

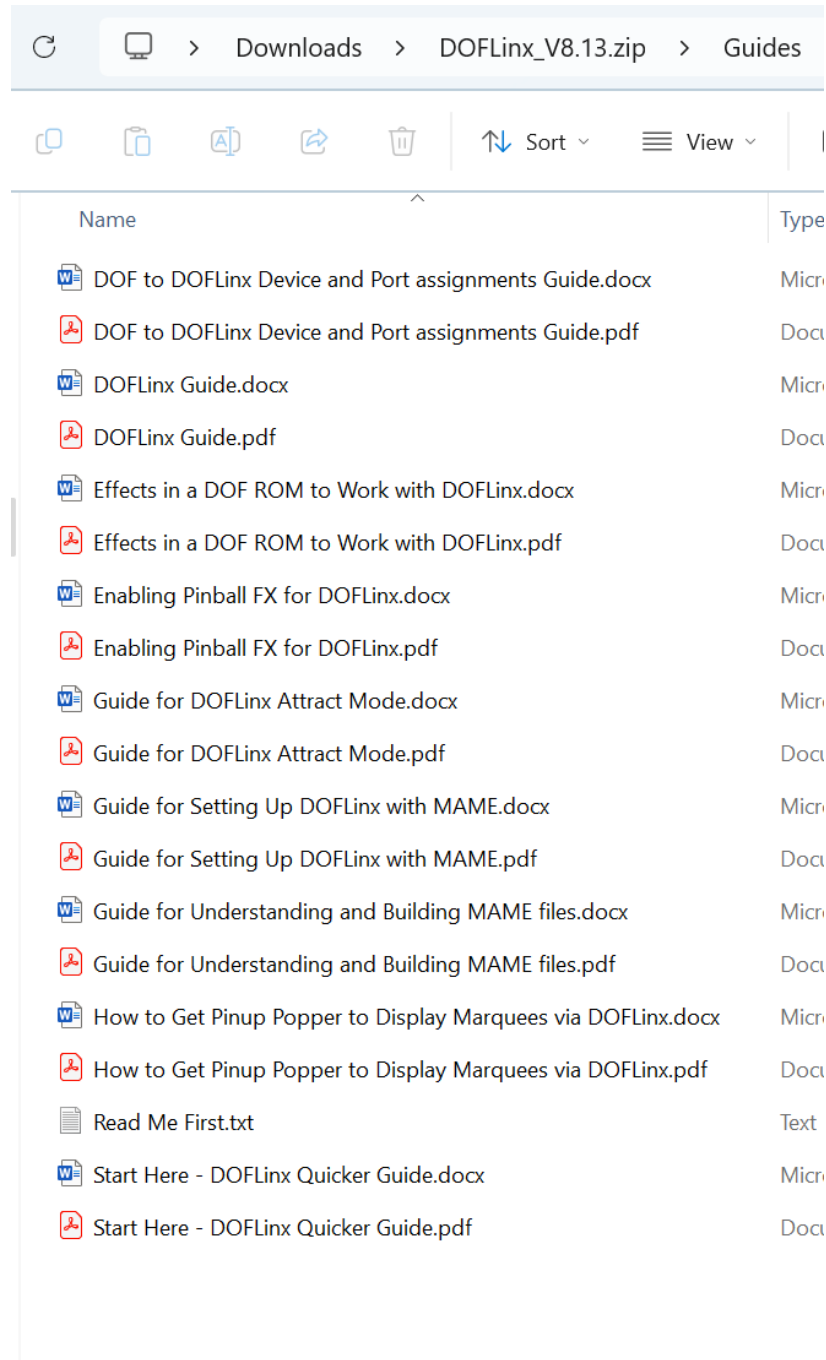
VIRTUATILT – PINBALL FX SETUP

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

NOTE: Pinball FX has many limitations; be prepared for troubleshooting if something goes wrong.

