

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.

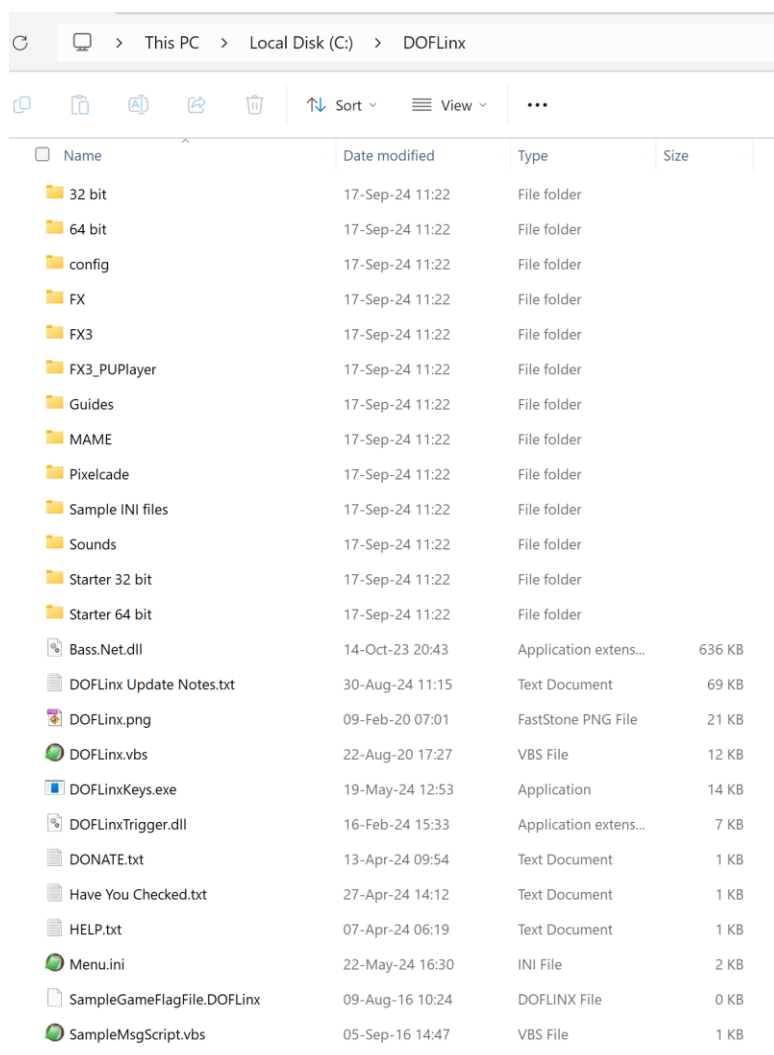
Please always refer to official DOFLinx guides available in the application zipfile:

<https://www.vpforums.org/index.php?app=downloads&showfile=12318>

DOFLinx Setup

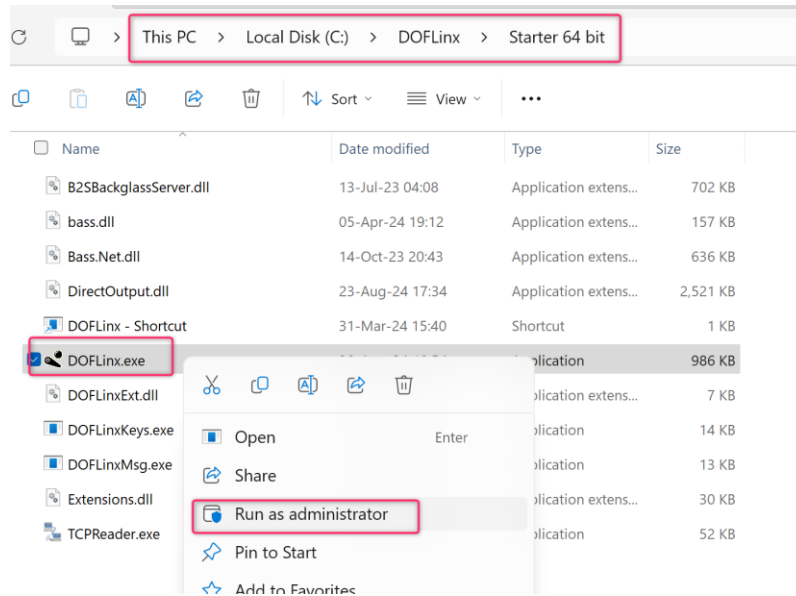
PREREQUISITES: B2S Server already installed <https://github.com/vpinball/b2s-backglass/releases> and DirectOutput configured.

