

VIRTUATILT - VISUAL PINBALL X SETUP

Following some basic instructions to have your new VirtuaTilt up and running with Visual Pinball X.

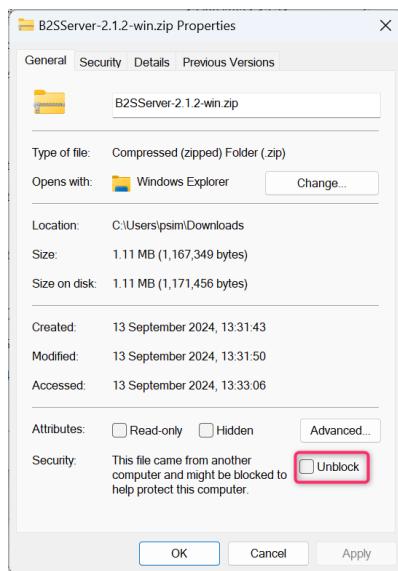
DOF Installation

IMPORTANT: **DOF (Direct Output Framework) is needed if you want to experience a real pinball simulation with all feedback devices in Visual Pinball X. Latest DOF version is required for Pinscape**

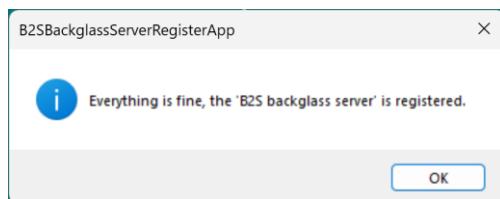
Pico support: <http://mjrnet.org/pinscape/dll-updates.html>

You need **B2S Server** installed first. If you have already installed it, skip this part.

For first-time users, download latest version from here: <https://github.com/vpinball/b2s-backglass/releases> and unblock it:

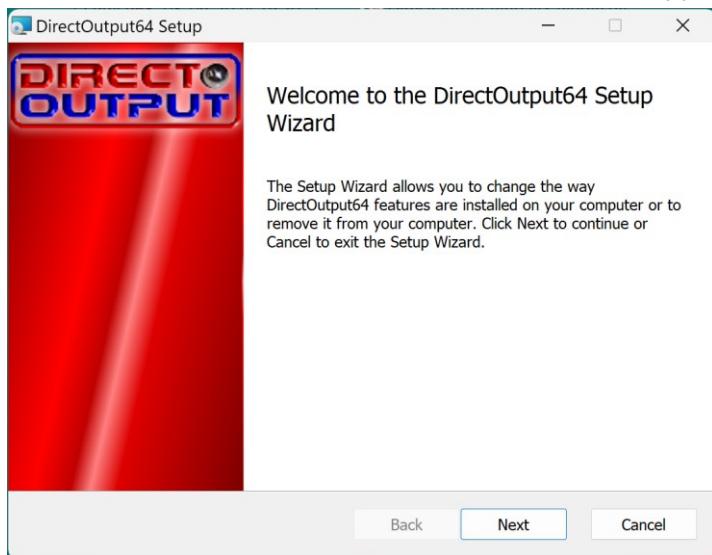


Unzip the B2SServer archive in VisualPinball folder (typically **C:\vPinball\VisualPinball\Tables**) and run the **B2SBackglassServerRegisterApp.exe** as Administrator (right-click). This registers the software as a COM object:

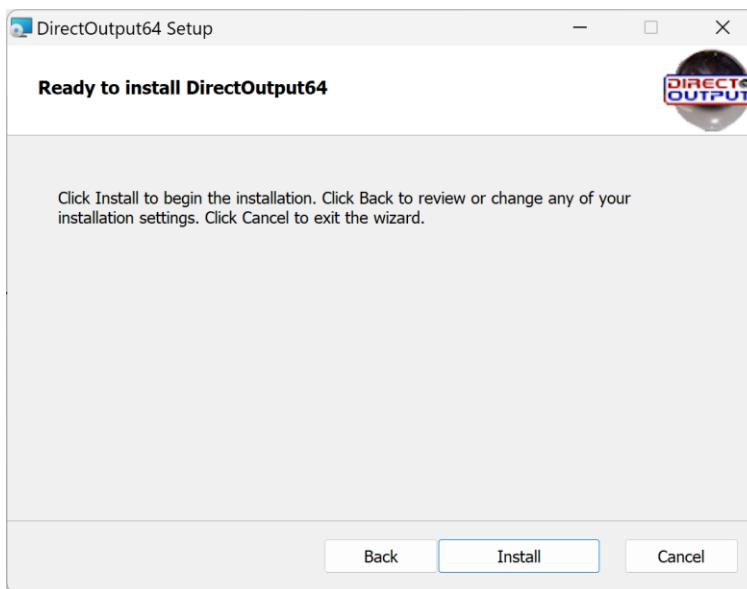
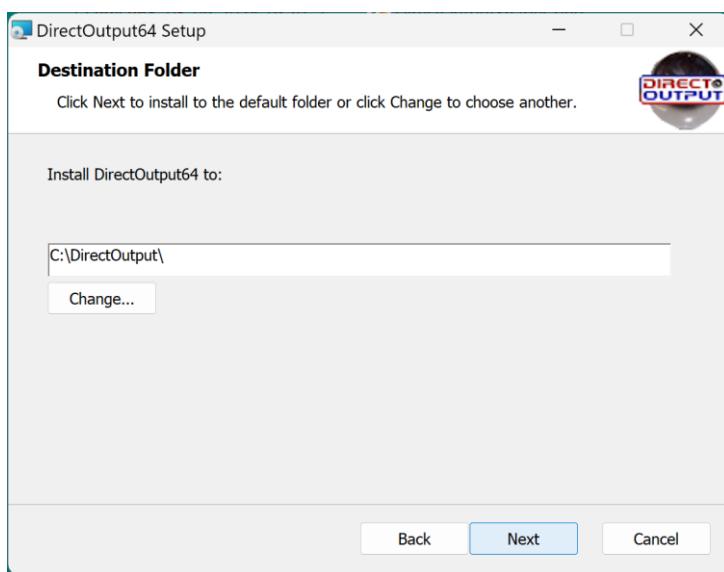


Latest version of DOF allows merging of X86 and X64 installs, so you can safely install both versions.

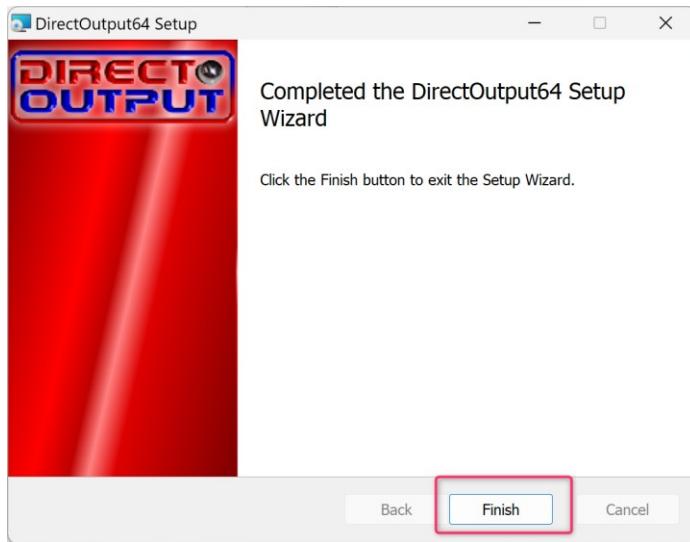
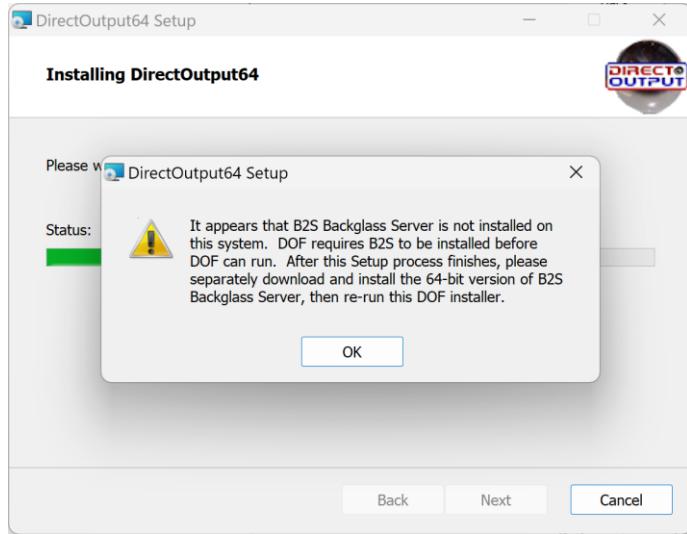
Install DOF using .msi files from official page: <http://mjrnet.org/pinscape/dll-updates.html> and launch it:



Leave installation folder as-is (**C:\DirectOutput**). Highly recommended:



Do not care about the following error (it should appear if you don't have B2S Server installed) and click OK:

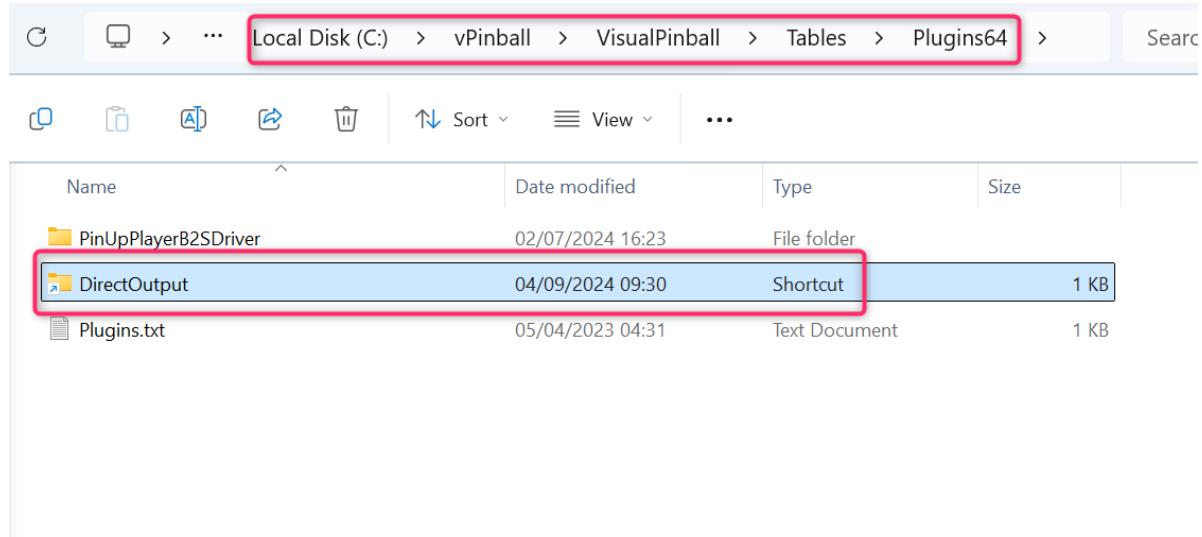


This is how the \DirectOutput folder will look like:

A screenshot of a Windows File Explorer window showing the contents of the "DirectOutput" folder on the C: drive. The path is "This PC > Local Disk (C:) > DirectOutput". The folder contains several files and subfolders: "Config", "x64", "DirectOutputShapes.png", "DirectOutputShapes.xml", and "LICENSE".

Name	Date modified	Type	Size
Config	13-Sep-24 12:46	File folder	
x64	13-Sep-24 12:46	File folder	
DirectOutputShapes.png	07-Mar-18 17:58	FastStone PNG File	6 KB
DirectOutputShapes.xml	07-Mar-18 14:59	XML File	40 KB
LICENSE	30-Jan-18 13:09	File	2 KB

A shortcut to DirectOutput folder in **\Plugins64** folder of B2SServer installation should be present (created by DOF setup):



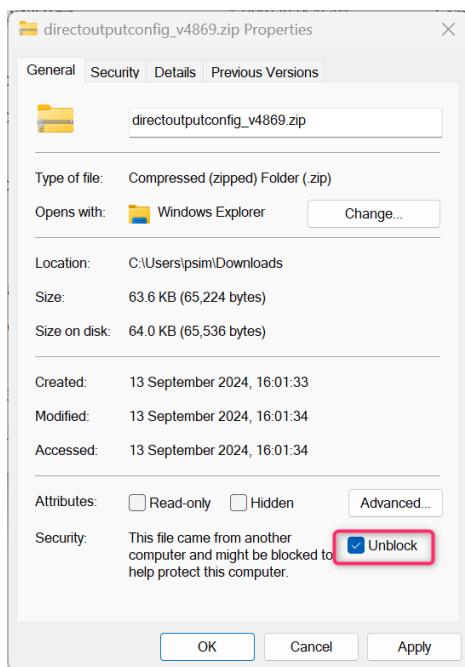
If not, manually create a shortcut to **DirectOutput** folder and put it in **Plugins64** folder of B2SServer installation.

