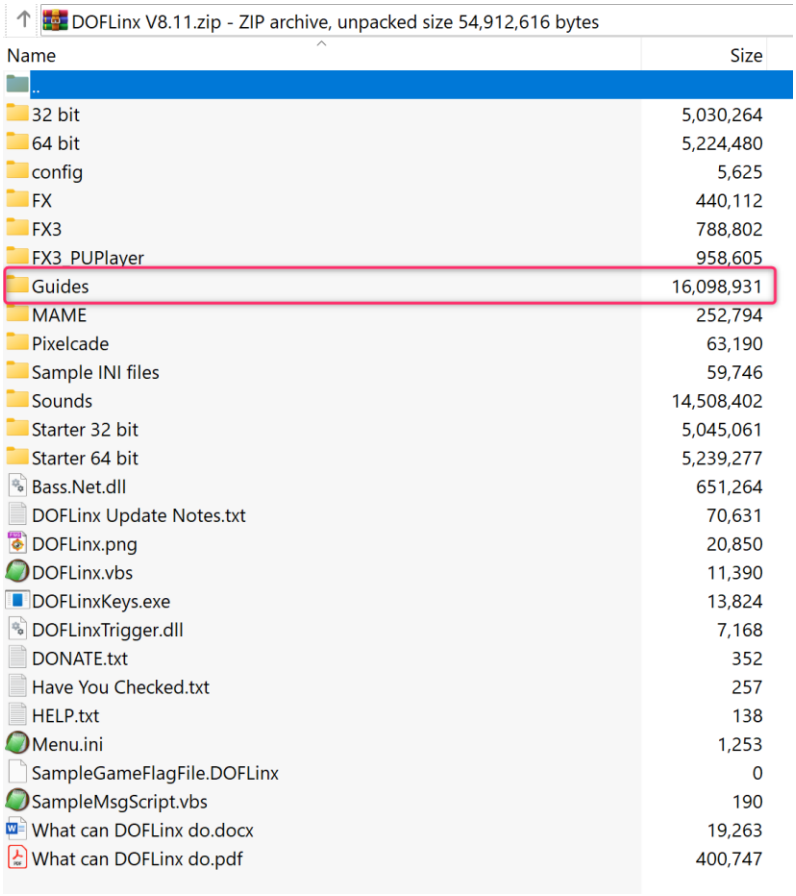
VIRTUATILT – PINBALL FX SETUP

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

NOTE: Pinball FX has many limitations and setup is very complicated; be prepared for troubleshooting if something goes wrong.

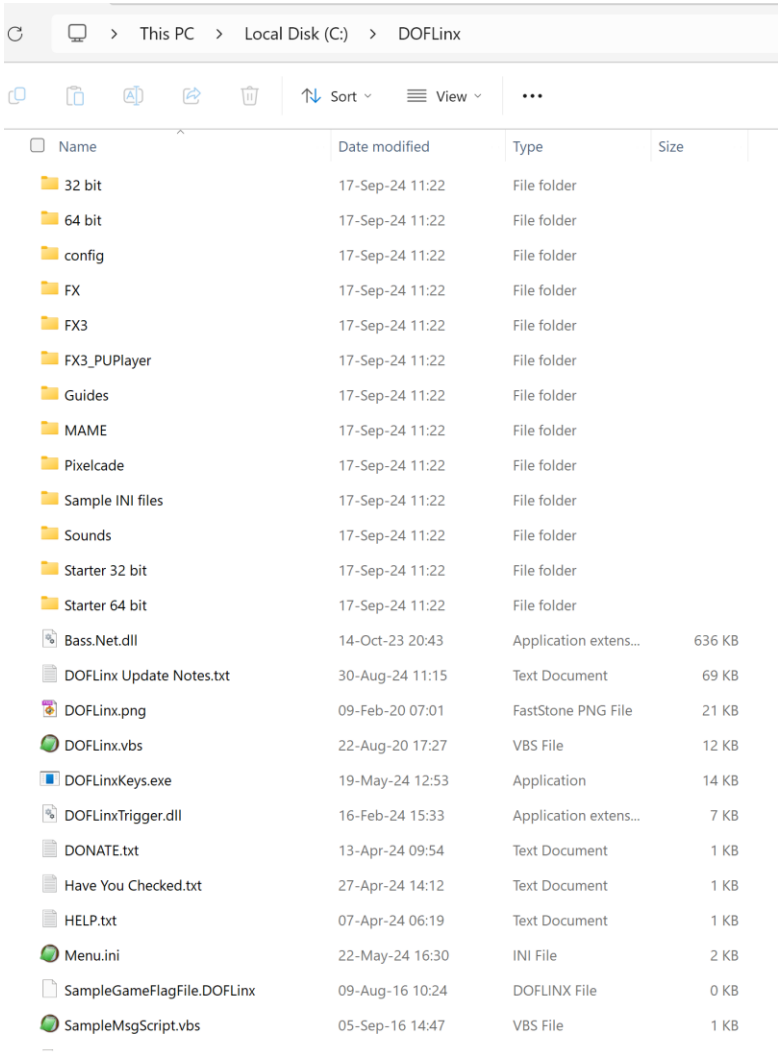
Please always refer to official DOFLinx guides available in the application zipfile:
https://www.vpforums.org/index.php?app=downloads&showfile=12318