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

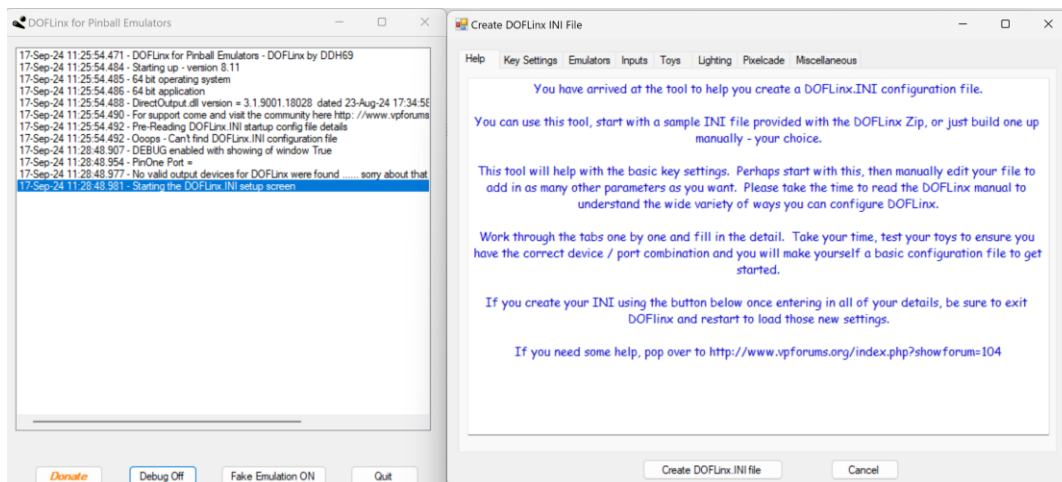
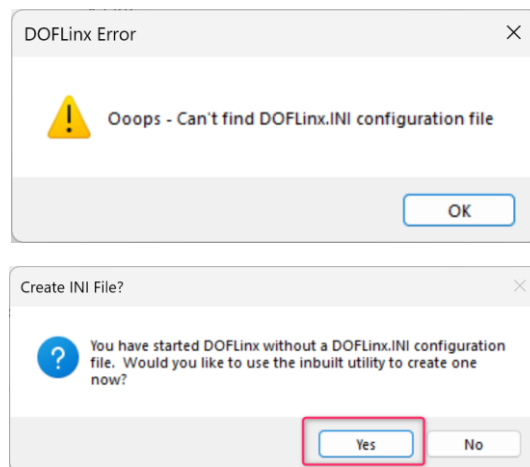


Name	Date modified	Type	Size
32 bit	17-Sep-24 11:22	File folder	
64 bit	17-Sep-24 11:22	File folder	
config	17-Sep-24 11:22	File folder	
FX	17-Sep-24 11:22	File folder	
FX3	17-Sep-24 11:22	File folder	
FX3_PUPlayer	17-Sep-24 11:22	File folder	
Guides	17-Sep-24 11:22	File folder	
MAME	17-Sep-24 11:22	File folder	
Pixelcade	17-Sep-24 11:22	File folder	
Sample INI files	17-Sep-24 11:22	File folder	
Sounds	17-Sep-24 11:22	File folder	
Starter 32 bit	17-Sep-24 11:22	File folder	
Starter 64 bit	17-Sep-24 11:22	File folder	
Bass.Net.dll	14-Oct-23 20:43	Application extens...	636 KB
DOFLinx Update Notes.txt	30-Aug-24 11:15	Text Document	69 KB
DOFLinx.png	09-Feb-20 07:01	FastStone PNG File	21 KB
DOFLinx.vbs	22-Aug-20 17:27	VBS File	12 KB
DOFLinxKeys.exe	19-May-24 12:53	Application	14 KB
DOFLinxTrigger.dll	16-Feb-24 15:33	Application extens...	7 KB
DONATE.txt	13-Apr-24 09:54	Text Document	1 KB
Have You Checked.txt	27-Apr-24 14:12	Text Document	1 KB
HELP.txt	07-Apr-24 06:19	Text Document	1 KB
Menu.ini	22-May-24 16:30	INI File	2 KB
SampleGameFlagFile.DOFLinx	09-Aug-16 10:24	DOFLINX File	0 KB
SampleMsgScript.vbs	05-Sep-16 14:47	VBS File	1 KB