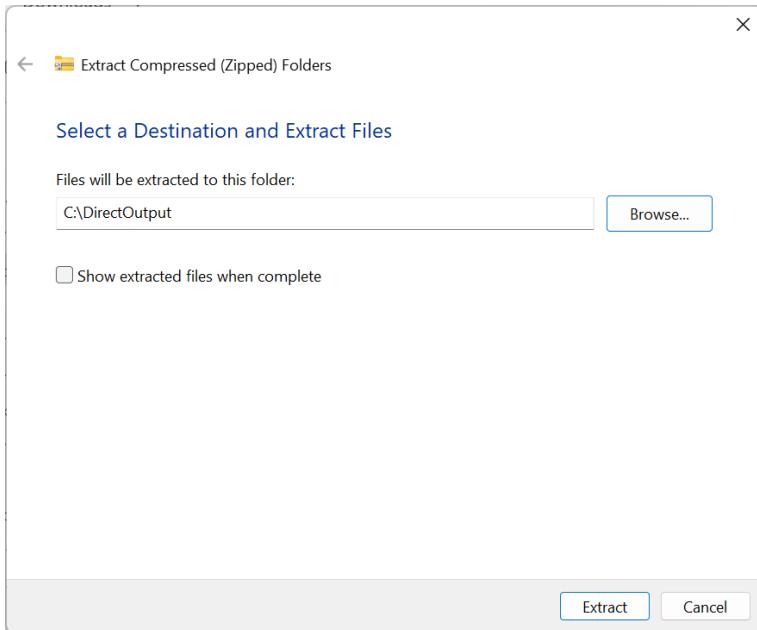
As a reference, the official step-by-step guide for DOF configuration is available here: [Pinscape Build Guide \(mjrnet.org\)](https://mjrnet.org/pinscape-build-guide/).

Configure DOF for VirtuaTilt

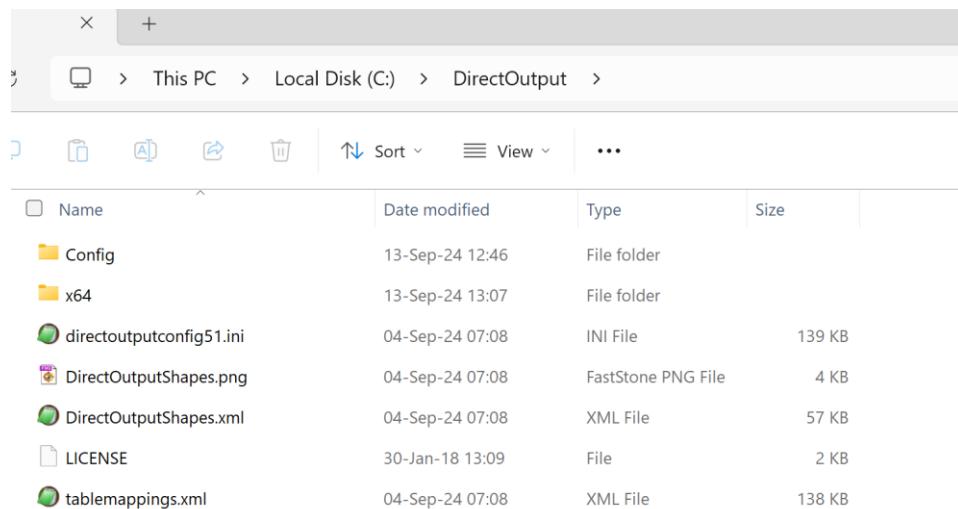
To configure DOF you need to set up a configuration file. You can create an account and login to the [DOF Config tool](#) webpage or [you can just download provided config files from our GitHub repository \(including cabinet file\)](#), unblock the file and copy/move the files into **C:\DirectOutput** directory (or wherever DOF is installed on your PC), overwriting existing files:

Name	Last commit message	Last commit date
..		
VirtuaTilt.json	Added VirtuaTilt cabinet file for DOF ConfigTool	3 months ago
directoutputconfig_v5213.zip	Updated to v5213	3 minutes ago
readme.md	Updated to v5213	now

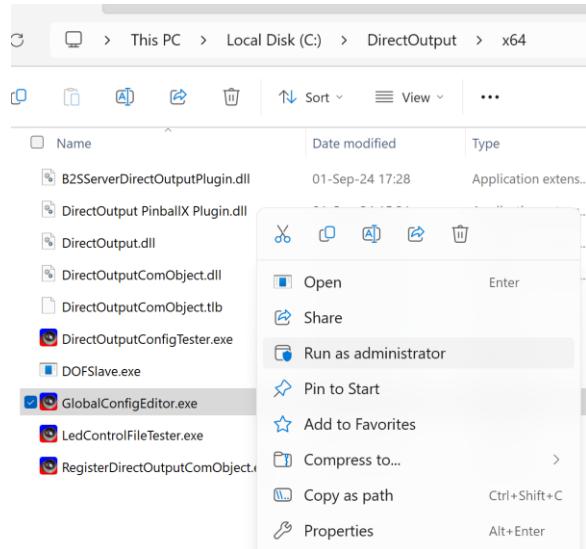




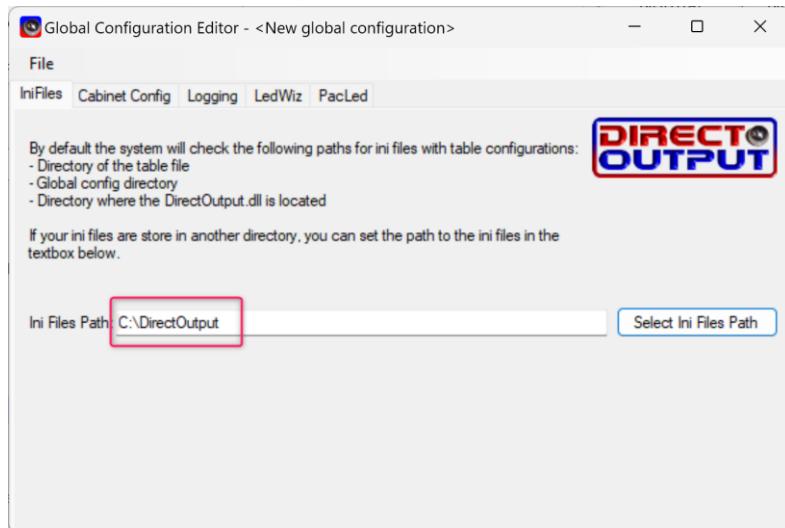
This is how the **DirectOutput** folder will look like:



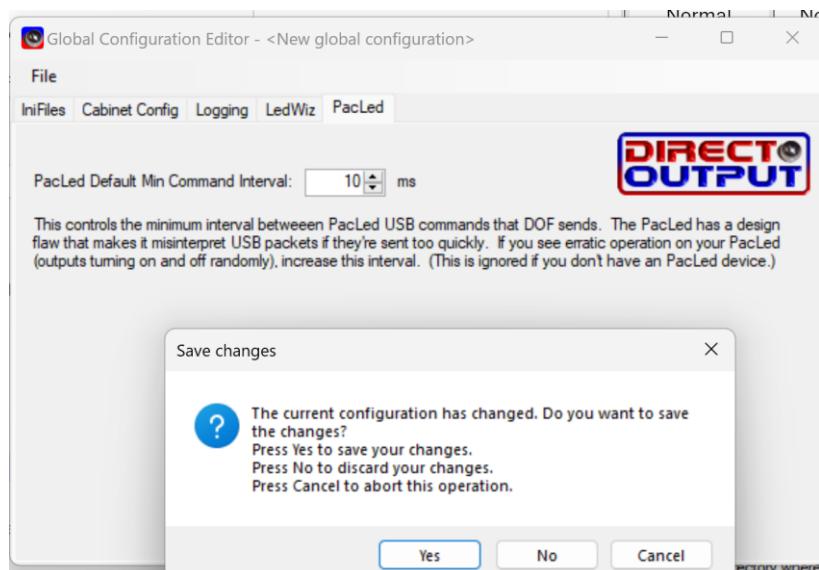
Now right-click **GlobalConfigEditor.exe** file in **/DirectOutput/X64** and in **/DirectOutput/X86** folder and launch it as Administrator:



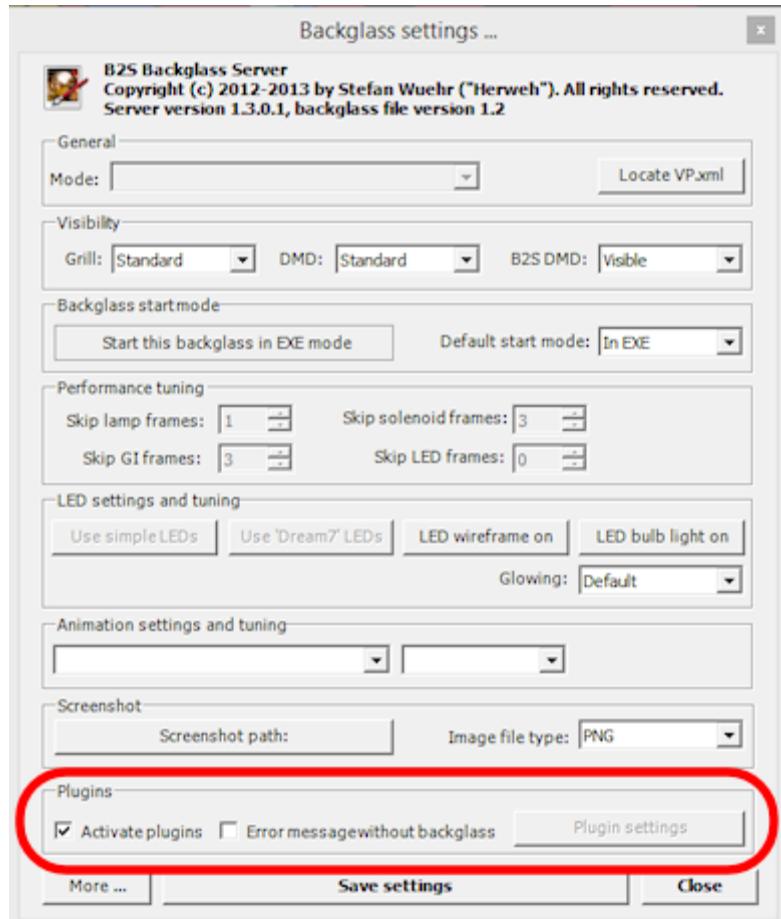
Configure .ini file path where you previously unzipped our config file (**C:\DirectOutput**):



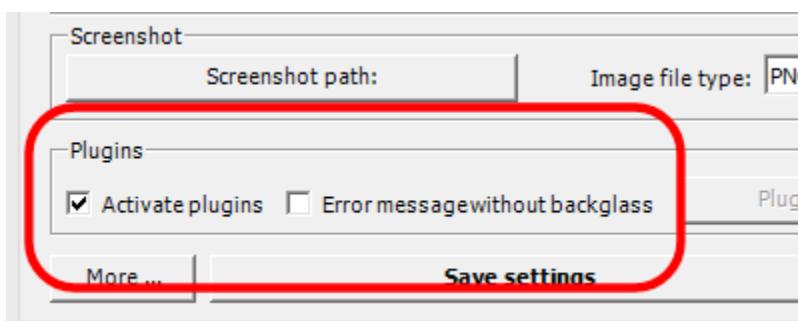
Close the window and press **Yes** to save all changes:



Start Visual Pinball and load a table that has a matching B2S backglass file installed; right-click the mouse anywhere in the backglass area to bring up the B2S options dialog:



Check the box **Activate plugins** and uncheck the box **Error message without backglass**.