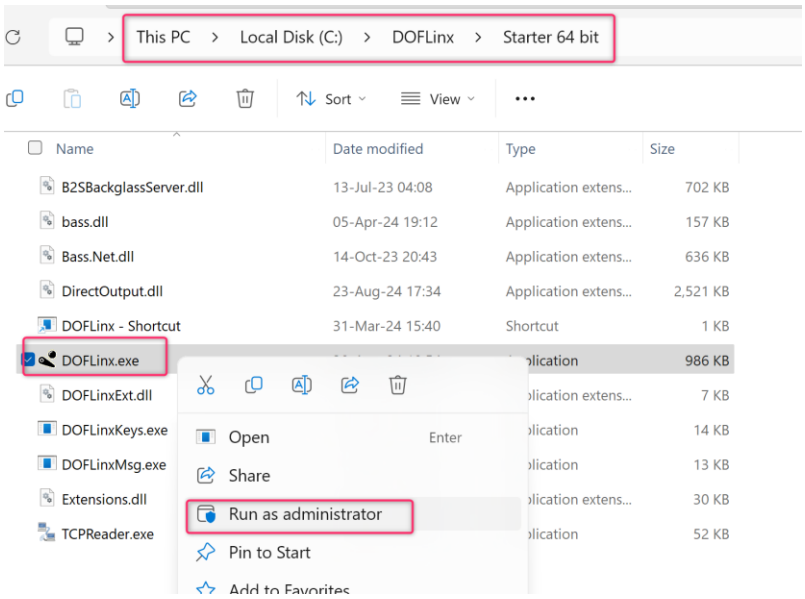
DOFLinx Setup

PREREQUISITES: **B2S Server** already installed https://github.com/vpinball/b2s-backglass/releases and **DirectOutput** configured.

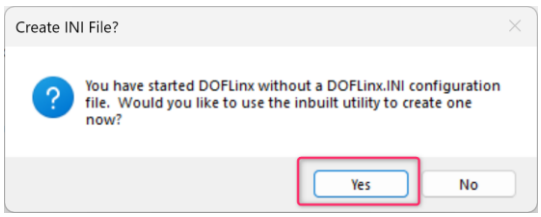
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):

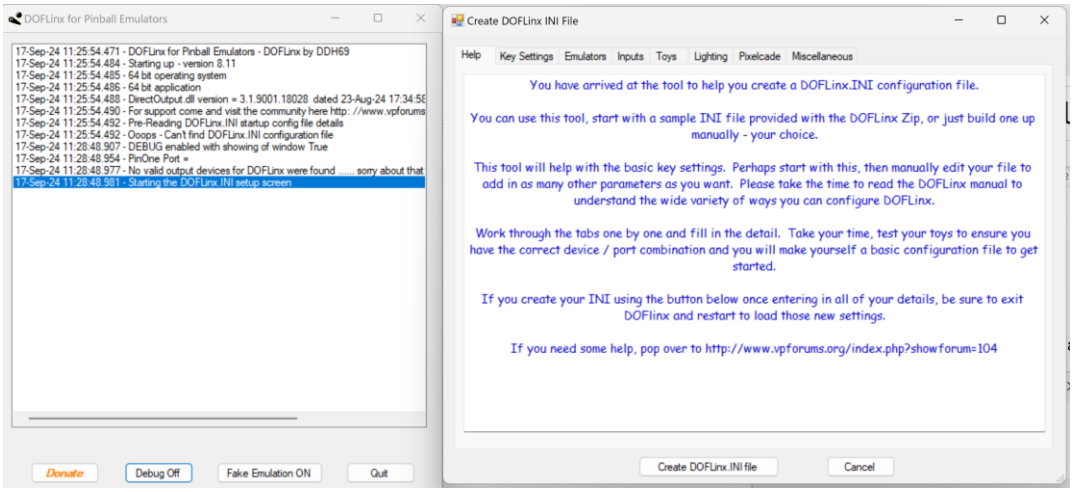


Run **Doflinx.exe** file in **DOFLinx\Starter 64 bit** folder as administrator:

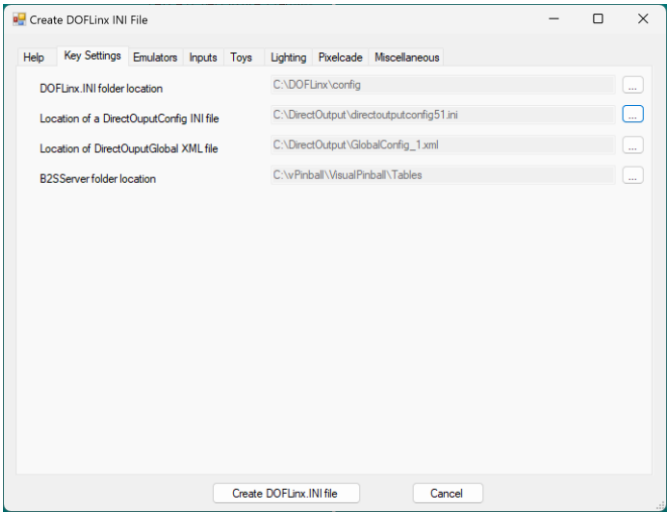


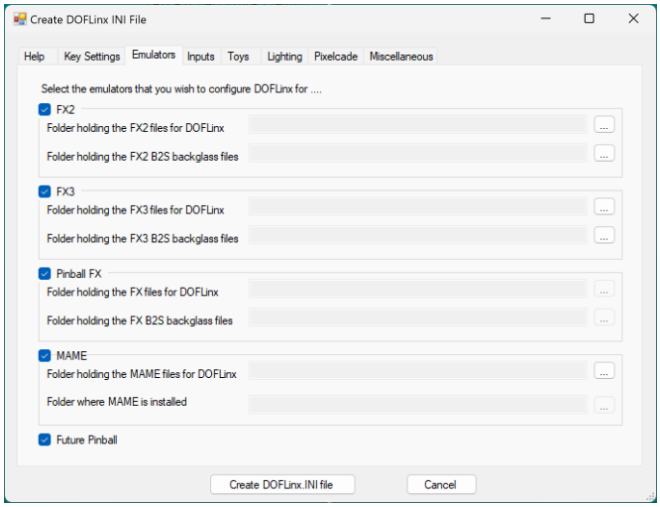
The first time you launch it il will popup an error and will ask to configure a new **DOFLinx.INI** file:

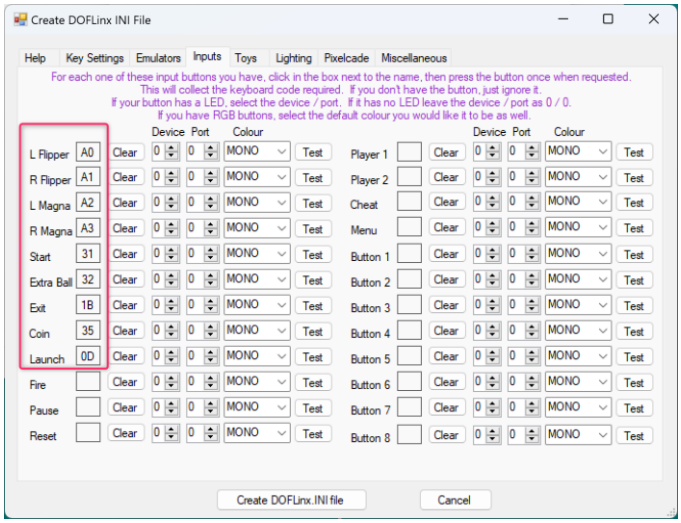


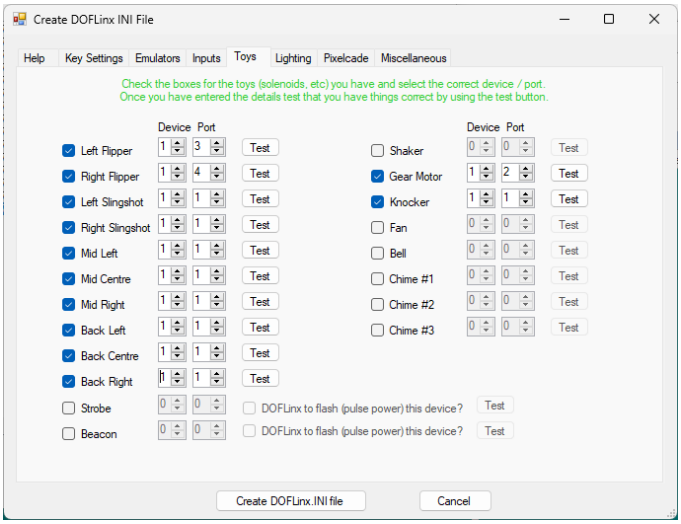


You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:

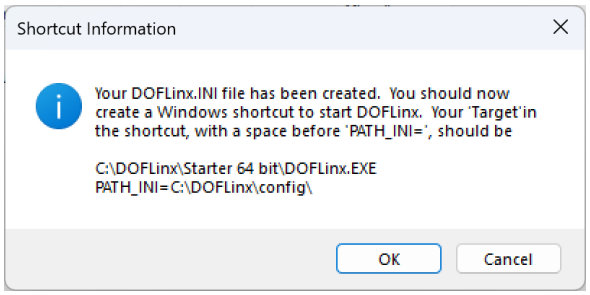



Create DOFLinx INI File
Help
Key Settings
Emulators
Inputs
Toys
Lighting
Pixelcade
Miscellaneous
Select the emulators that you wish to configure DOFLinx for ....
FX2
Folder holding the FX2 files for DOFLinx
Folder holding the FX2 B2S backglass files
FX3
Folder holding the FX3 files for DOFLinx
Folder holding the FX3 B2S backglass files
Pinball FX
Folder holding the FX files for DOFLinx
Folder holding the FX B2S backglass files
MAME
Folder holding the MAME files for DOFLinx
Folder where MAME is installed
Future Pinball
Create DOFLinx.INI file
Cancel