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

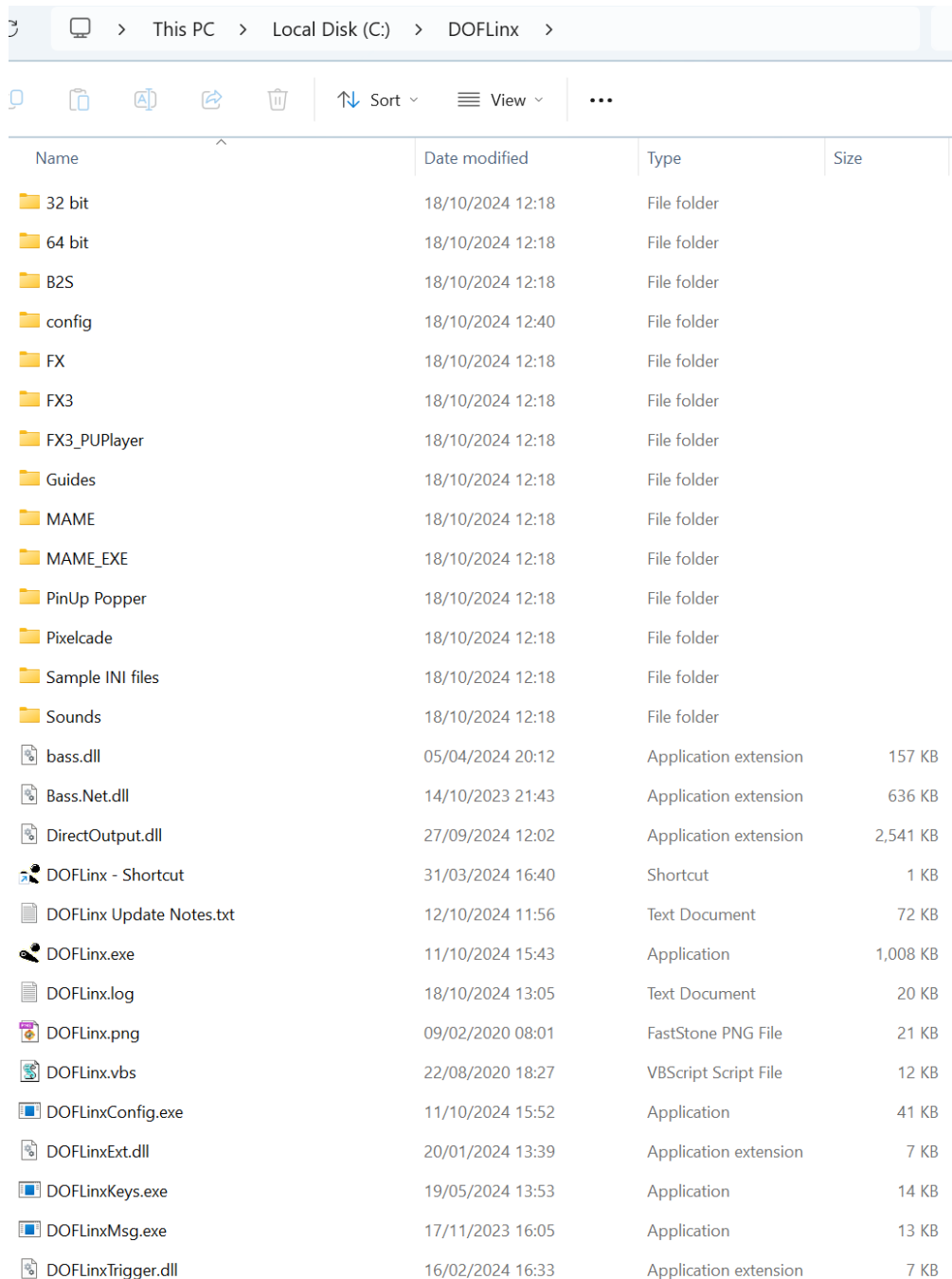
Please always refer to official DOFLinx guides available in the downloaded package:



DOFLinx Setup

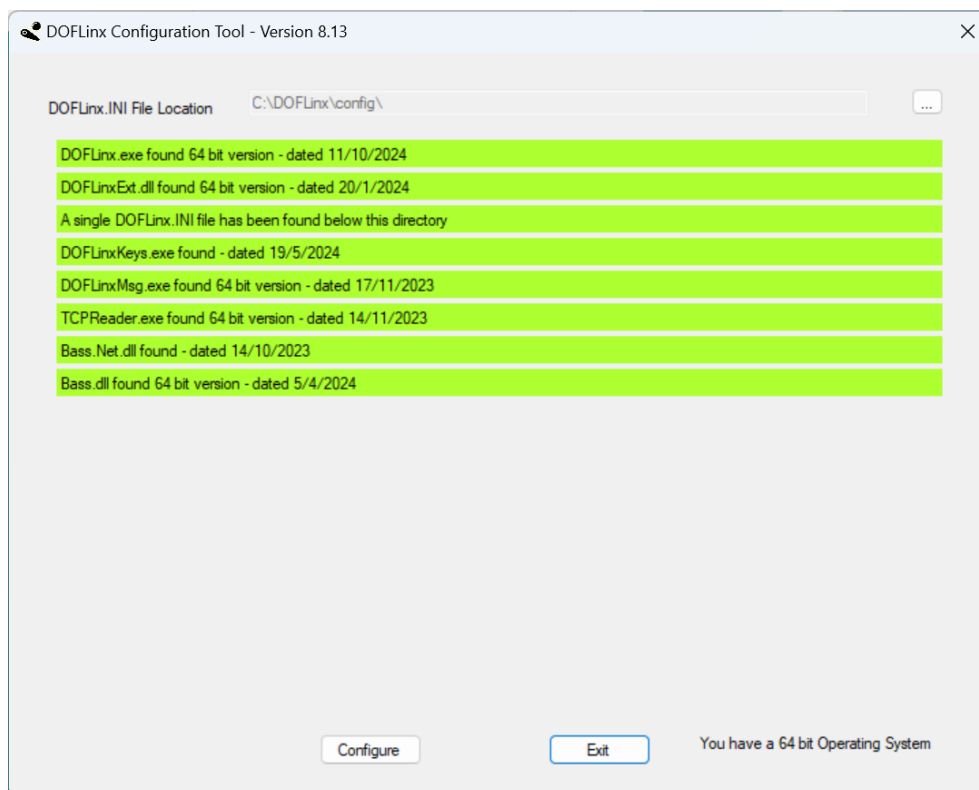
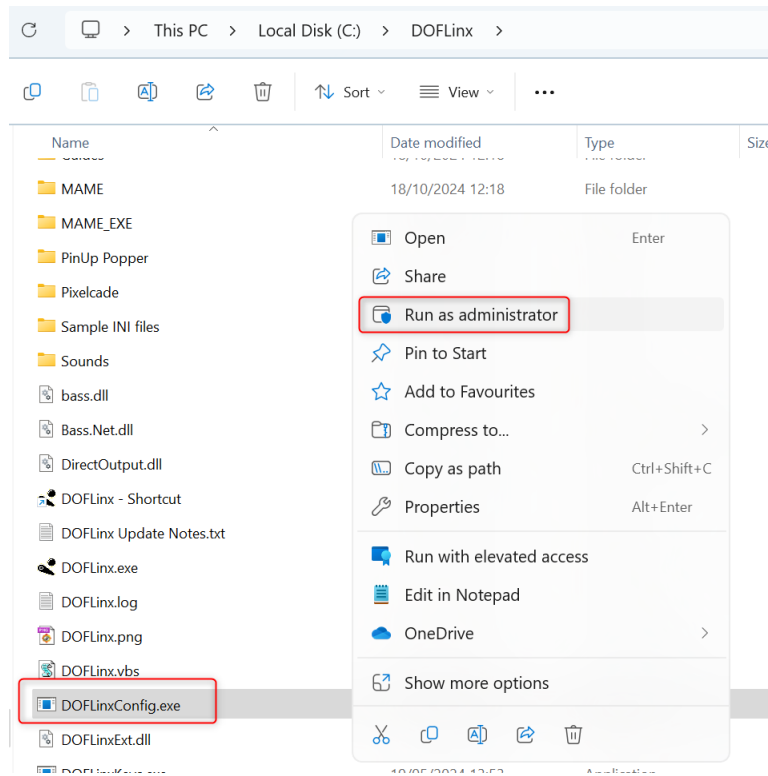
PREREQUISITES: B2S Server already installed <https://github.com/vpinball/b2s-backglass/releases> and DirectOutput configured (have a look at [VirtuaTiltSetup_v1.X.pdf](#) guide)