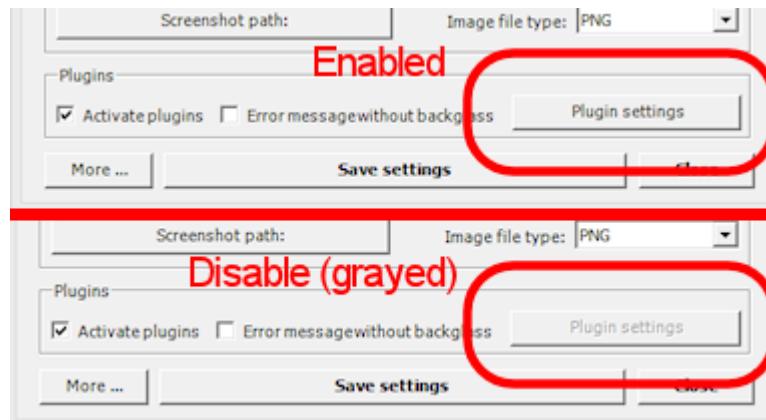


Make sure that **Activate plugins** flag is checked and **Error message without backglass** flag is un-checked

- Click Save Settings
- Exit the table (press "Q" and then "Q" again) and close VP

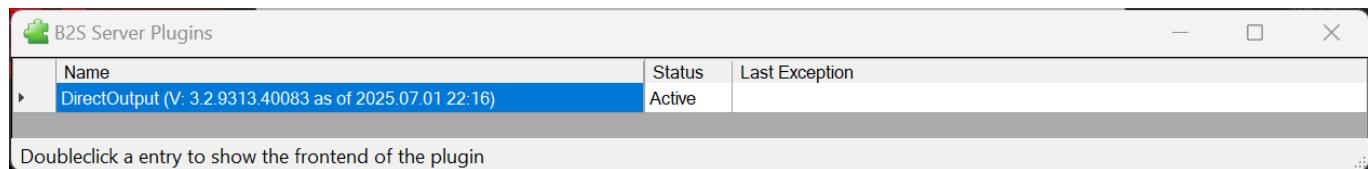
Now start VisualPinball and load a table that has a B2S backglass. You can use the same table you used during the setup procedure in the step where we updated the B2S backglass settings.

As before, when the backglass appears, right-click the mouse anywhere in the backglass display area to bring up the options dialog. Look to see if the **Plugins** button at the bottom is **enabled**:



If the button is disabled, DOF isn't getting loaded. Go to the official [troubleshooting](#) section for things to try.

If the button is enabled, click it. This will bring up a separate dialog that shows the status of each plugin.



Look for a **DirectOutput** entry in the list. If you don't see any such entry, it means the same thing as a disabled Plugin Status button, namely that DOF isn't being loaded. Go to the official [troubleshooting](#) section for help.

Finally, check the **Status** and **Last Exception** columns for the Direct Output entry.

If the Status is **Disabled**, or there's a message in the Last Exception box, see the official [troubleshooting](#) section for help.

If the Status is **Active** and the Last Exception column is empty, congratulations! Your DOF setup work was successful! DOF is loading and starting correctly.

DOF Configuration Change

IMPORTANT NOTE: If you don't want to mess with following DOF configuration, you can just download

VirtuaTilt cabinet file from our GitHub and import it on DOF Config Tool:

<https://github.com/3DPTronics/VirtuaTilt/tree/main/DirectOutput>

The screenshot shows a GitHub repository for 'VirtuaTilt' containing a 'DirectOutput' folder. Inside 'DirectOutput' are files: 'VirtuaTilt.json', 'directoutputconfig_v5213.zip', and 'readme.md'. A modal window titled 'Import Cabinet...' is overlaid on the DOF Config Tool interface, prompting the user to drag & drop or browse for a cabinet file to import.

Once imported, you can generate your updated config file which contains all latest tables:

The screenshot shows the 'Devices' page of the DOF Config Tool V3.0 for the 'VirtuaTilt Pico'. The 'Generate config' button is highlighted with a red box. The page displays configuration options for various components like Ledwiz, FRCM-KL25Z, PinOne, PacDrive, Packed, Ultimate/I/O, WS2811, SainSmart, Pinscape, Philips_Hue, Pincontrol1, Pincontrol2, Artnet, and PinscapePico. There are also options for generating NoFeedback Files and removing fade from front buttons.

Select your device

If you want to change the default DOF configuration for VirtuaTilt, you need to create an account and login to the [DOF Config tool](#) page.

Once you have an account setup, go to **Devices** and select the number of devices for your setup.

- Select **1** for number of **PinscapePico** devices and then click on **Update**:

The screenshot shows the 'Devices' section of the DOF Config Tool. On the left, there's a sidebar with various sections like Home, Stats, History, Feedback, Tables, Configurations (0 modded), Templates (0), Cabinet (Manage, Variables, Combine Toys, Devices 1 selected), and Port Assignments. The main area is titled 'VirtuaTilt Pico' and contains a grid of device configurations. The 'PinscapePico' row has a dropdown menu with '1' selected, which is highlighted with a red box. Other rows include Ledwiz, FRDM-KL25Z, PinOne, PacDrive, PacLed, Ultimate/IO, WS2811, SainSmart, Philips_Hue, Pincontrol1, Pincontrol2, and DudesCab. At the bottom of the main area, there are two buttons: 'Generate config' and 'Update'.

Creating a config file

When creating a config file for your setup, it's simply a matter of selecting the outputs for each device in your cabinet. VirtuaTilt is already configured this way:

- **Port1** – Solenoid – Combo for bumpers and slingshots
- **Port2** – Shaker Motor
- **Port3** – Left Flipper Solenoid
- **Port4** – Right Flipper Solenoid

Port Assignments

[Switch cabinet](#)
[Generate config](#)
[More Actions...](#)

VirtuaTilt Pico

[Clear](#)
[Update](#)

Device: PinscapePico 1 - directoutputconfigini120

P:001	Combo1	P:033	P:065	P:097
P:002	Shaker	P:034	P:066	P:098
P:003	Flipper Left	P:035	P:067	P:099
P:004	Flipper Right	P:036	P:068	P:100
P:005		P:037	P:069	P:101
P:006		P:038	P:070	P:102
P:007		P:039	P:071	P:103
P:008		P:040	P:072	P:104
P:009		P:041	P:073	P:105
P:010		P:042	P:074	P:106
P:011		P:043	P:075	P:107
P:012		P:044	P:076	P:108
P:013		P:045	P:077	P:109
P:014		P:046	P:078	P:110
P:015		P:047	P:079	P:111
P:016		P:048	P:080	P:112
P:017		P:049	P:081	P:113

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The **Combo1** config is assigned to knocker, slingshots and bumpers:

Toy Combo Management

[Switch cabinet](#)
[Generate config](#)

VirtuaTilt Pico

ID	Name	Toy Category	Toys
1001	Combo1	Mono	8 Bumper Center 8 Bumper Left 8 Bumper Right 8 Bumper Back Knocker Slingshot Left Slingshot Right 10 Bumper Back Left 10 Bumper Back Right 10 Bumper Middle Center

[Edit](#) [Delete](#)

Create New Combo

[Add](#)

Combo Name:

You can change it according to your personal preferences. To do this, simply navigate to the "**Combine Toys**" section in the config tool and enter your new combos.

NOTE: Shaker Motor Intensity is already set at Maximum (**48**). You can change it according to your personal preferences:

The screenshot shows the DOF Config Tool V3.0 interface. On the left is a sidebar with various sections: Home, Stats, History (Latest Version: 5213), Feedback, Tables (0 modded), Configurations (0), Templates (0), Cabinet, Manage (Variables selected), Combine Toys (1), and Devices (1). The main area is titled "Variables" and shows settings for "VirtuaTilt Pico". It includes fields for Shaker Motor (Min: 48, Max: 48), Fan (Min: 1, Max: 48), Toy Durations (ms) (Chime: 60, Knocker: 60, Bell: 60), Custom Brightness (Strobe: 48, PF Strobe MX: FF, Flasher: FF, LED Strip Flasher: FF), and Contactor (Target Duration: 60, Target Intensity: 48, Drop Duration: 60, Drop Intensity: 48). A note at the bottom says "Set Intensity and Duration to 0 if you don't want feedback to these events". At the top right are "Switch cabinet" and "Generate config" buttons, with "Generate config" being highlighted.