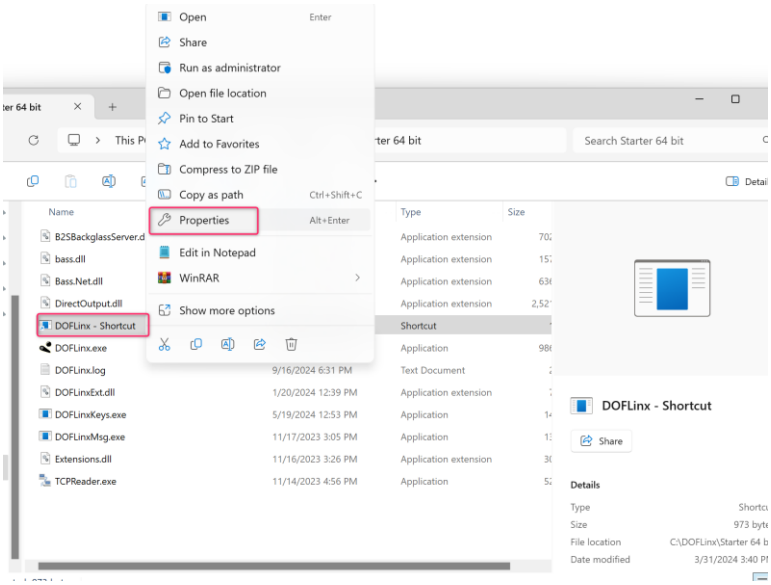

Create DOFLinx INI File
Help
Key Settings
Emulators
Inputs
Toys
Lighting
Pixelcade
Miscellaneous
For each one of these input buttons you have, click in the box next to the name, then press the button once when requested.
This will collect the keyboard code required. If you don't have the button, just 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

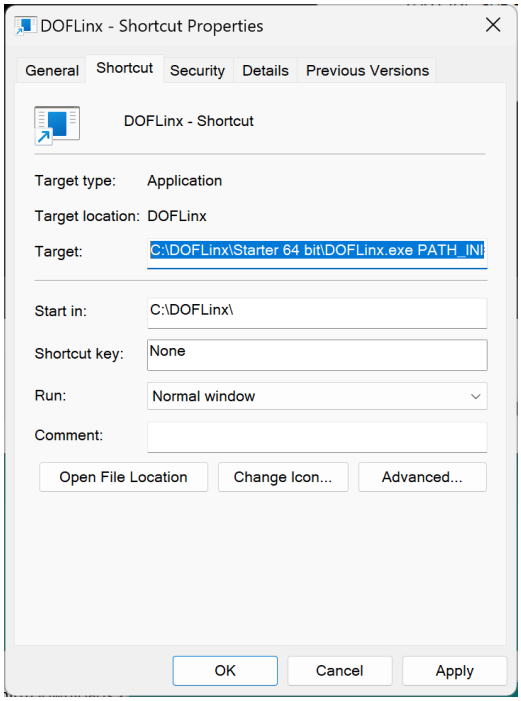

Create DOFLinx INI File
Help
Key Settings
Emulators
Inputs
Toys
Lighting
Pixelcade
Miscellaneous
Check the boxes for the toys (solenoids, etc) you have and select the correct device / port.
Once you have entered the details test that you have things correct by using the test button.
Device Port
Left Flipper
Right Flipper
Left Slingshot
Right Slingshot
Mid Left
Mid Centre
Mid Right
Back Left
Back Centre
Back Right
Strobe
Beacon
Shaker
Gear Motor
Knocker
Fan
Bell
Chime #1
Chime #2
Chime #3
DOFLinx to flash (pulse power) this device?
Test
Create DOFLinx.INI file
Cancel

