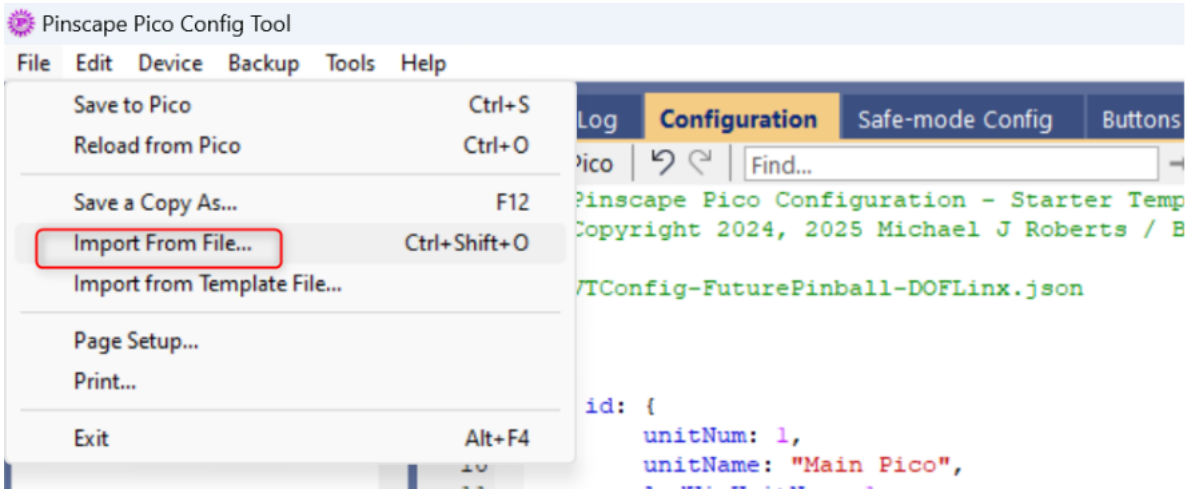
VIRTUATILT – PinballFX VR Setup

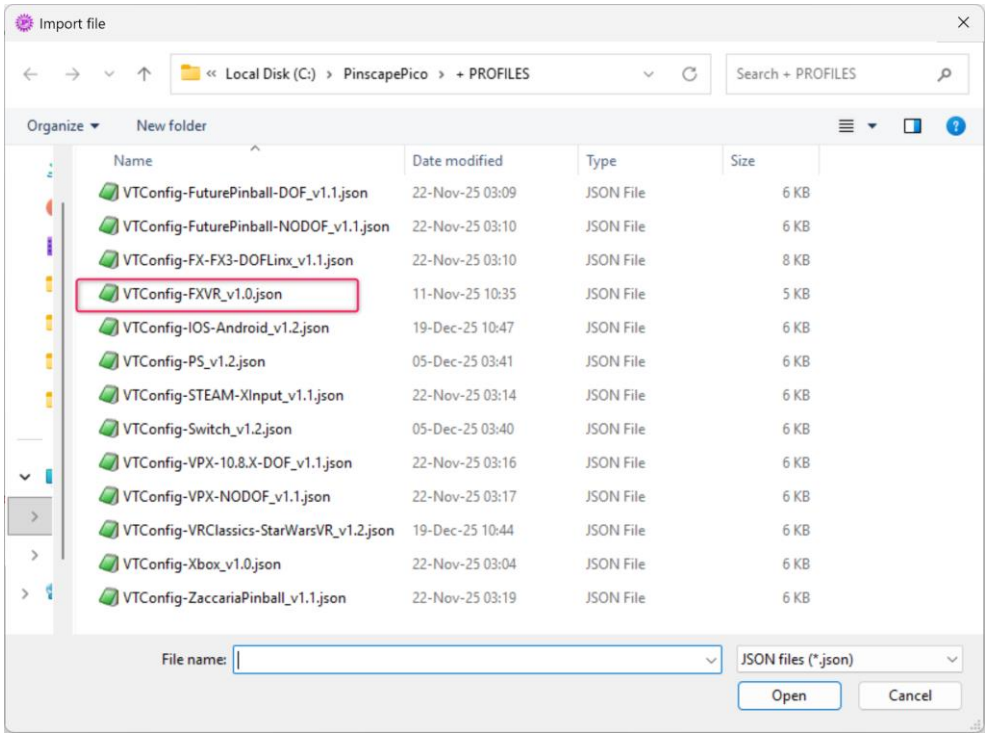
Following some basic instructions to have your new VirtuaTilt up and running with PinballFX VR.