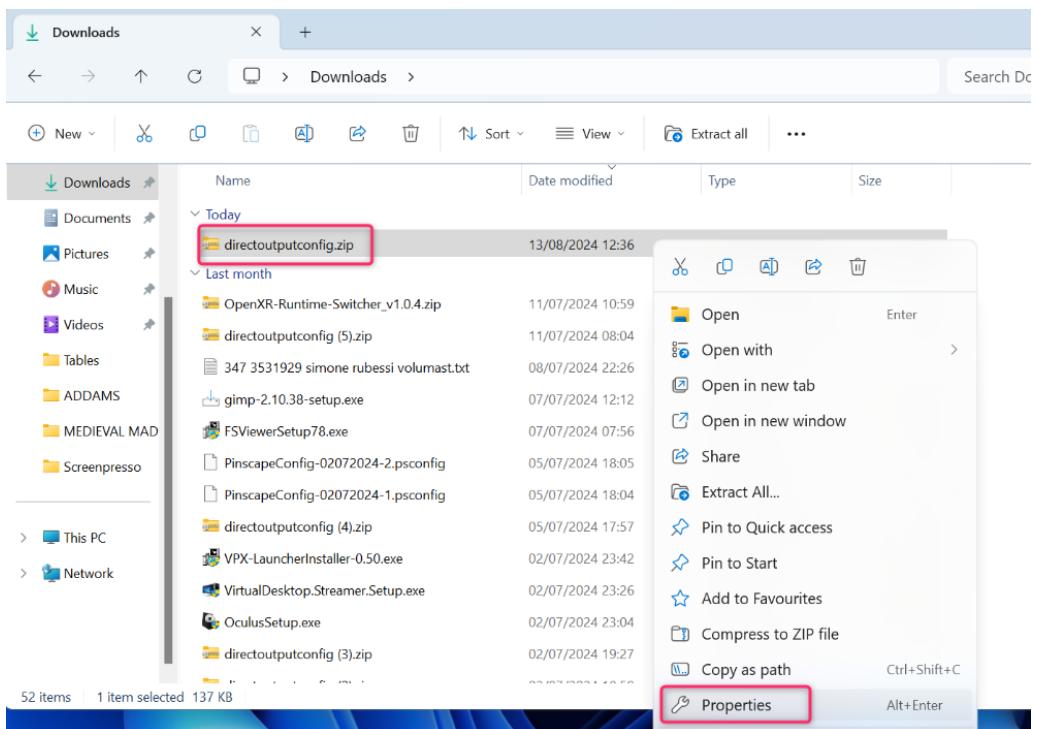
Generate and Import your DOF config

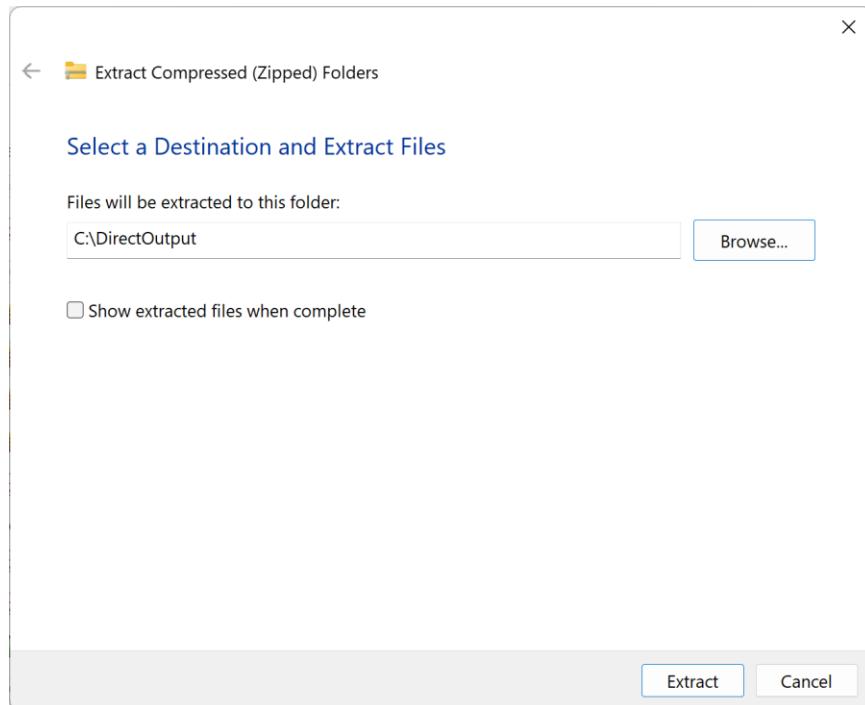
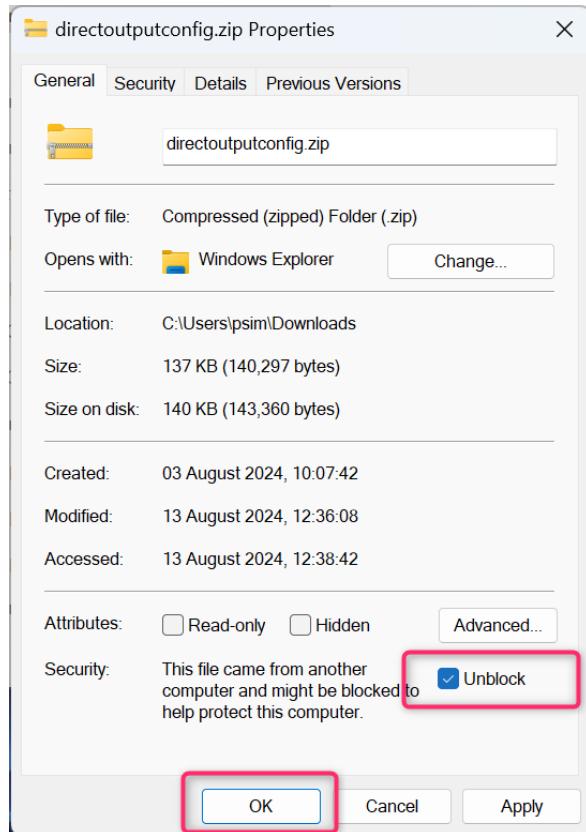
Once you have everything set in the config tool, click the **Update** button, then **Generate Config** button:

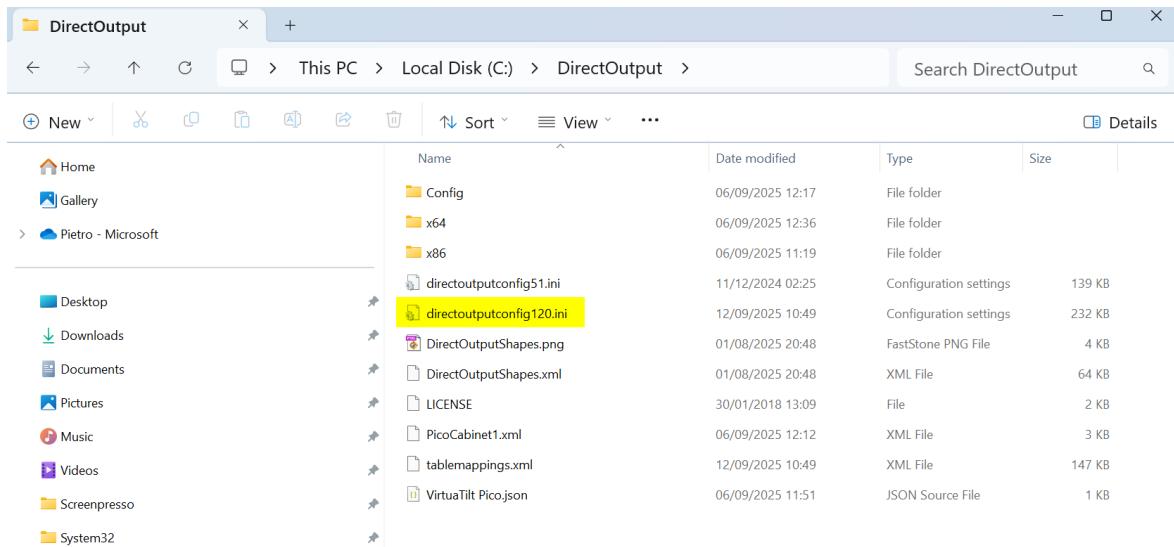
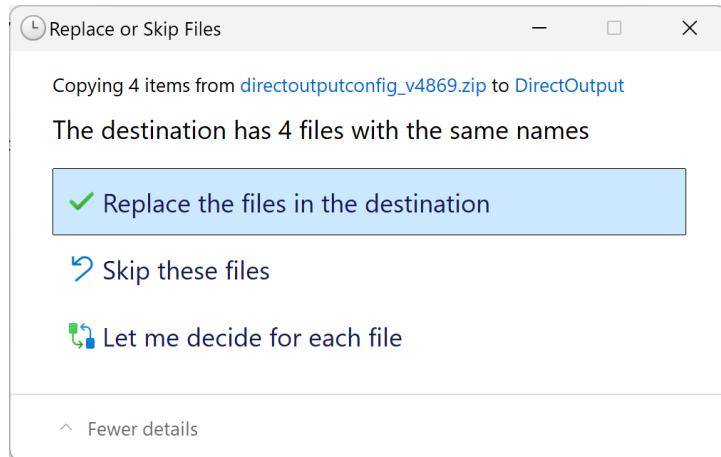
This screenshot is identical to the one above, showing the DOF Config Tool V3.0 Variables page for VirtuaTilt Pico. The "Generate config" button in the top right corner is highlighted with a red box. The rest of the interface, including the sidebar and configuration fields, remains the same.

The screenshot shows the DOF Config Tool V3.0 interface. At the top, there's a navigation bar with links for Home, Stats (1481 Tables), History (Latest Version: 5213), and Feedback. Below the navigation is a sidebar with sections for Tables (Configurations: 0 modded, Templates: 0), Cabinet (Manage: 2, Variables, Combine Toys: 1, Devices: 1, Port Assignments), and a 'Donate' button.

This will download a copy of the configuration files onto your PC. All you need to do now is to extract the zipfile into your **C:\DirectOutput** directory (or wherever DOF is installed on your PC) and overwrite all files:

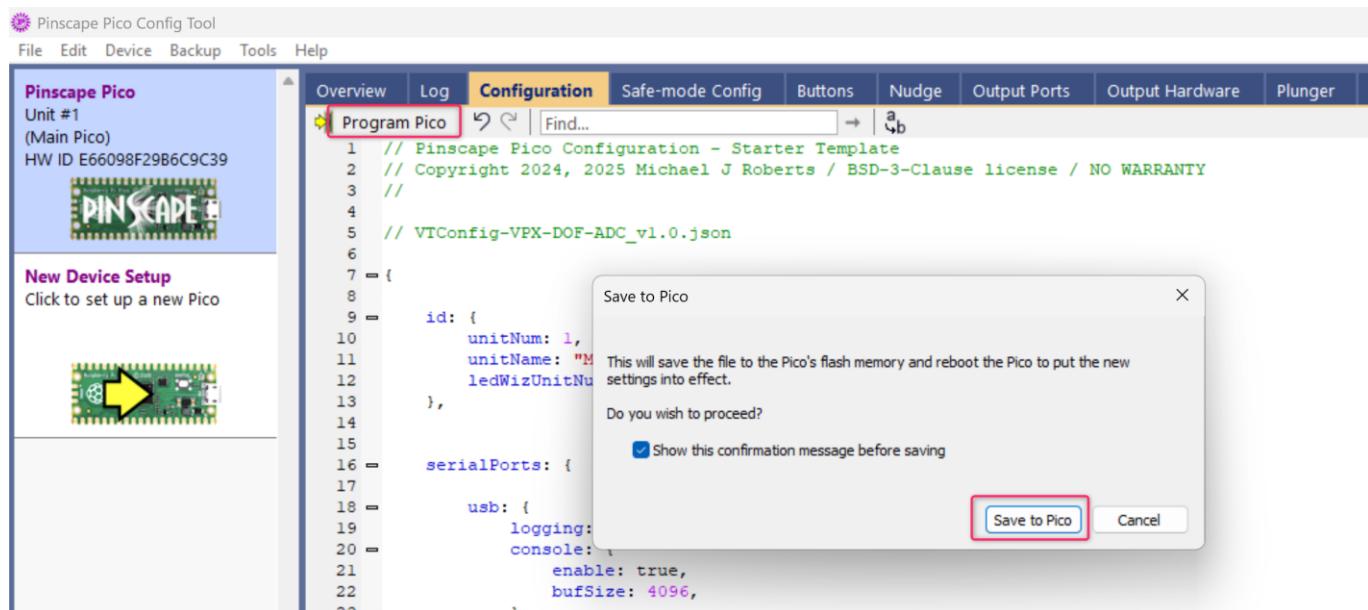
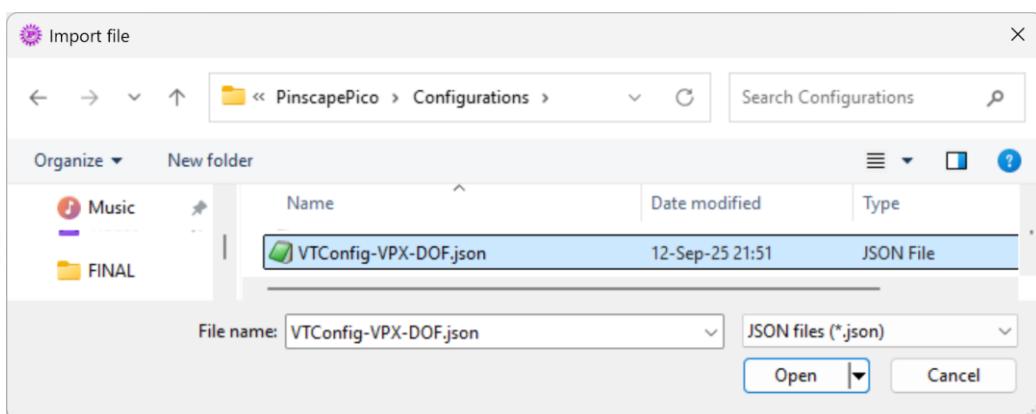
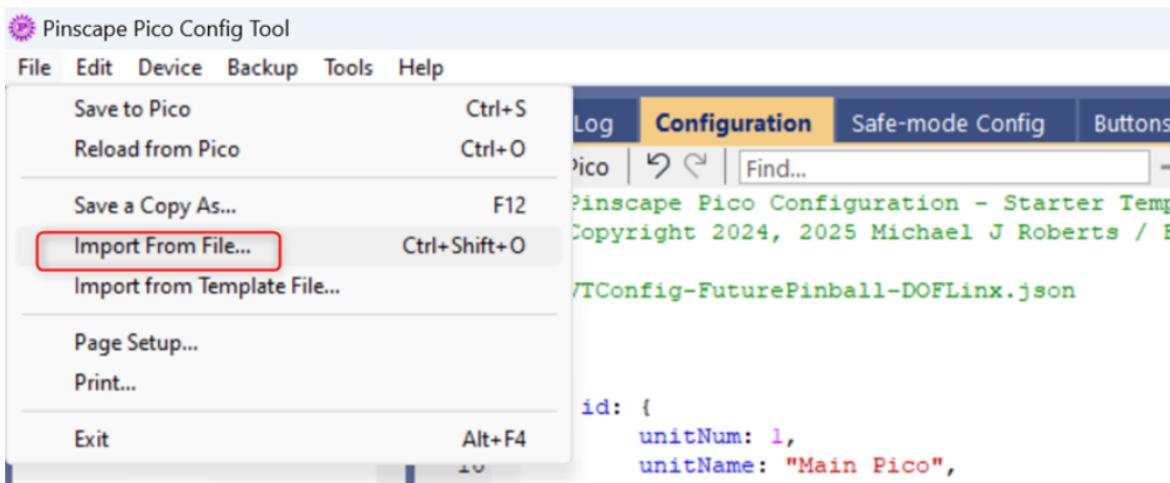