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

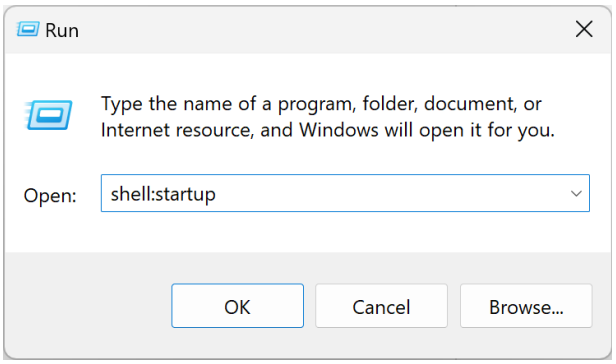


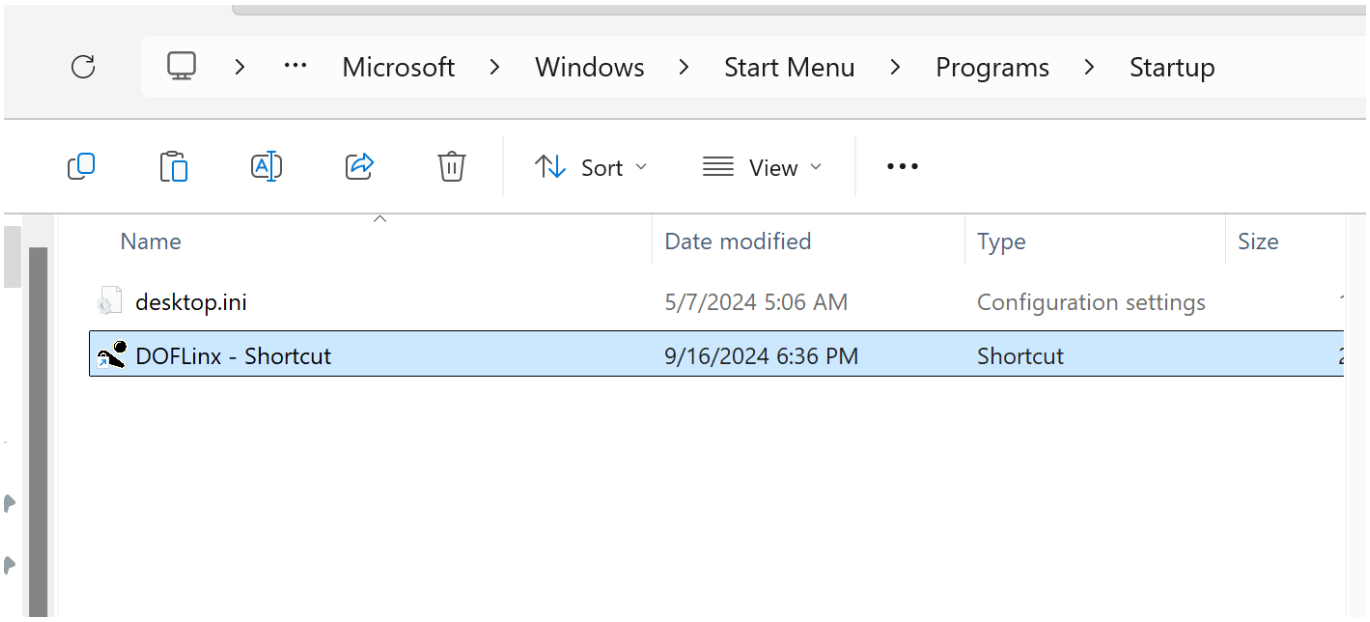
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



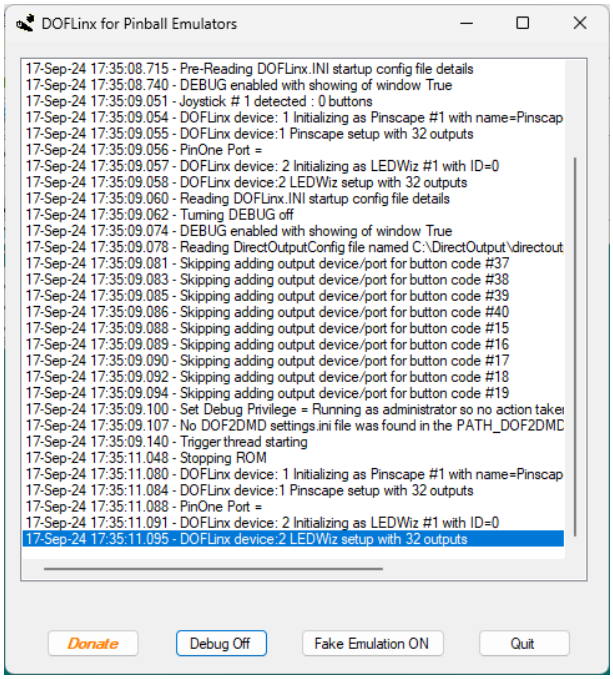


For automatic startup at every boot, put the shortcut in Startup folder:





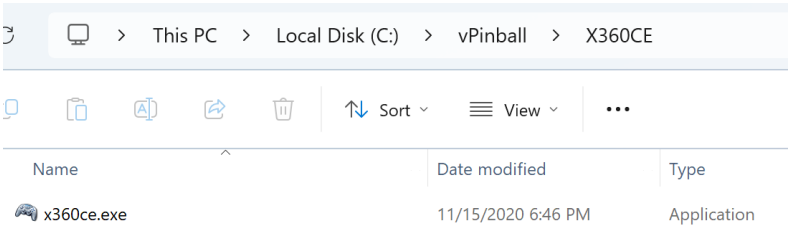
Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug log (launch DOFLinx.exe again to check):