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

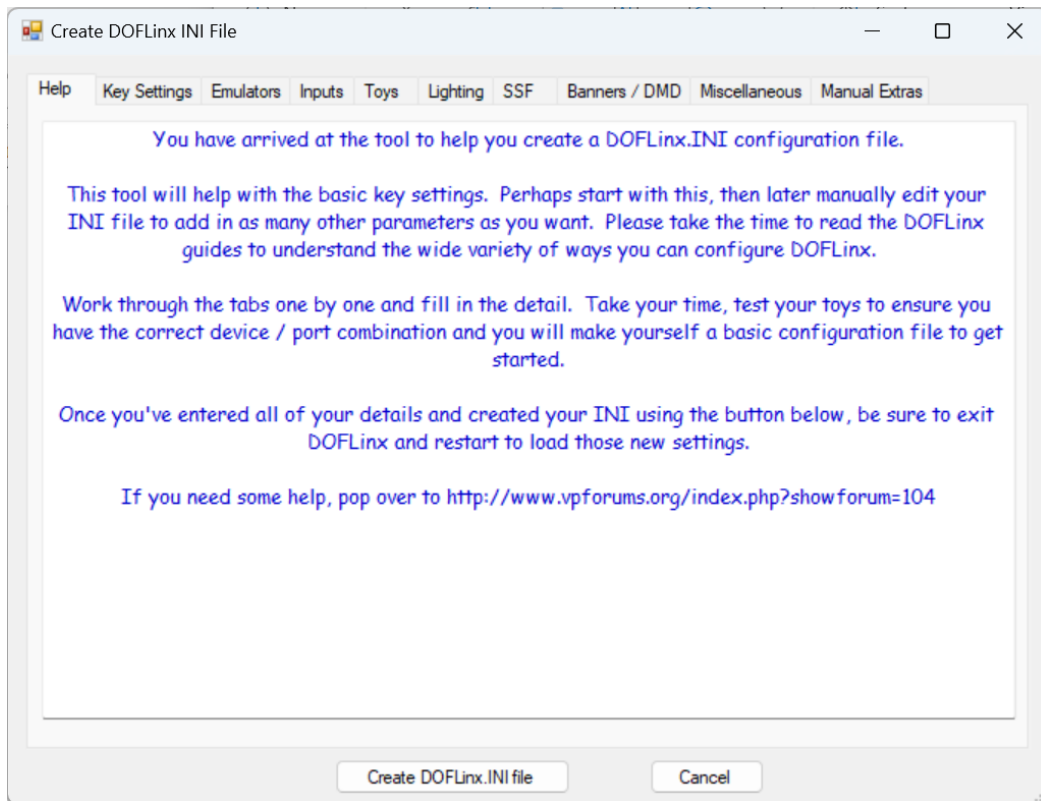


Name	Date modified	Type	Size
32 bit	18/10/2024 12:18	File folder	
64 bit	18/10/2024 12:18	File folder	
B2S	18/10/2024 12:18	File folder	
config	18/10/2024 12:40	File folder	
FX	18/10/2024 12:18	File folder	
FX3	18/10/2024 12:18	File folder	
FX3_PUPlayer	18/10/2024 12:18	File folder	
Guides	18/10/2024 12:18	File folder	
MAME	18/10/2024 12:18	File folder	
MAME_EXE	18/10/2024 12:18	File folder	
PinUp Popper	18/10/2024 12:18	File folder	
Pixelcade	18/10/2024 12:18	File folder	
Sample INI files	18/10/2024 12:18	File folder	
Sounds	18/10/2024 12:18	File folder	
bass.dll	05/04/2024 20:12	Application extension	157 KB
Bass.Net.dll	14/10/2023 21:43	Application extension	636 KB
DirectOutput.dll	27/09/2024 12:02	Application extension	2,541 KB
DOFLinx - Shortcut	31/03/2024 16:40	Shortcut	1 KB
DOFLinx Update Notes.txt	12/10/2024 11:56	Text Document	72 KB
DOFLinx.exe	11/10/2024 15:43	Application	1,008 KB
DOFLinx.log	18/10/2024 13:05	Text Document	20 KB
DOFLinx.png	09/02/2020 08:01	FastStone PNG File	21 KB
DOFLinx.vbs	22/08/2020 18:27	VBScript Script File	12 KB
DOFLinxConfig.exe	11/10/2024 15:52	Application	41 KB
DOFLinxExt.dll	20/01/2024 13:39	Application extension	7 KB
DOFLinxKeys.exe	19/05/2024 13:53	Application	14 KB
DOFLinxMsg.exe	17/11/2023 16:05	Application	13 KB
DOFLinxTrigger.dll	16/02/2024 16:33	Application extension	7 KB