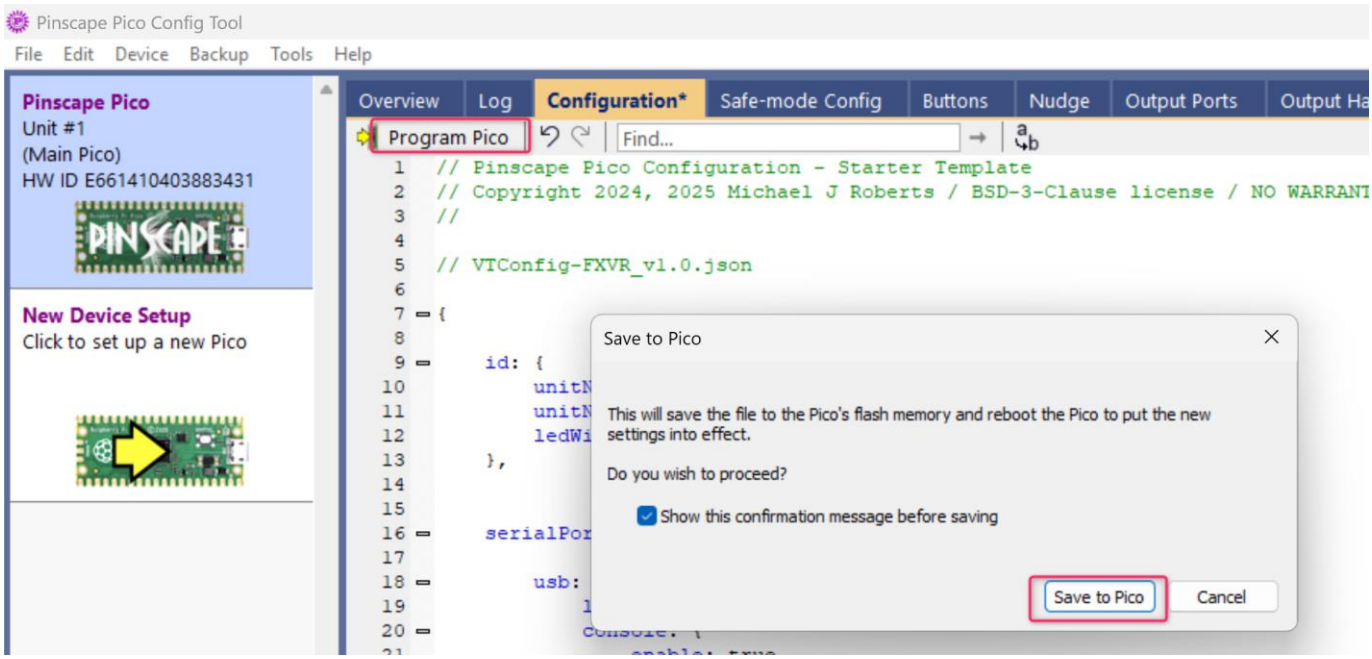
NOTE: You need an OTG adapter to directly connect your VirtuaTilt to Meta Quest (USB-A to USB-C)

PREREQUISITES:

- **VTConfig-FXVR_v1.X.json** profile loaded in **Pinscape Pico Config Tool**

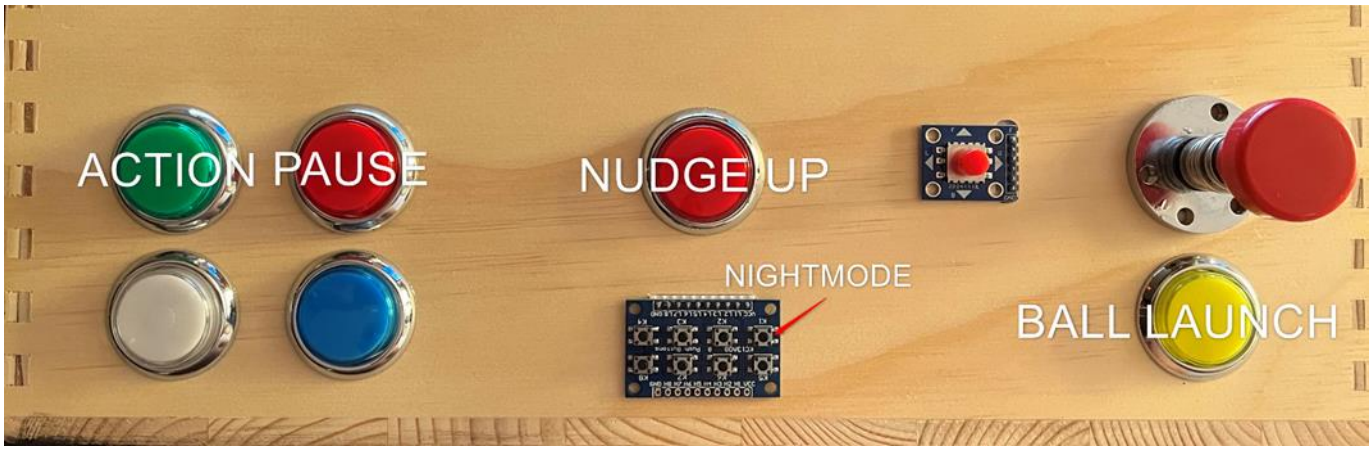


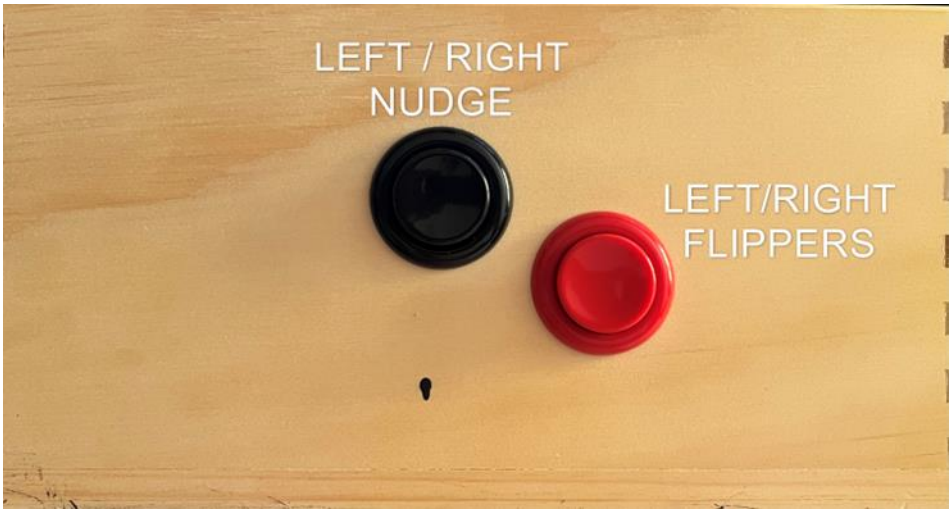



Pinscape Pico Config Tool
File Edit Device Backup Tools Help
Pinscape Pico
Unit #1
(Main Pico)
HW ID E661410403883431
New Device Setup
Click to set up a new Pico
Overview
Log
Configuration*
Safe-mode Config
Buttons
Nudge
Output Ports
Program Pico
Find...
// Pinscape Pico Configuration - Starter Template
// Copyright 2024, 2025 Michael J Roberts / BSD-3-Clause license / NO WARRANT
//
// VTConfig-FXVR_v1.0.json
Save to Pico
This will save the file to the Pico's flash memory and reboot the Pico to put the new settings into effect.
Do you wish to proceed?
Show this confirmation message before saving
Save to Pico
Cancel

Buttons Mapping

This is default button mapping for PinballFX VR:



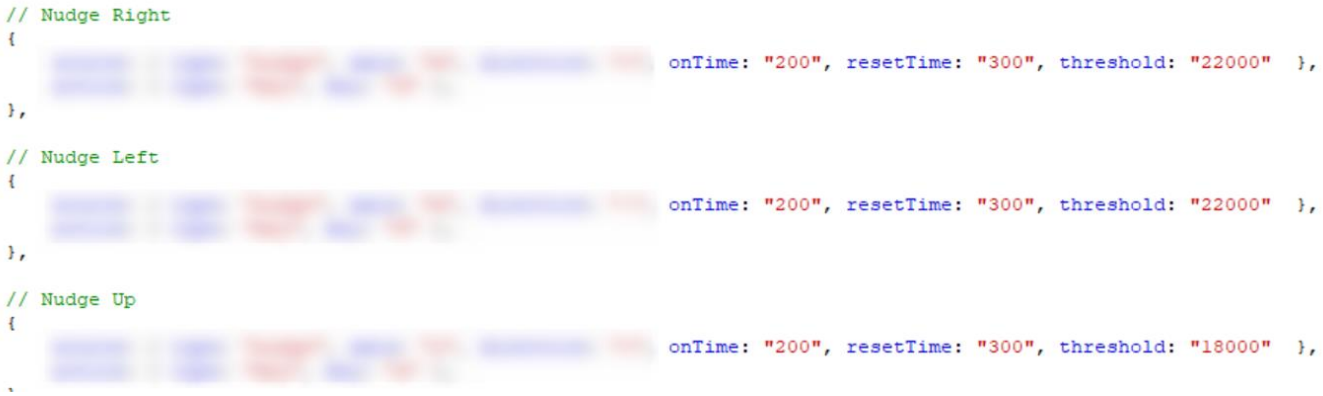


Nudge Adjustments

Nudge is already configured and ready to use. You can nudge with left/right buttons **OR / AND** internal accelerometer.

IMPORTANT NOTE: **PinballFX VR does not support analog nudge natively.** However VirtuaTilt is able to translate digital inputs into accelerometer movements!

You can adjust parameters for accelerometer-based nudging in **Pinscape Pico Config Tool** under **Configuration** tab:



onTime

The amount of time to pulse the imaginary button, in milliseconds (1000 milliseconds equals one second). When the nudge axis reading goes over the threshold, the button reads as pressed for this interval.