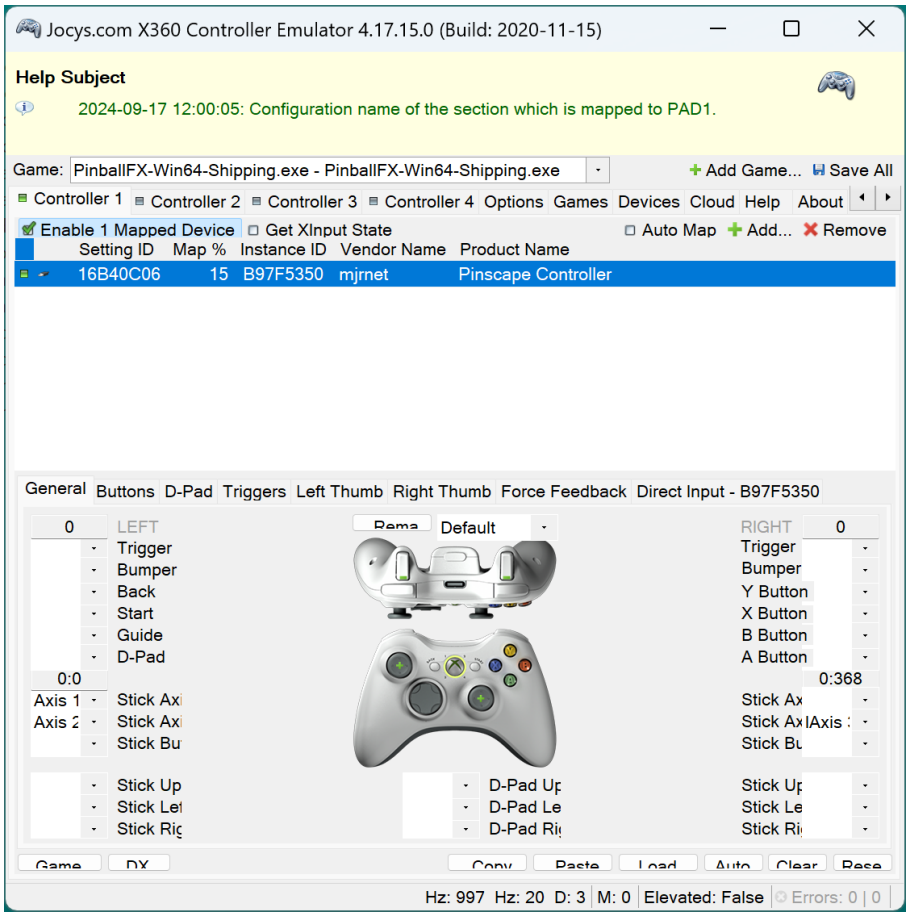
Accelerometer/Analog Plunger configuration

In order to configure KL25Z accelerometer for nudge/tilt and VirtuaTilt analog plunger, you should download **X360CE** emulator from https://www.x360ce.com/

Unblock the zipfile, uncompress in a folder of your choice (es: C:\vPinball\X360CE\) and launch **x360ce.exe**:



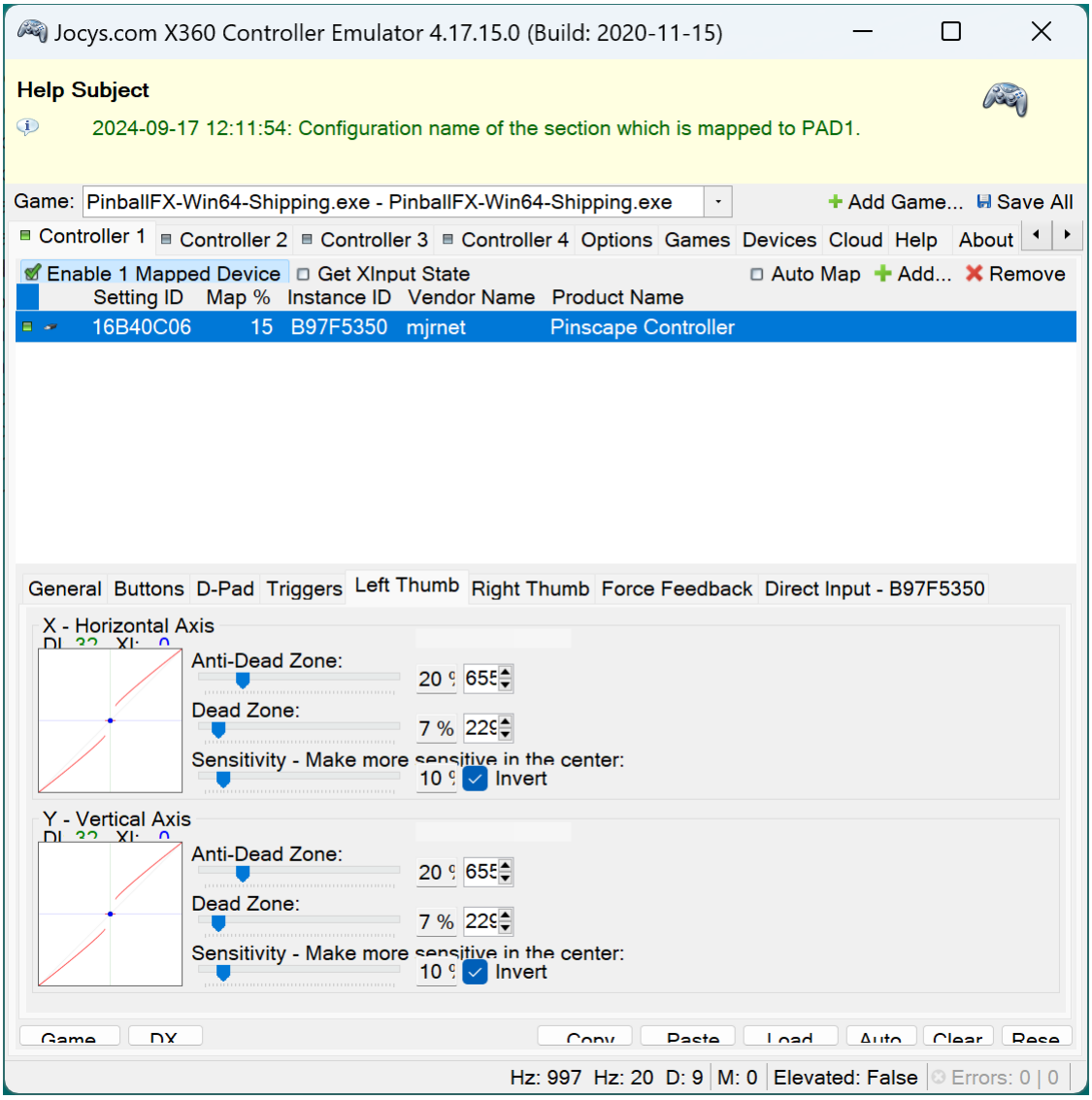
Click on **Add Game** and add the following game **C:\Program Files (x86)\Steam\steamapps\common\Pinball FX\PinballFX\Binaries\Win64\PinballFX-Win64-Shipping.exe**