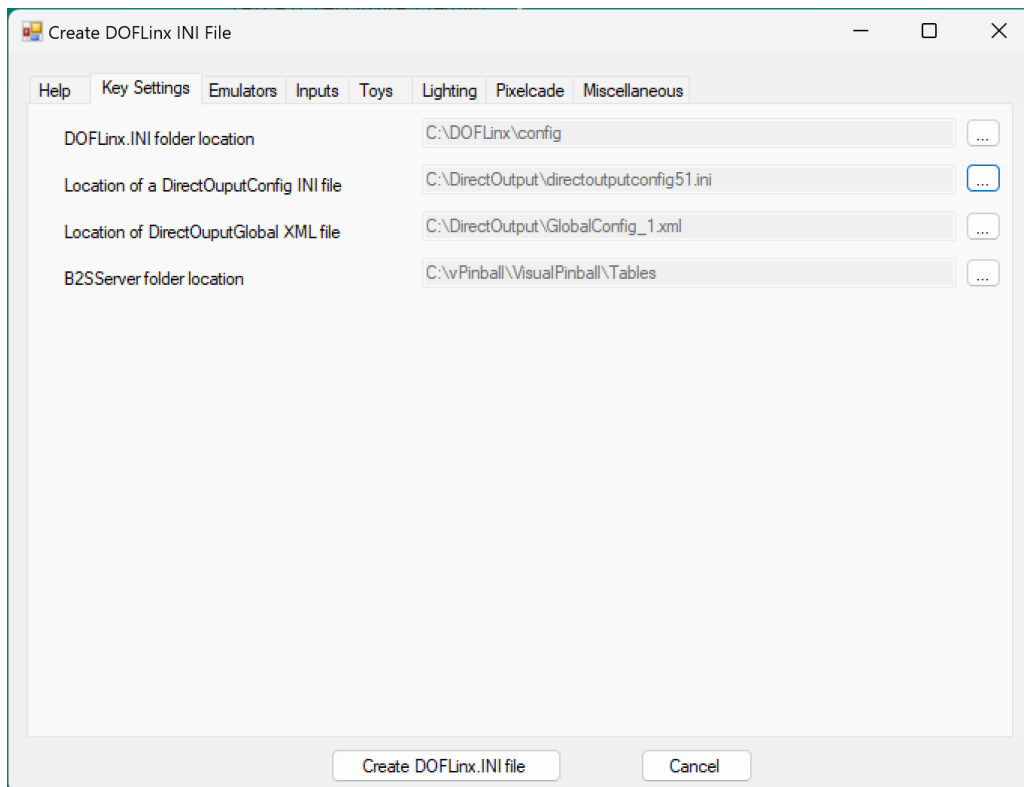
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