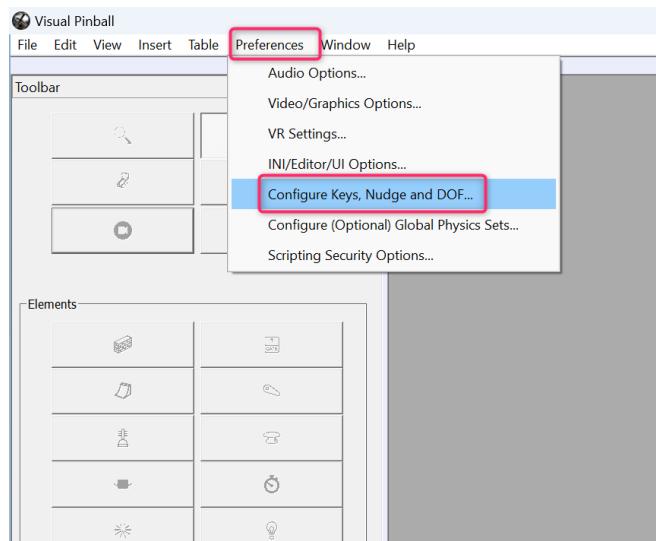


Visual Pinball X - General Configuration

Load in Pinscape Pico Config Tool the **VTConfig-VPX-DOF.json** profile first:



Replicate the following configuration in Visual Pinball X settings:



We're using the new **Open Pinball Device HID Interface** for Nudge and Plunger. [Pinscape Pico firmware fully supports it!](#)

VPX 10.8.1.XXXX Settings

Keys, Nudge and DOF

Button Assignments

Left Flipper	Right Flipper	LMagnaSave	RMagnaSave
L Shift	R Shift	L Ctrl	R Ctrl
(none)	(none)	(none)	(none)
Start Game	Add Credit	Add Credit 2	Plunger
1	5	4	Enter
(none)	(none)	(none)	(none)
Exit Game	Volume -	Volume +	Debug/Perf.Info
Q	'	i	F11
(none)	(none)	(none)	(none)
Left Nudge	Fwd Nudge	Right Nudge	Mech Tilt
L Ctrl	Space	R Ctrl	T
(none)	(none)	(none)	(none)
Custom 1	Custom 2	Custom 3	Custom 4
Up	Down	Left	Right
(none)	(none)	(none)	(none)
Debug Balls	Debugger/I.Edit	Lockbar/Fire	Pause
O	D	Menu	P
(none)	(none)	(none)	(none)
StagedLFlipper	StagedRFlipper	Tweak	F12
L Windows	R Alt		(none)
(none)	(none)		

Override Default Button Layout Disable ESC Key

* To assign Custom Keys to Gamepad Buttons, click on the button and select desired key, then choose desired gamepad button from dropdown box.

PinMAME Buttons

EB Buyln (2)	Coin 3 (5)	Coin 4 (6)	Door (END)
(none)	(none)	(none)	(none)

Service Buttons

Cancel (7)	Down (8)	Up (9)	Enter (0)
(none)	(none)	(none)	(none)

Note that some keys can also be configured in the VPMKeys.vbs file

Nudge & Plumb

Enable Analog Nudge (hardware acceleration sensor)
 X Axis (L/R) OpenPinDe Reverse Max 100 Gain 150%
 Y Axis (U/D) OpenPinDe Reverse Max 100 Gain 150%

Board Mounted Face Up Accelerometer Rotation 0
 Legacy/VP9-style non-realistic Keyboard Nudge Strength: 100%
 Enable Nudge Filter (mainly for Analog/additional Board setups)
 Analog Nudge Input is Velocity
 Simulate Tilt Plumb From Accelerator Sensor Threshold: 238 Inertia: 100.0

To interactively set, calibrate and test the Nudge parameters, please load the 'Nudge Test and Calibration.vpx' table and run it

DOF Controller Options

Contactors	Knocker
DOF	DOF
Chimes	Bell
DOF	DOF
Gear	Shaker
DOF	DOF
Flippers	Targets
DOF	DOF
Drop Targets	Targets
DOF	DOF

* This will only apply to tables that are using the Controller.vbs in their script code

Disable B2S

Input API Direct Input
Ctrl. Rumble Behavior Table with generic fa

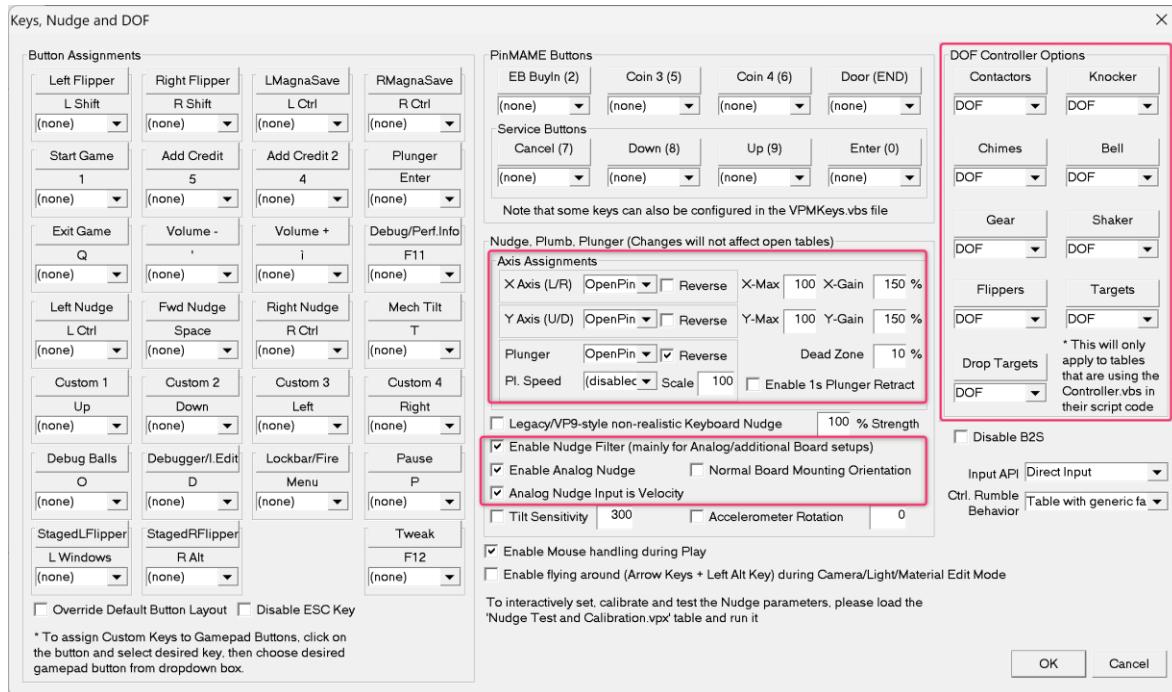
Plunger

Enable 1s Plunger Retract
 Position Axis OpenPinDe Reverse Dead Zone 10%
 Speed Axis (disabled) Scaling 100%

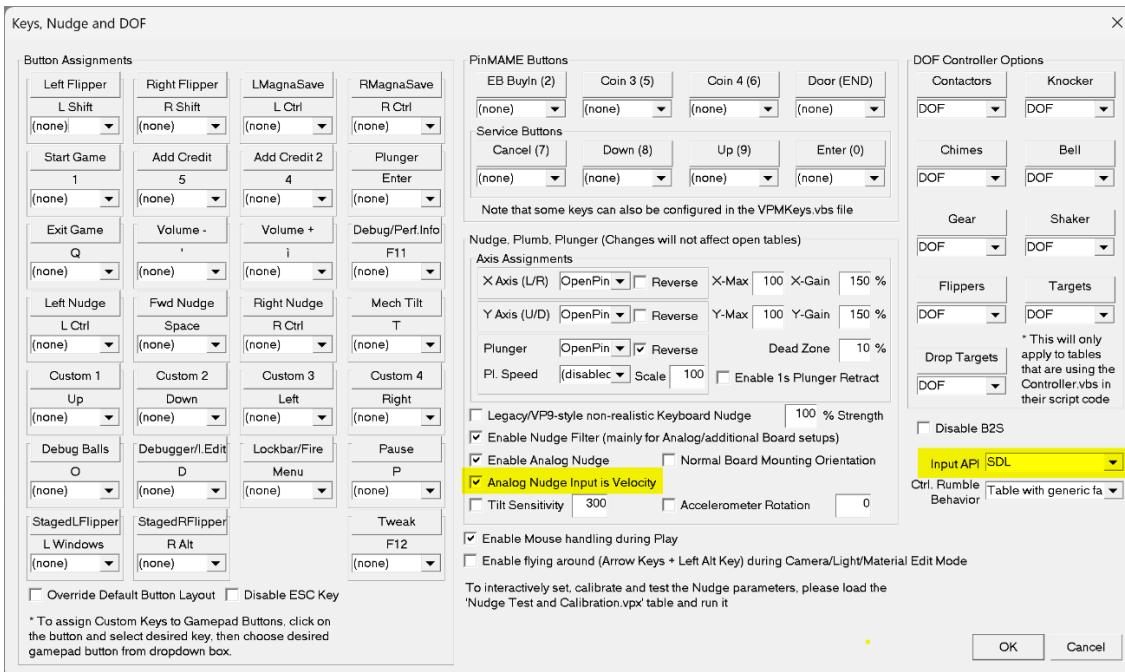
Enable Mouse handling during Play
 Enable flying around (Arrow Keys + Left Alt Key) during Tweak Mode

Manage DI Devices... OK Cancel

VPX 10.8.0 Settings



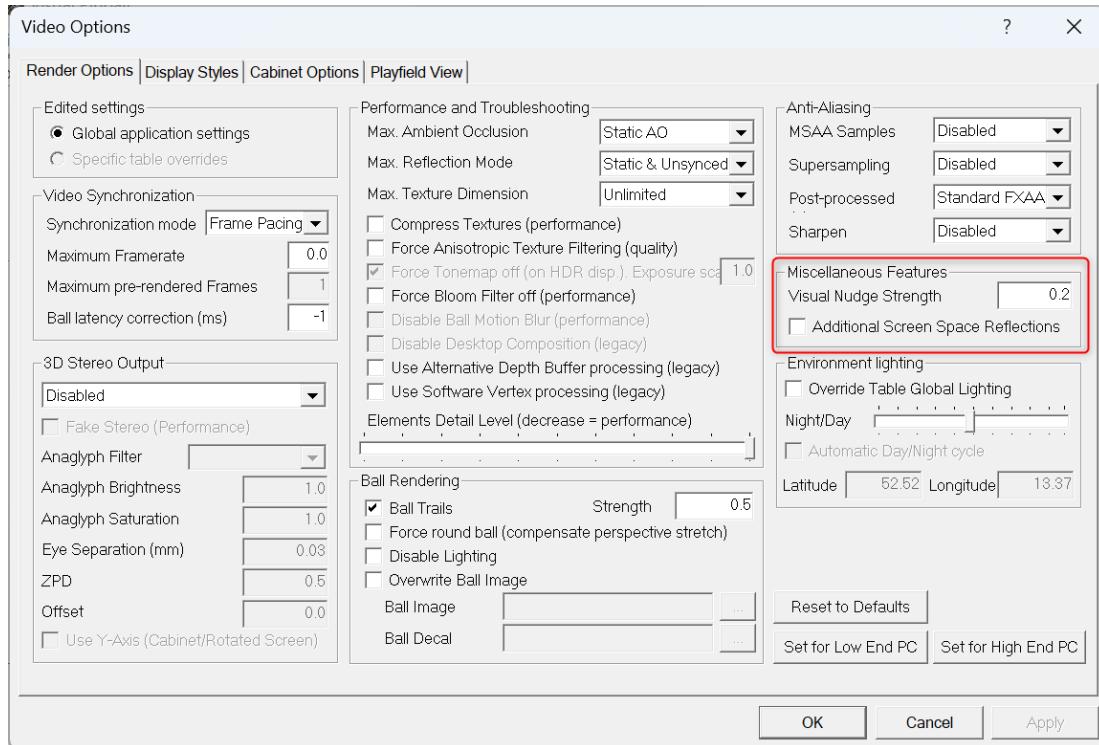
IMPORTANT NOTE: Depending on VPX versions (<https://github.com/vpinball/vpinball/releases>), you may need to select/unselect “**Analog Nudge Input Is Velocity**” to get nudge working. You **may** also need to switch **Input API** setting between **SDL / DirectInput**:



We strongly recommend using latest VPX version.