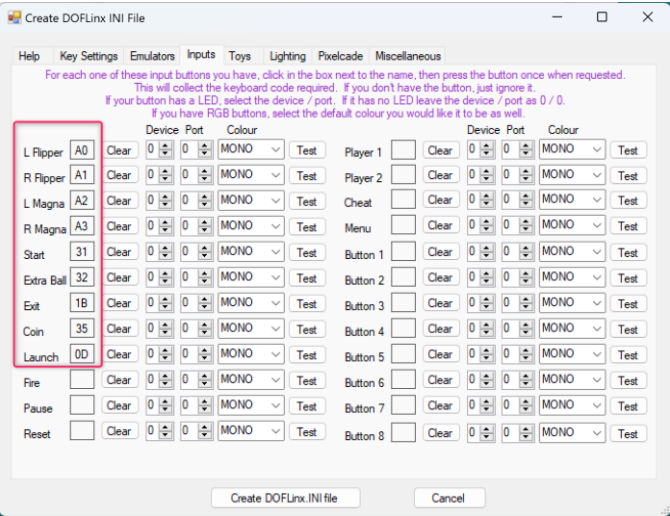
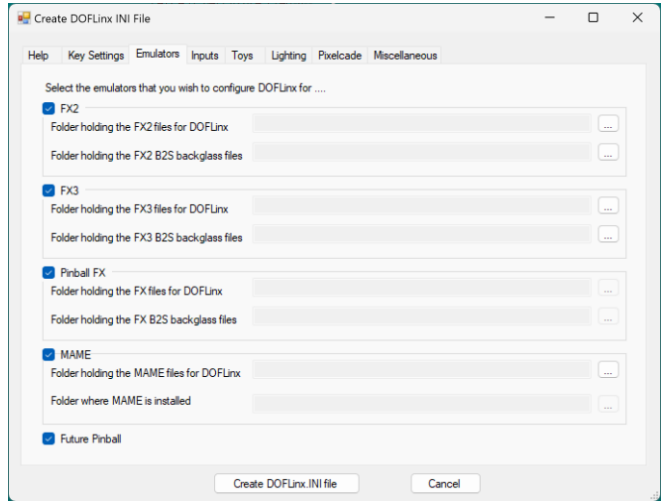
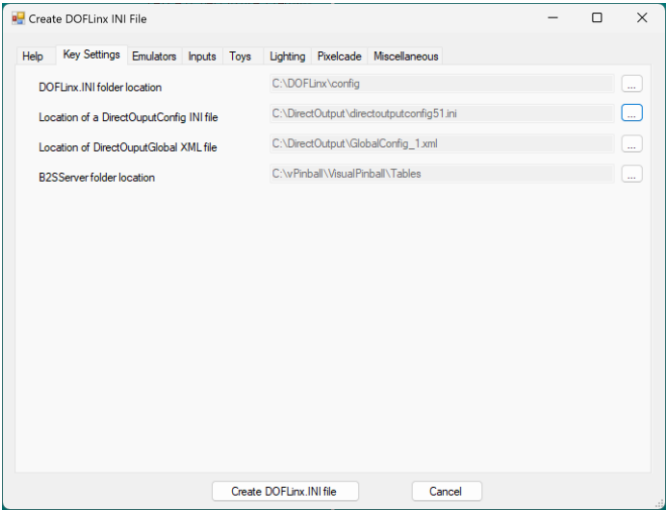
Run **Doflinx.exe** file in **DOFLinx\Starter 64 bit** folder as administrator:



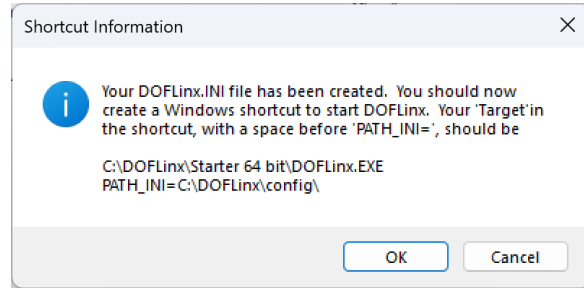
The first time you launch it it will popup an error and will ask to configure a new **DOFLinx.ini** file:



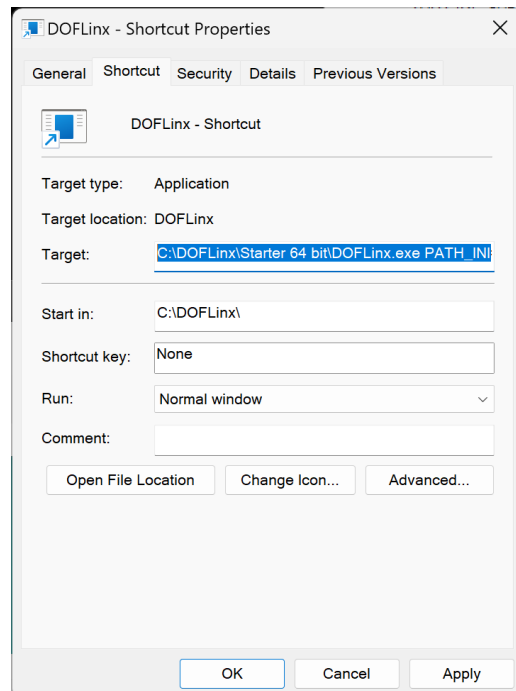
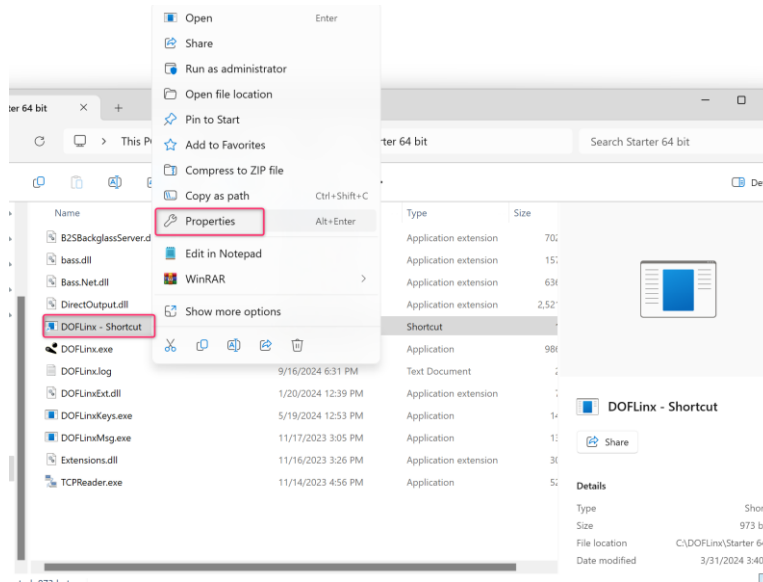
You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:



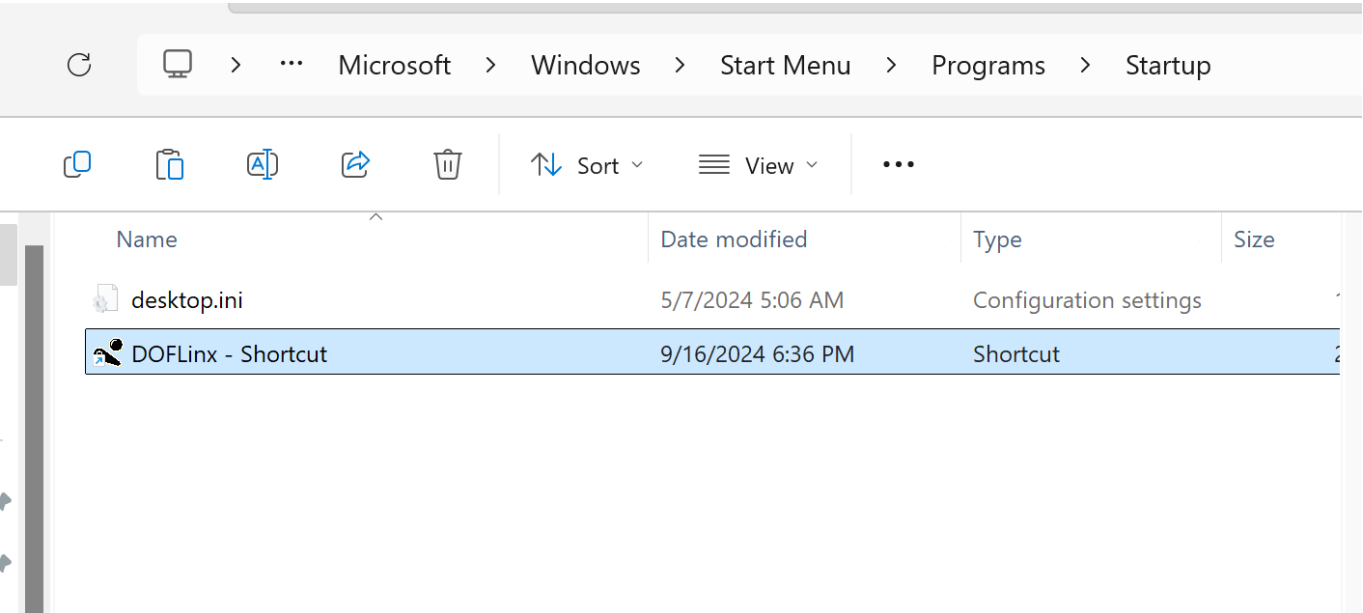
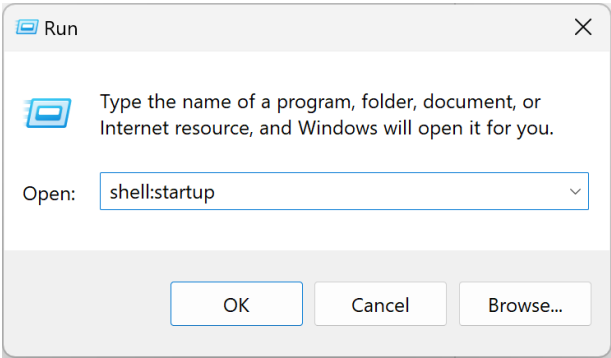
Click on “**Create DOFLinx .INI File**” when you’re done:



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



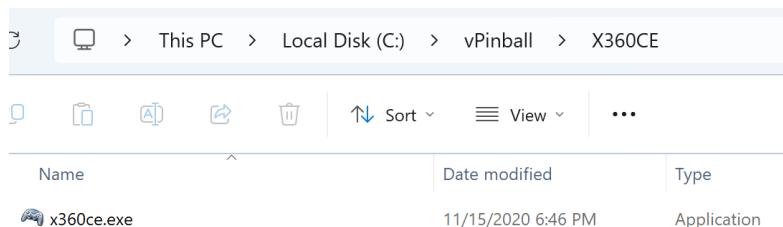
For automatic startup at every boot, put the shortcut in Startup folder:



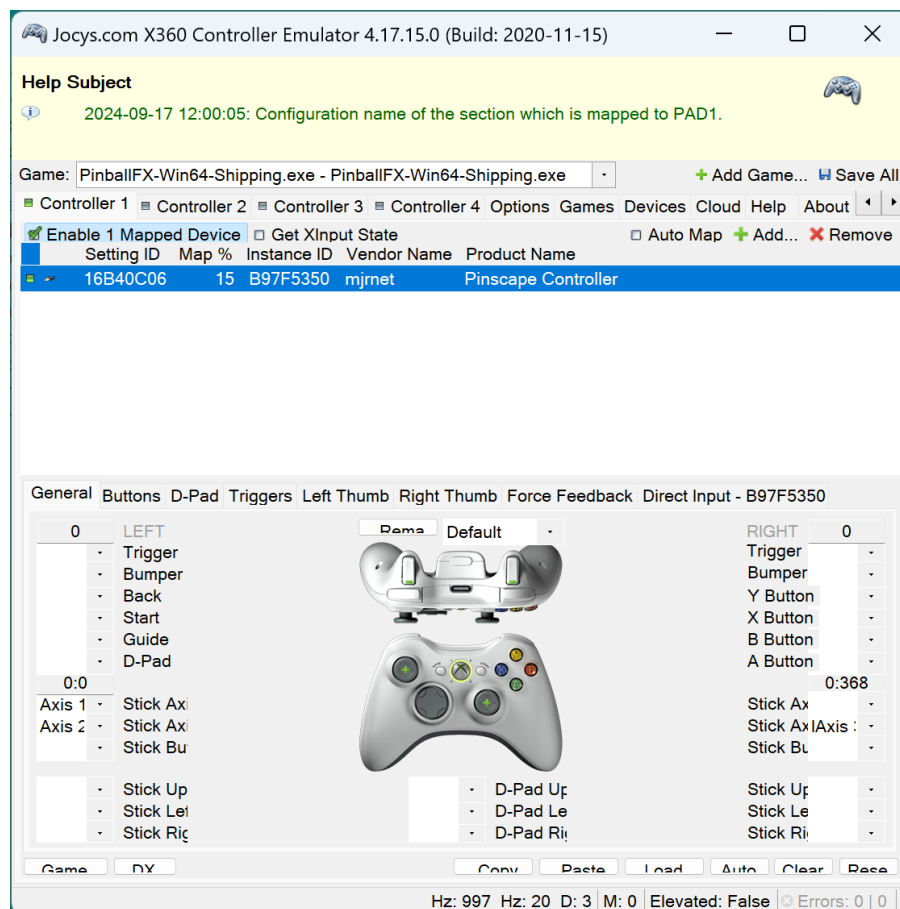
Accelerometer/Analog Plunger configuration

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**:



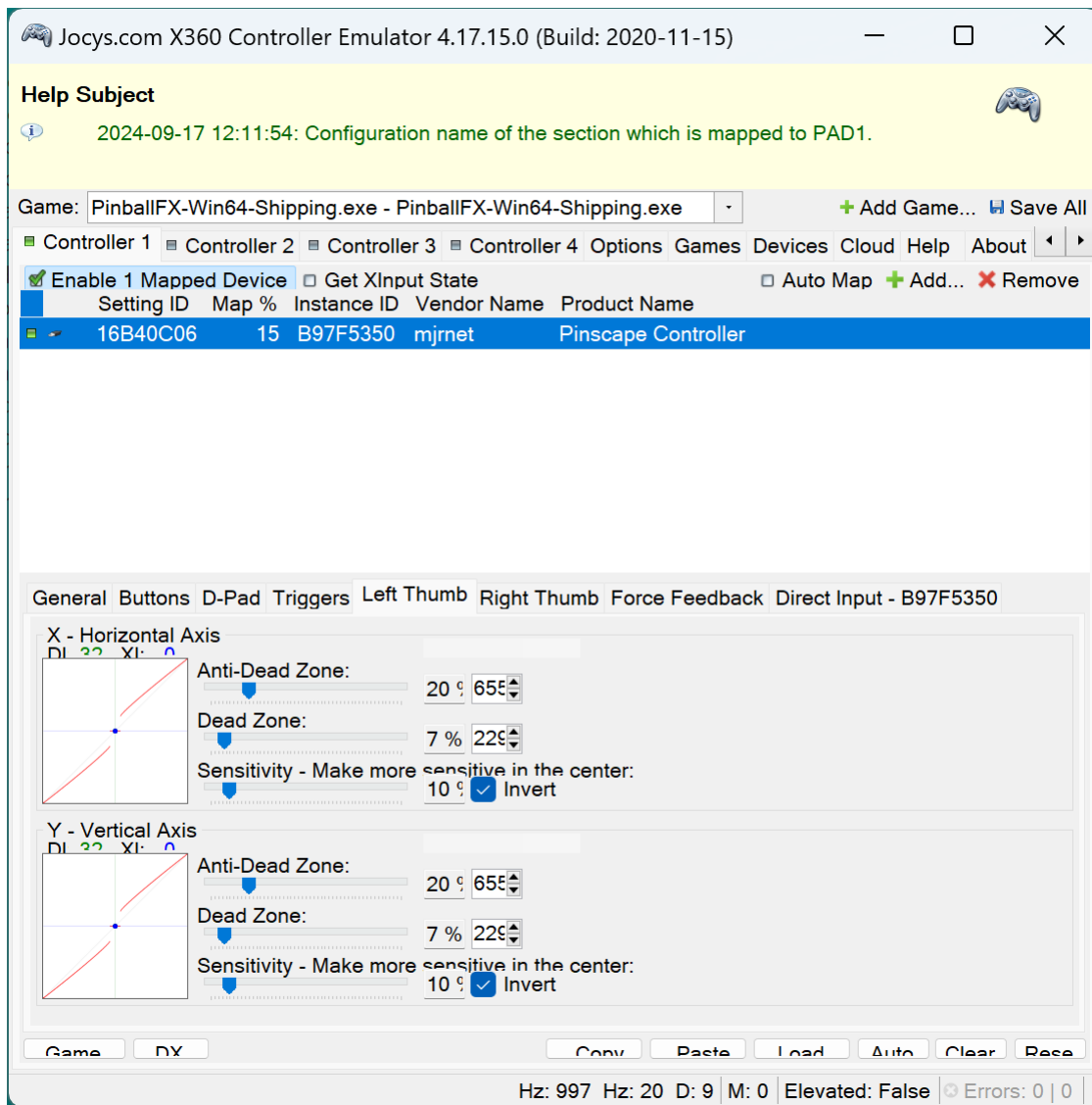
Click on **Add Game** and add the following game (you need to browse to its installation path): **PinballFX-Win64-Shipping.exe**



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:

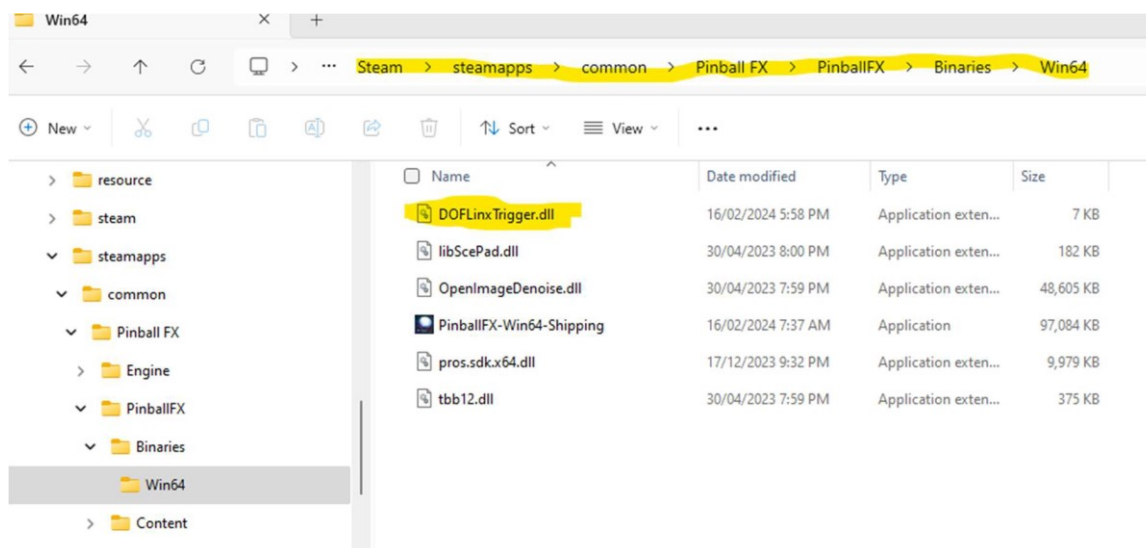


Click on **Save All** after you configured x360ce and leave it running in background.