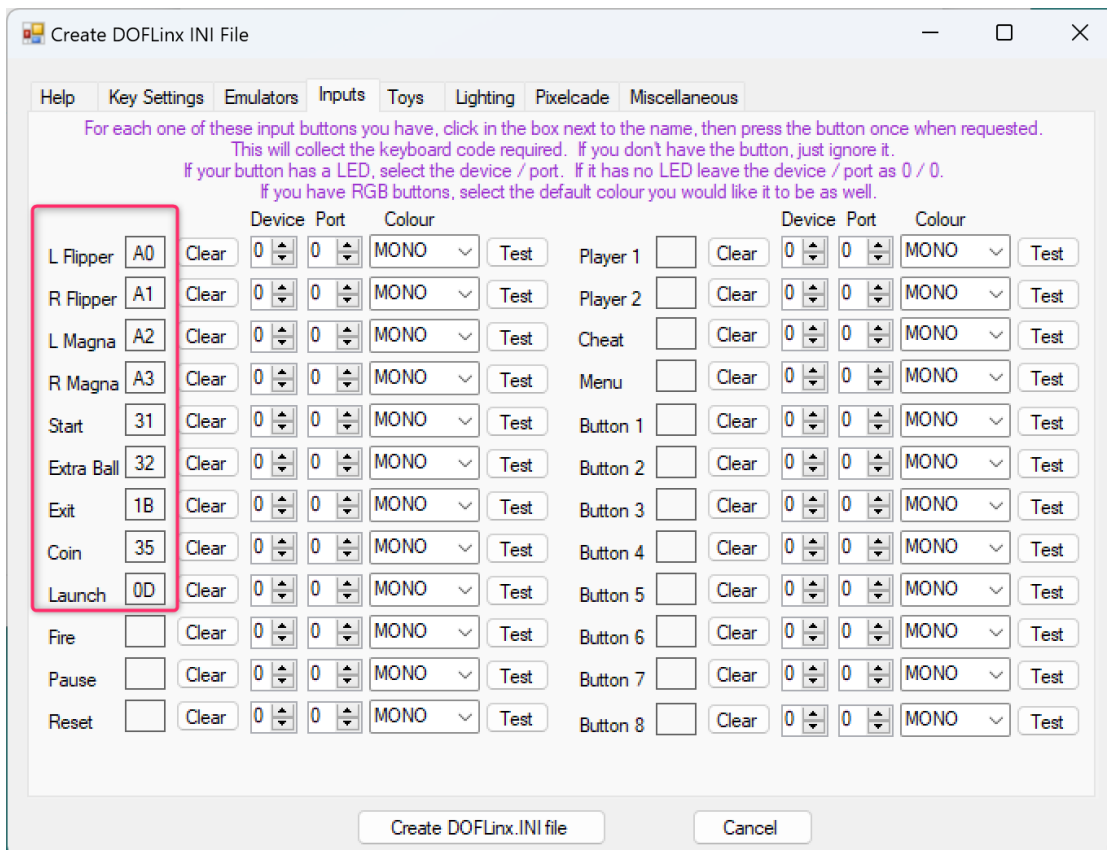
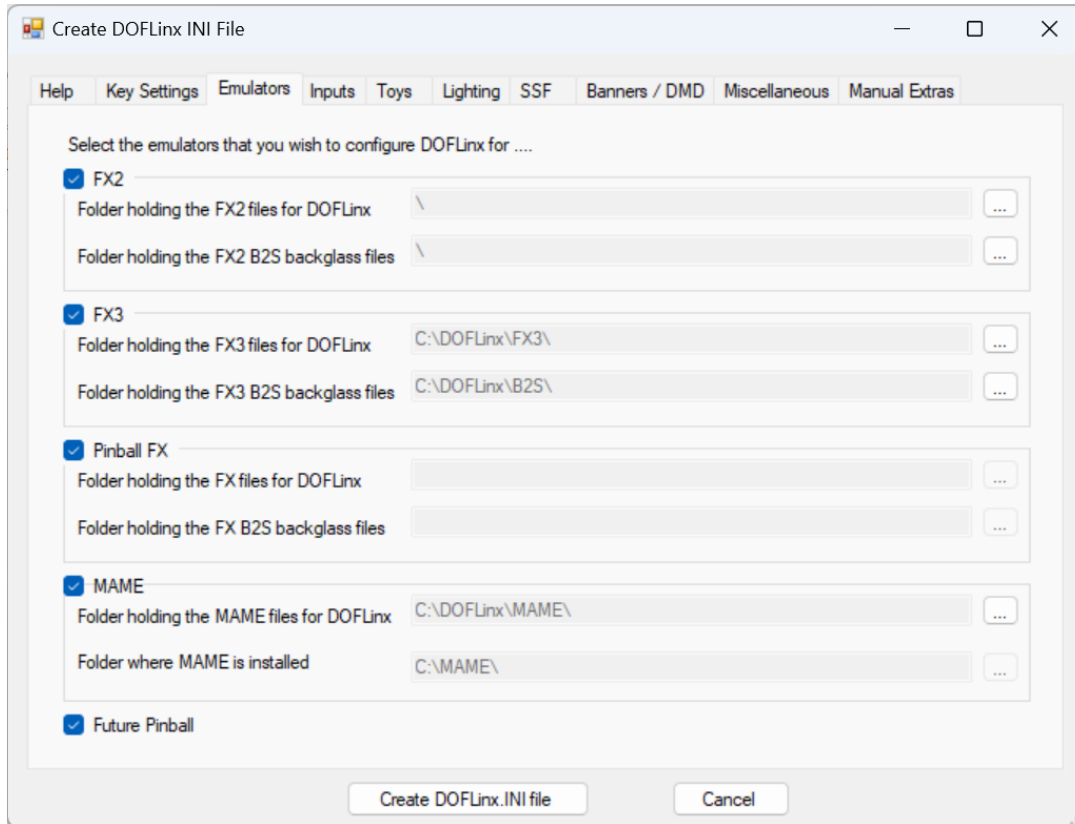