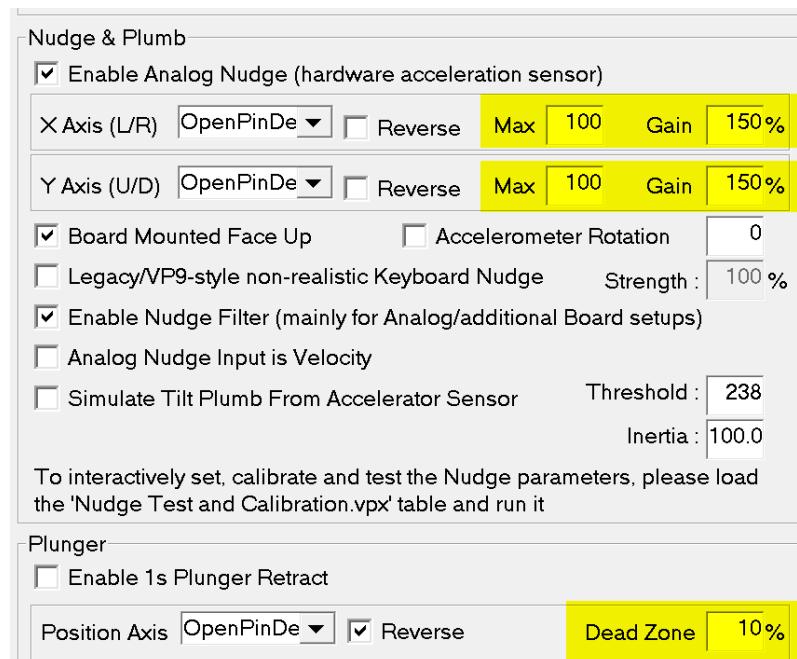
Visual Pinball X - Nudge/Tilt configuration

We recommend starting with the following values and modifying them afterwards:



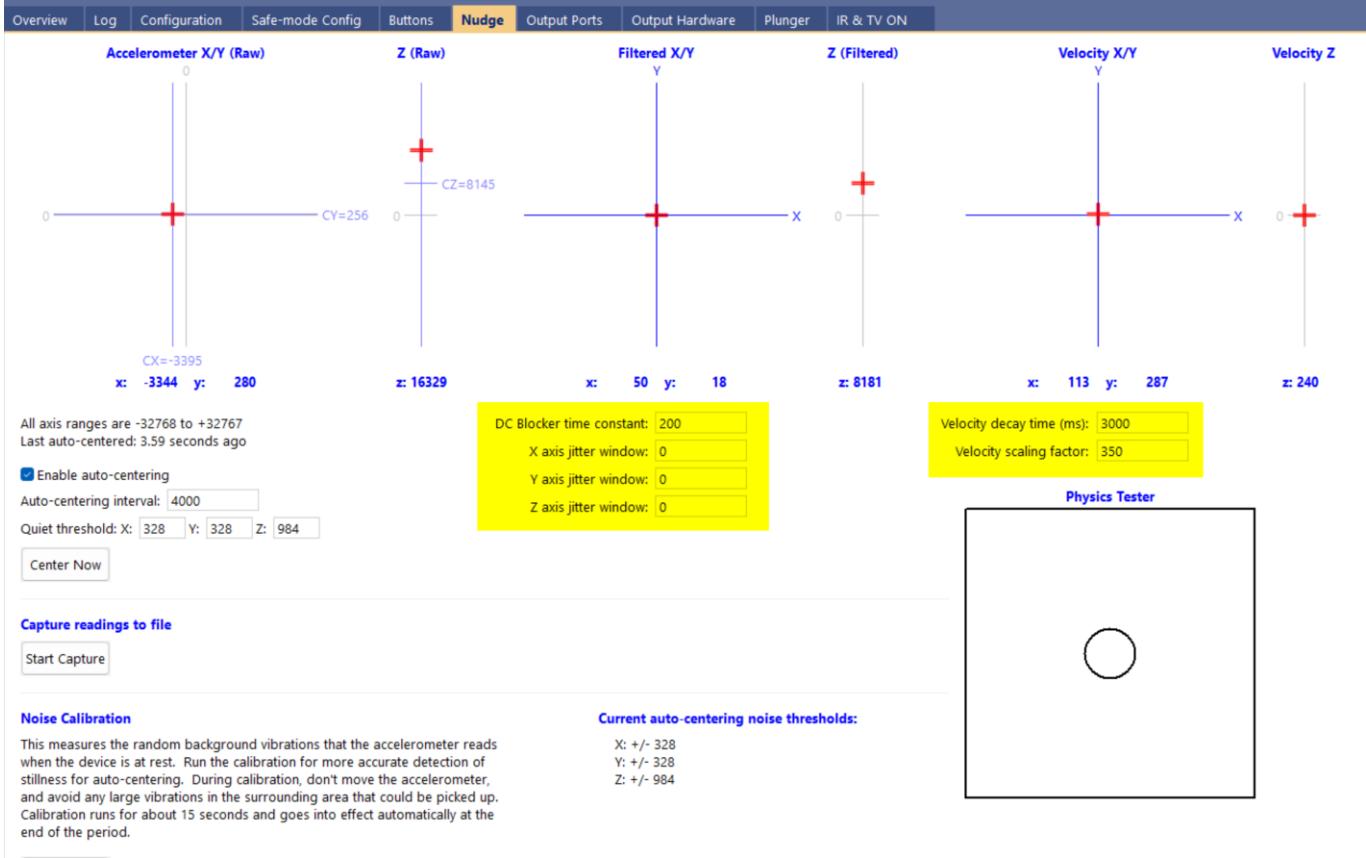
Visual Nudge Strength: **0.2**

VERY IMPORTANT NOTE: You need to find your right settings (according to your personal preferences) for nudging. You can adjust both Pinscape Pico accelerometer settings and VPX settings until you find your perfect spot:

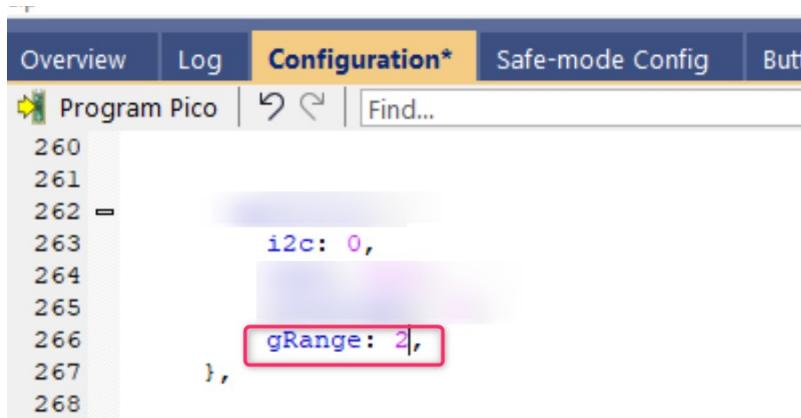


3DPTronics

VirtuaTilt RP2040–VPX Setup v1.4



You can also increase accelerometer sensitivity by changing gRange value to 2 in any profile:

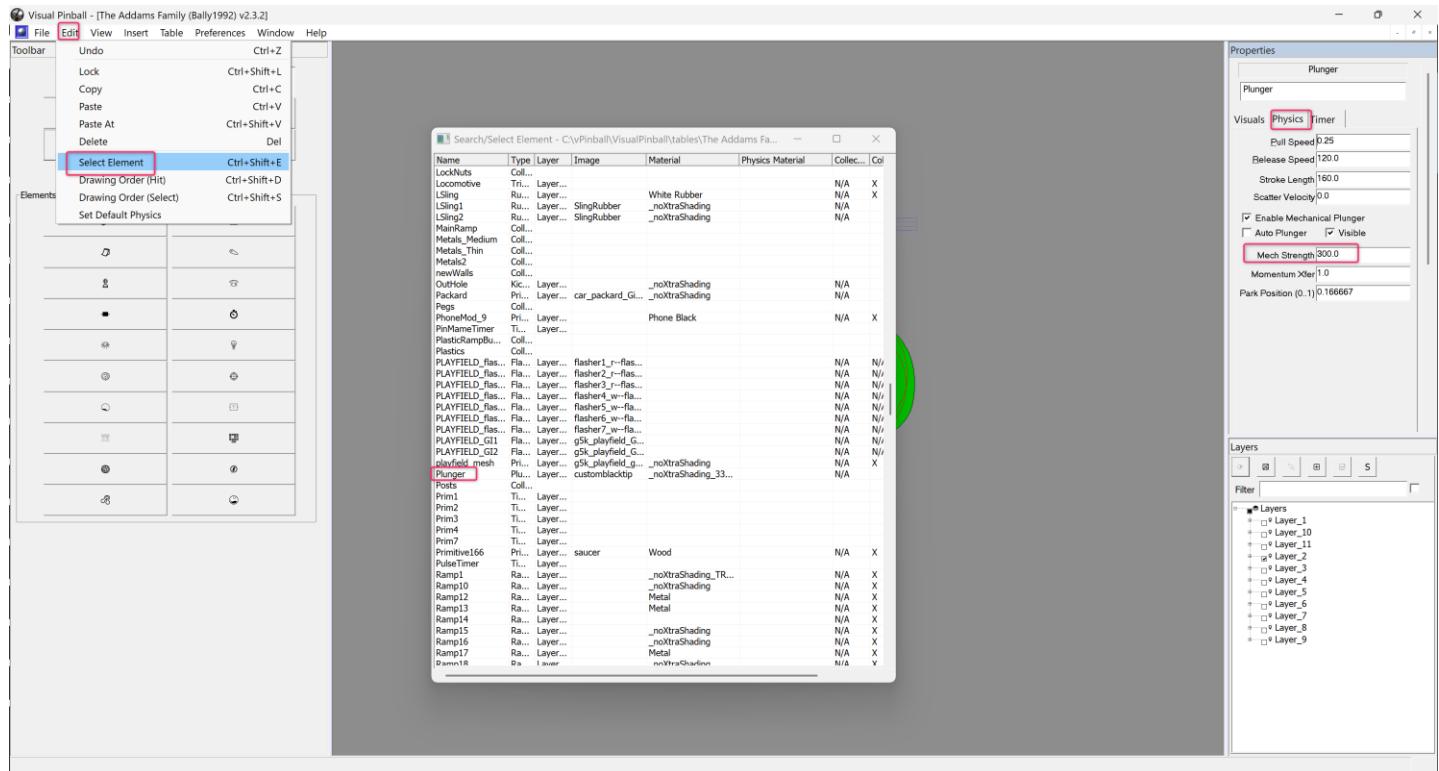


Please refer to the official Pinscape Pico reference for additional information about accelerometer parameters: <http://mjrnet.org/pinscape/PinscapePico/Help/NudgeWin.htm>

Visual Pinball X - Plunger configuration

If you feel that plunger is not strong enough for some VP tables, you can raise its **mechanical strength** in any table via software:

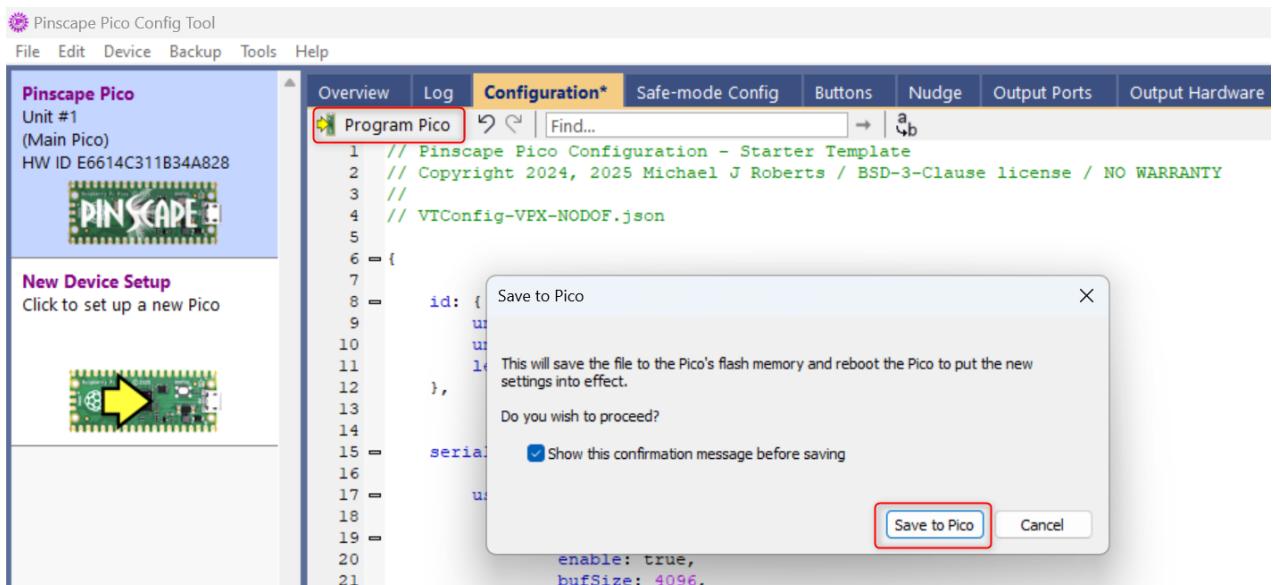
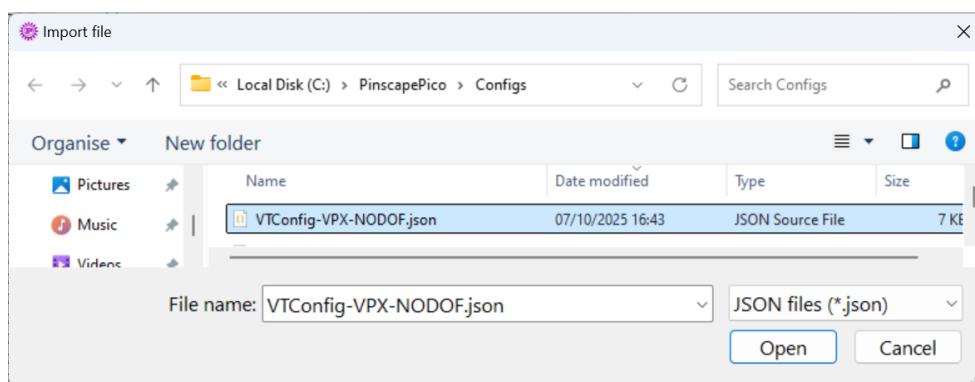
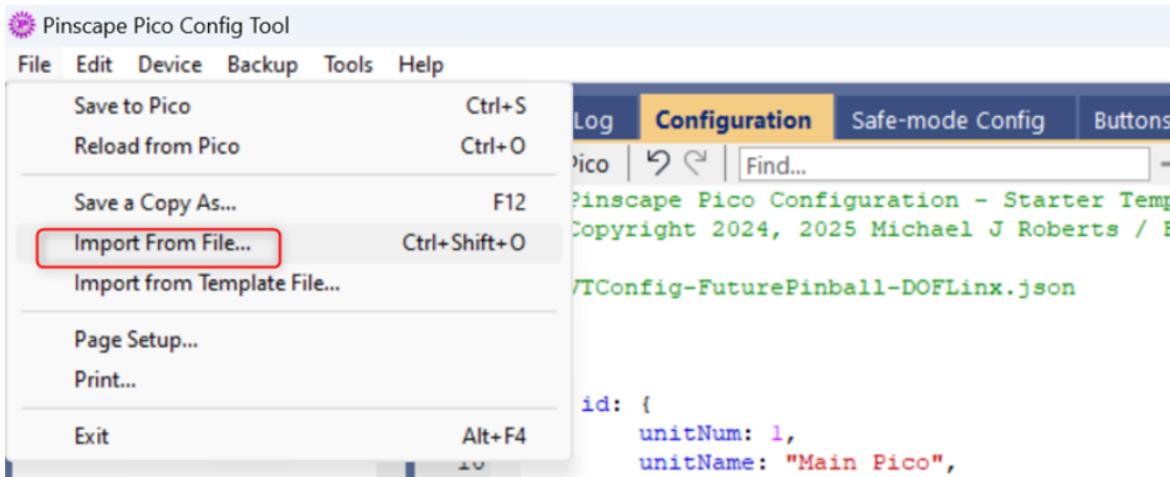
Edit → Select Element → Plunger → Physics → Mech Strength



Play Visual Pinball X without DOF

The new upgraded VirtuaTilt allows you to enjoy feedback from flipper's solenoids and shaker motor even without DOF configured!

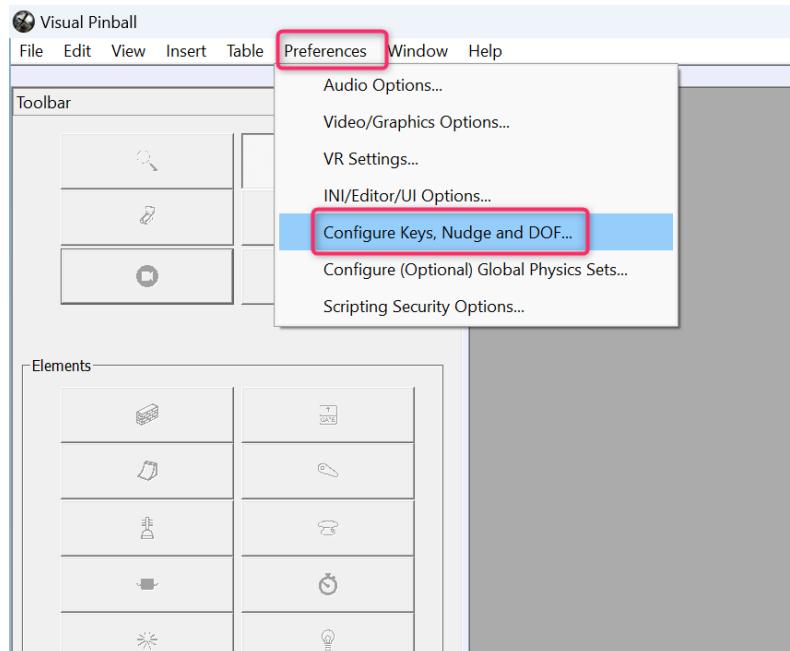
Load **VTConfig-VPX-NODOF.json** in Pinscape Pico Config Tool:

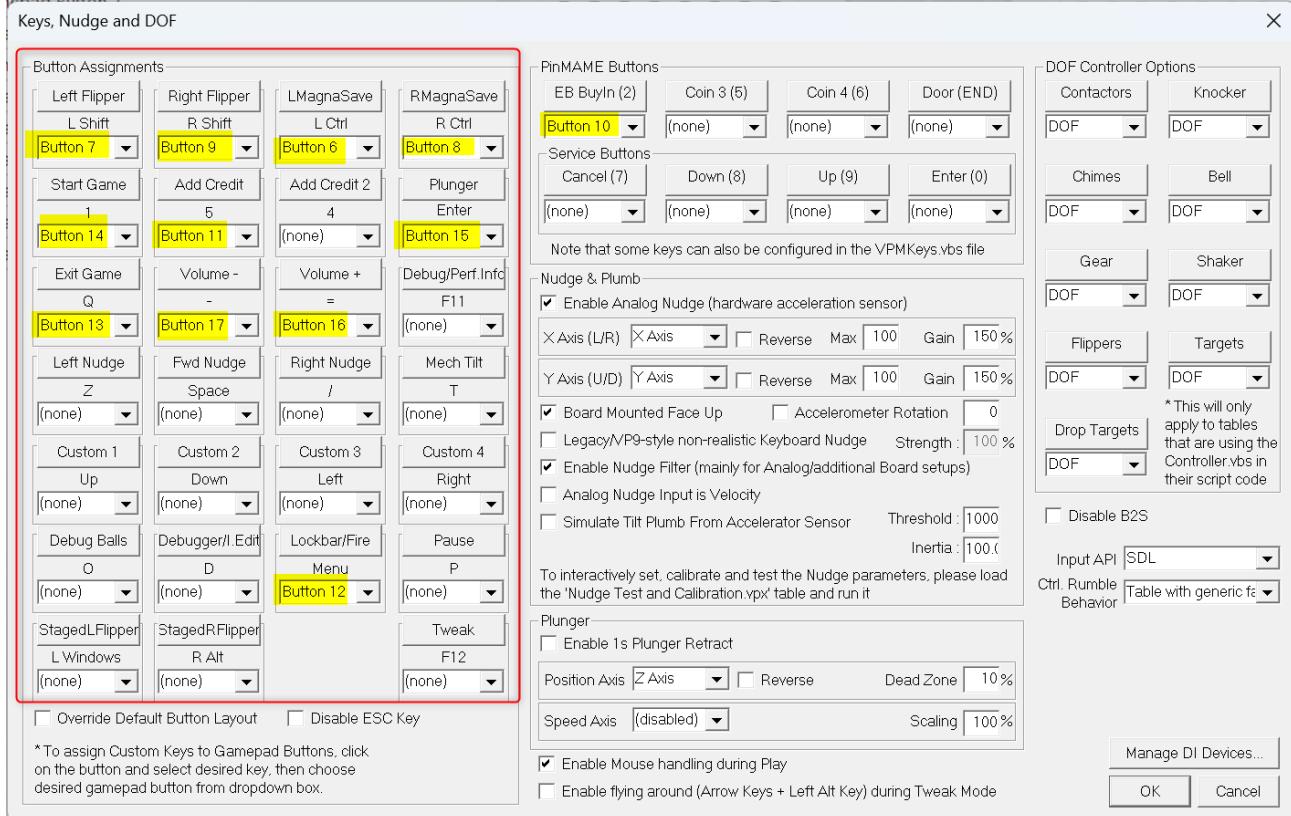


In Pinscape Pico config tool go to **Buttons** tab and note your buttons numbers (press every button):

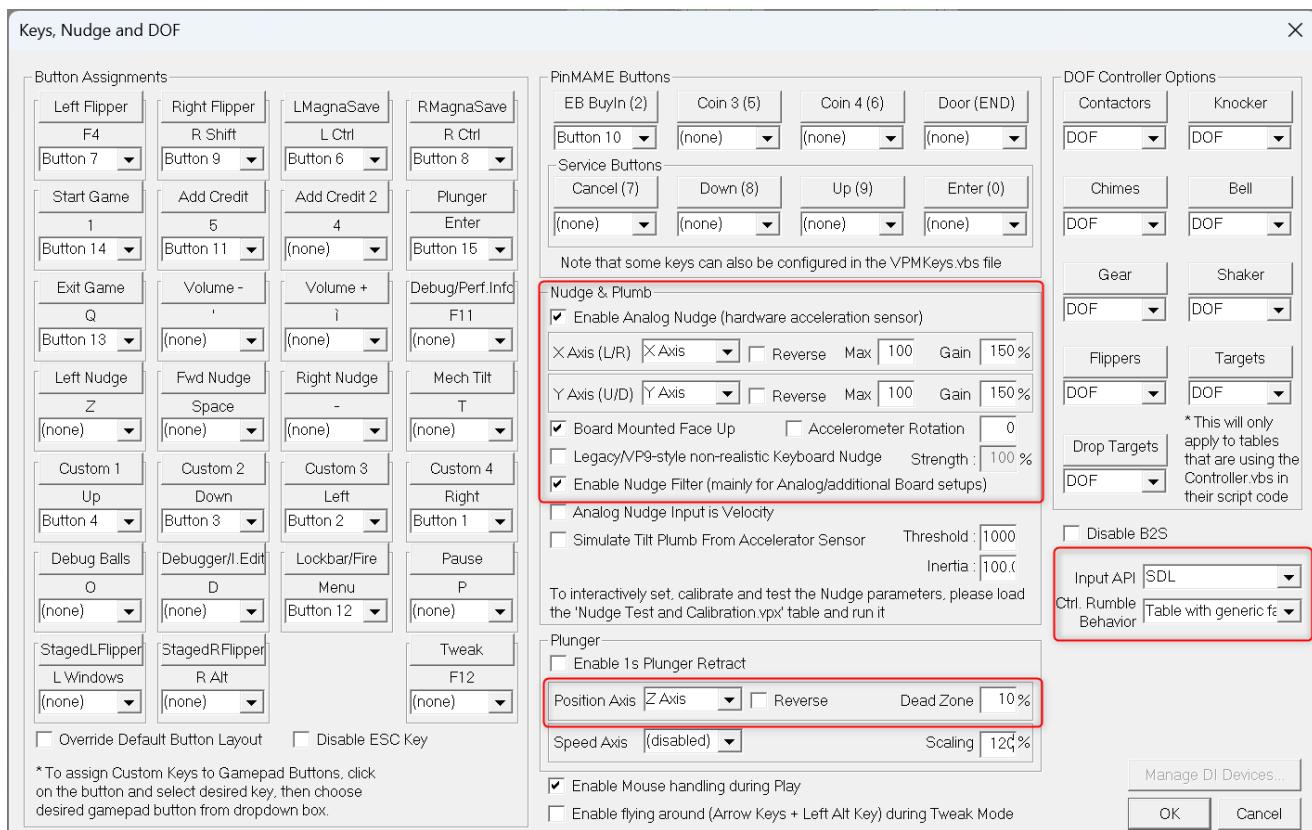
Logical Buttons
#0 Off Pushbutton GPIO (GP27) => Keyboard =
#1 Off Pushbutton GPIO (GP26) => Keyboard -
#2 Off Pushbutton GPIO (GP16) => Keyboard End
#3 Off Pushbutton GPIO (GP0) => Gamepad Button 5
#4 Off Pushbutton GPIO (GP1) => Gamepad Button 1
#5 Off Pushbutton GPIO (GP2) => Gamepad Button 2
#6 Off Pushbutton GPIO (GP3) => Gamepad Button 3
#7 Off Pushbutton GPIO (GP4) => Gamepad Button 4
#8 Off Pushbutton GPIO (GP10) => Gamepad Button 6
#9 Off Pushbutton GPIO (GP9) => Gamepad Button 7
#10 Off Pushbutton GPIO (GP18) => Gamepad Button 8
#11 Off Pushbutton GPIO (GP19) => Gamepad Button 9
#12 Off Pushbutton GPIO (GP13) => Gamepad Button 10
#13 Off Pushbutton GPIO (GP14) => Gamepad Button 11
#14 Off Pushbutton GPIO (GP11) => Gamepad Button 12
#15 ON Pushbutton GPIO (GP12) => Gamepad Button 13
#16 ON Pushbutton GPIO (GP15) => Gamepad Button 14
#17 Off Pushbutton GPIO (GP22) => Gamepad Button 15