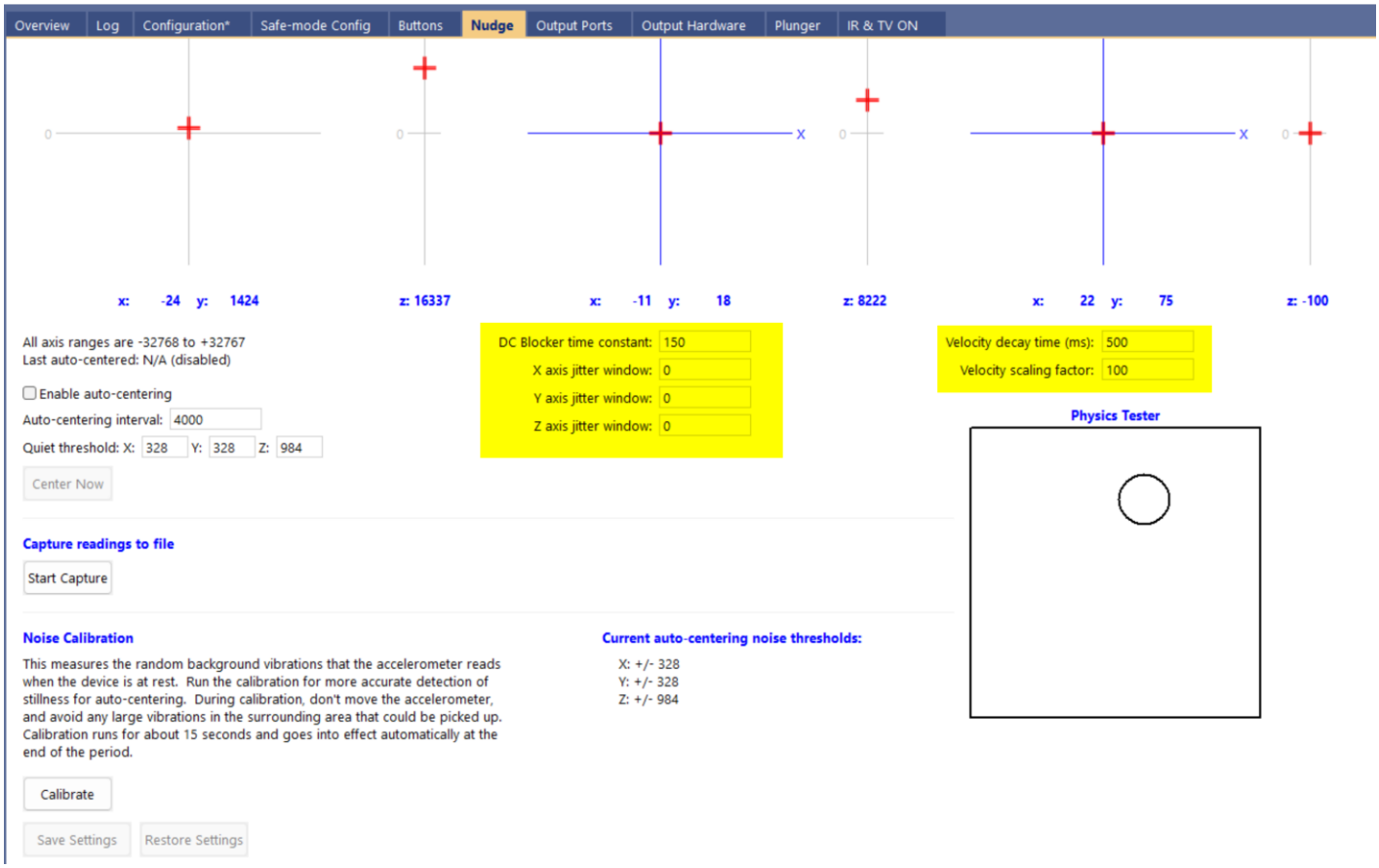
ResetTime

The reset time for the nudge event, in milliseconds (1000 milliseconds equals one second). Each time the button is triggered, it performs its action and then ignores the nudge input for this amount of time. This prevents the button from getting triggered repeatedly during a strong jolt to the cabinet.

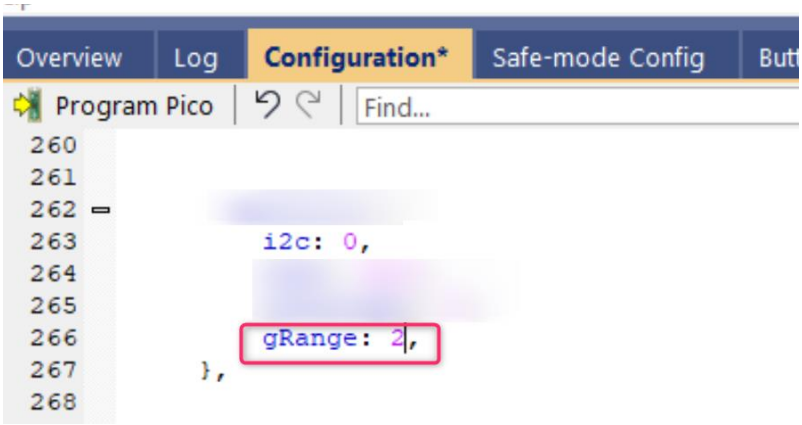
Threshold

The minimum reading on the nudge axis to trigger the event, 0 to 32767.

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 your VP game settings until you find your perfect spot:



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

Plunger Adjustments

IMPORTANT NOTE: **PinballFX VR does not support analog plunger natively; only ball launch button.** VirtuaTilt is able to translate a digital key press (ball launch button) into plunger movements, however it will never behave like a real analog plunger as in Pinball VR Classics or StarWars Pinball VR for example.

Plunger is already configured and ready to use. You can launch ball with button **OR / AND** mechanical plunger. You can adjust parameters for mechanical plunger in **Pinscape Pico Config Tool** under **Configuration** tab:

Threshold

Sets the analog reading at which the button will trigger, using the "normalized" range of 0 to 65535. The Pinscape software internally maps every device's native range to the same 0..65535 scale, where 0 corresponds the minimum voltage that the device can register, and 65535 corresponds to the maximum voltage.