Click on **Configure** button and work through all of your settings:



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





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	Test
<input checked="" type="checkbox"/> Left Flipper	1 3	Test
<input checked="" type="checkbox"/> Right Flipper	1 4	Test
<input checked="" type="checkbox"/> Left Slingshot	1 1	Test
<input checked="" type="checkbox"/> Right Slingshot	1 1	Test
<input checked="" type="checkbox"/> Mid Left	1 1	Test
<input checked="" type="checkbox"/> Mid Centre	1 1	Test
<input checked="" type="checkbox"/> Mid Right	1 1	Test
<input checked="" type="checkbox"/> Back Left	1 1	Test
<input checked="" type="checkbox"/> Back Centre	1 1	Test
<input checked="" type="checkbox"/> Back Right	1 1	Test
<input type="checkbox"/> Strobe	0 0	Test
<input type="checkbox"/> Beacon	0 0	Test
<input type="checkbox"/> Shaker	0 0	Test
<input checked="" type="checkbox"/> Gear Motor	1 2	Test
<input checked="" type="checkbox"/> Knocker	1 1	Test
<input type="checkbox"/> Fan	0 0	Test
<input type="checkbox"/> Bell	0 0	Test
<input type="checkbox"/> Chime #1	0 0	Test
<input type="checkbox"/> Chime #2	0 0	Test
<input type="checkbox"/> Chime #3	0 0	Test