Assign all buttons you need in VPX:



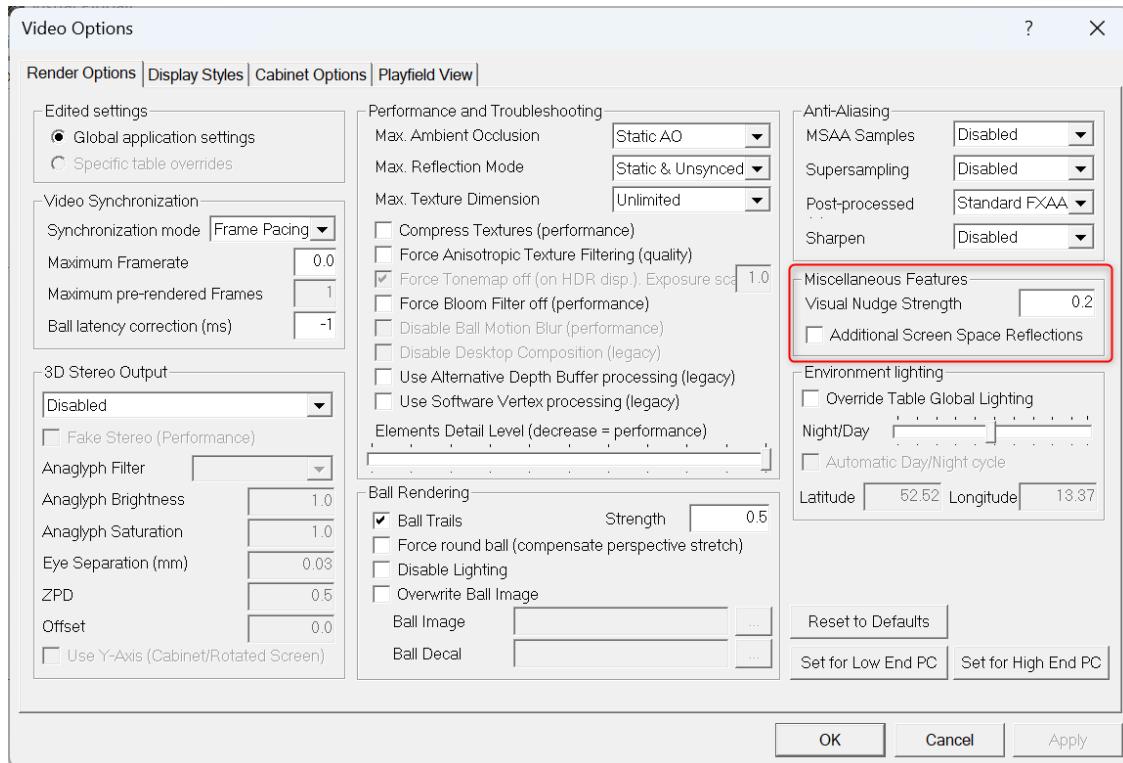


Replicate also the following configuration in Visual Pinball X settings (**VPX 10.8.1.XXXX**):



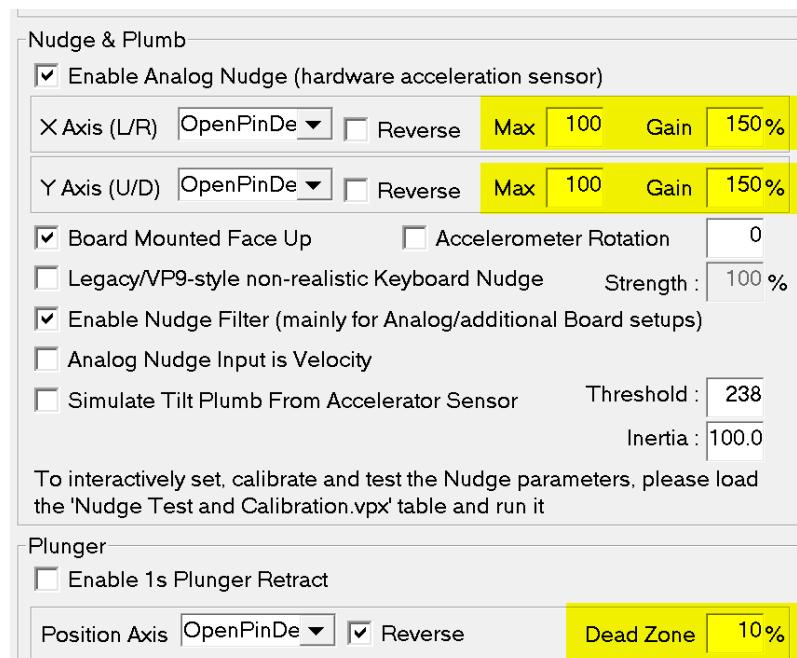
Nudge/Tilt configuration

We recommend starting with the following values and modifying them afterwards:



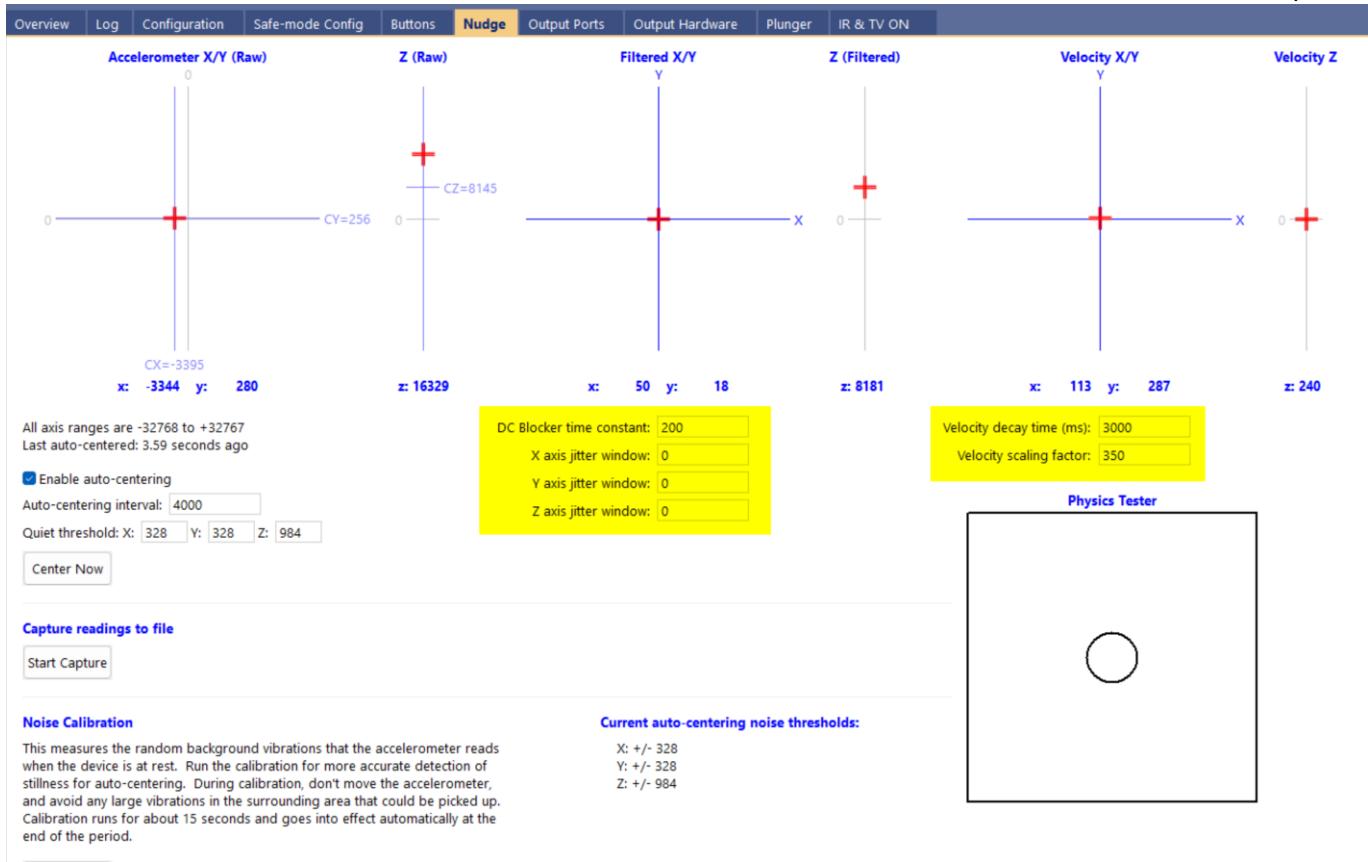
Visual Nudge Strength: **0.2**

VERY IMPORTANT NOTE: You need to find your right settings (according to your personal preferences) for nudging. You can adjust both Pinscape Pico accelerometer settings and VPX settings until you find your perfect spot:

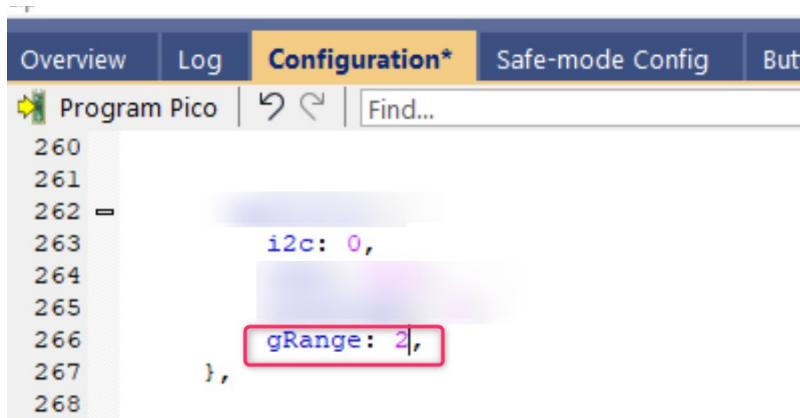


3DPTronics

VirtuaTilt RP2040–VPX Setup v1.4



You can also increase accelerometer sensitivity by changing gRange value to 2 in any profile:



Please refer to the official Pinscape Pico reference for additional information about accelerometer parameters: <http://mjrnet.org/pinscape/PinscapePico/Help/NudgeWin.htm>