Enabling Pinball FX for DOFLinx

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

as **PinBallFX-Win64-Shipping.exe**



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 backlasses for Pinball FX from

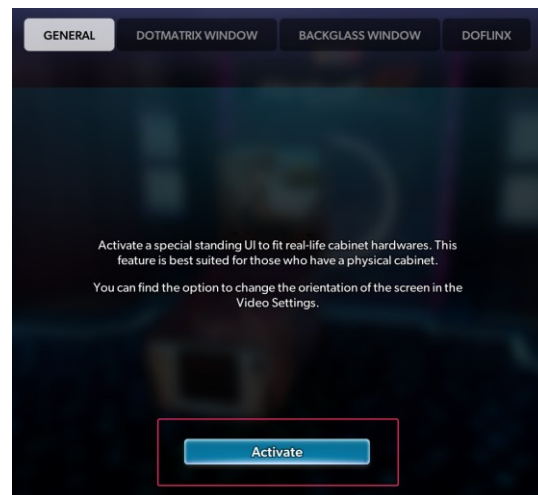
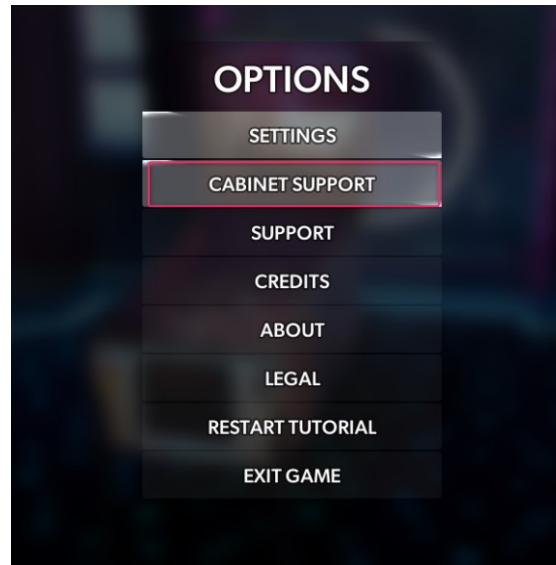
<https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing>

and place them in the folder you just setup above.

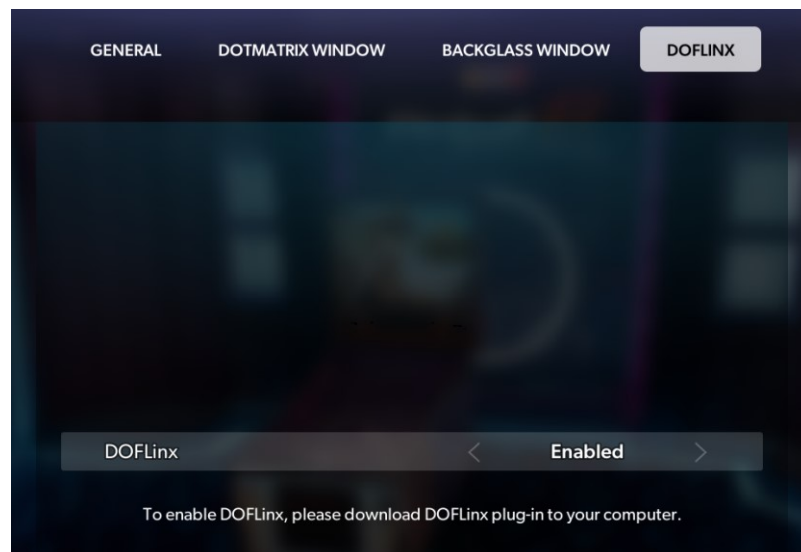
IMPORTANT:

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

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