IMPORTANT: On the **Controller 1** tab, uncheck the "Auto map" checkbox, click "**Add...**" to the right of that and **add your Pinscape controller**.

On the **General** tab below, click **Clear** and then set the **left stick X Axis** to **Axis 1** and **left stick Y Axis** to **Axis 2**. Set the **right stick's Y Axis** to **IAxis 3**.

On the **Left Thumb** (used for nudging) tab you'll likely want to adjust things for sensitivity. Following are good values to start with VirtuaTilt; you can use them and then modify according to your preferences:



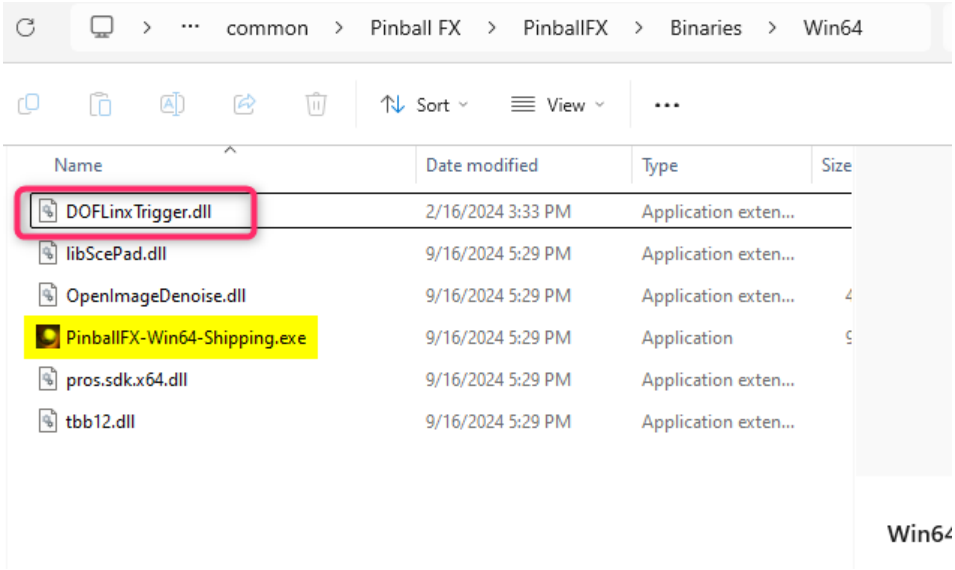
Click on **Save All** after you configured x360ce and leave it running in background.

IMPORTANT: X360CE should be running in background to have plunger/accelerometer functions in Pinball FX. Consider to put in Startup folder as we did for DOFLinx.

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

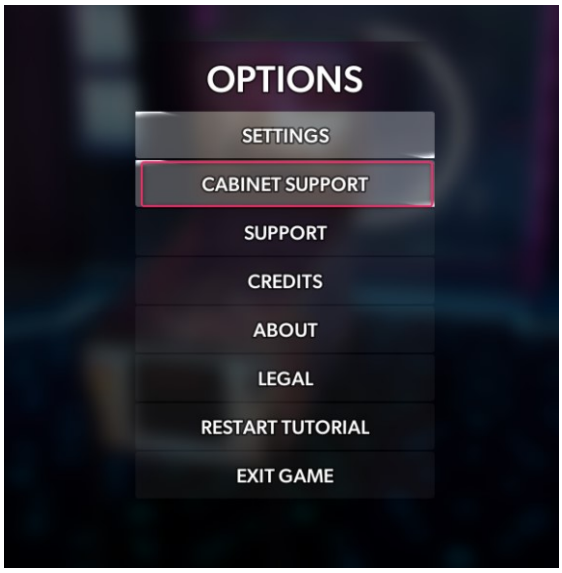
https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing

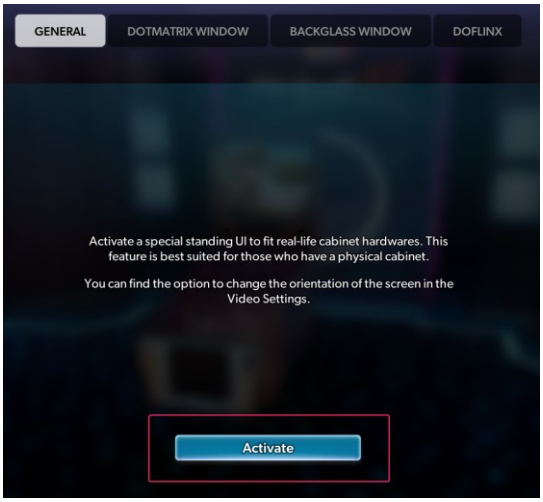
and place them in the folder you just setup above.

IMPORTANT:

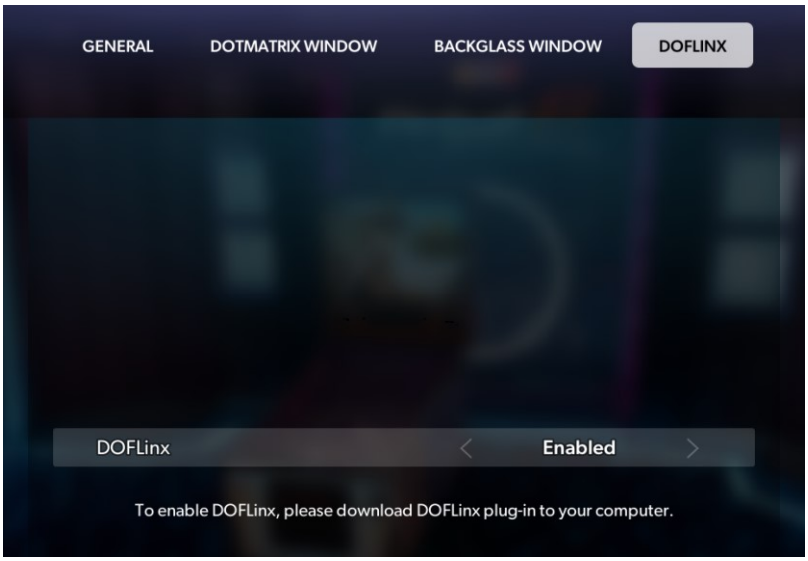
Copy now the contents (all files) of "**C:\DOFLINX\STARTER 64 bit**" to **C:\DOFLINX** and reboot.

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





Go to the DOFLinx tab, enable it:



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

####
 # System generated DOFLinx.INI file at 6:24:11 PM Monday, September 16, 2024
####

DEBUG=1

DIRECTOUTPUTCONFIG=C:\DirectOutput\directoutputconfig51.ini
DIRECTOUTPUTGLOBAL=C:\DirectOutput\GlobalConfig_1.xml
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables

PATH_FX2=
PATH_FX2_B2S=
PATH_FX3=
PATH_FX3_B2S=
PATH_FX=C:\DOFLinx\FX
PATH_FX_B2S=C:\DOFLinx\FX_B2S
PATH_MAME=
FP_ATTEMPT_LINK=1

PROCESSES=Pinball FX2,Pinball FX3,Pinball FX3,Mame64,Future Pinball,PinballFX-Win64-Shipping
MAME_PROCESS=Mame64

L_FLIPPER_KEY=A0
R_FLIPPER_KEY=A1

LINK_BUT_LF=000,MONO,A0
LINK_BUT_RF=000,MONO,A1
LINK_BUT_ML=000,MONO,A2
LINK_BUT_MR=000,MONO,A3
LINK_BUT_ST=000,MONO,31
LINK_BUT_EB=000,MONO,32
LINK_BUT_EX=000,MONO,1B
LINK_BUT_CN=000,MONO,35
LINK_BUT_LB=000,MONO,0D

L_FLIPPER_OUTPUT=103
R_FLIPPER_OUTPUT=104
LINK_LF=103,100,10000,255
LINK_RF=104,100,10000,255

LINK_LS=101,100,500,255
LINK_RS=101,100,500,255
LINK_ML=101,100,500,255
LINK_MC=101,100,500,255
LINK_MR=101,100,500,255
LINK_BL=101,100,500,255
LINK_BC=101,100,500,255
LINK_BR=101,100,500,255
LINK_GR=102,1000,10000,255
LINK_KN=101,100,500,255