☐ DOFLinx to flash (pulse power) this device? Test

☐ DOFLinx to flash (pulse power) this device? Test

Create DOFLinx.INI file Cancel

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

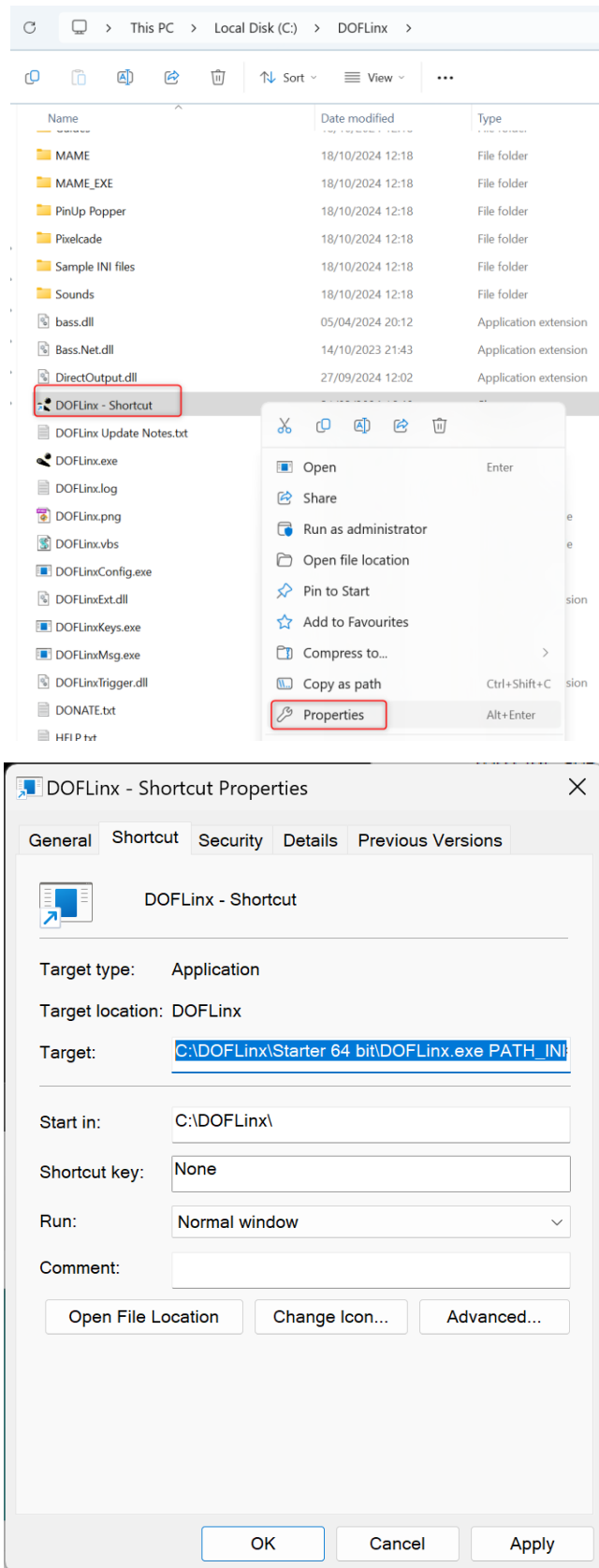
Shortcut Information

i Your DOFLinx.INI file has been created. You should now create a Windows shortcut to start DOFLinx. Your 'Target' in the shortcut, with a space before 'PATH_INI=', should be

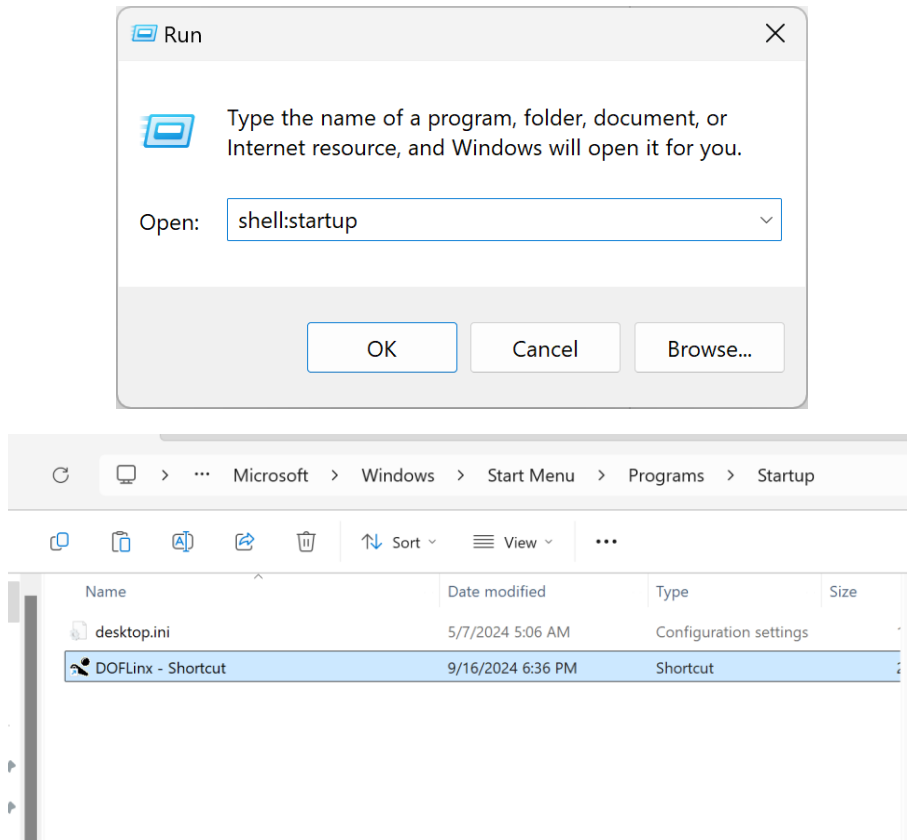
C:\DOFLinx\DOFLinx.EXE PATH_INI=C:\DOFLinx\config\\

OK Cancel

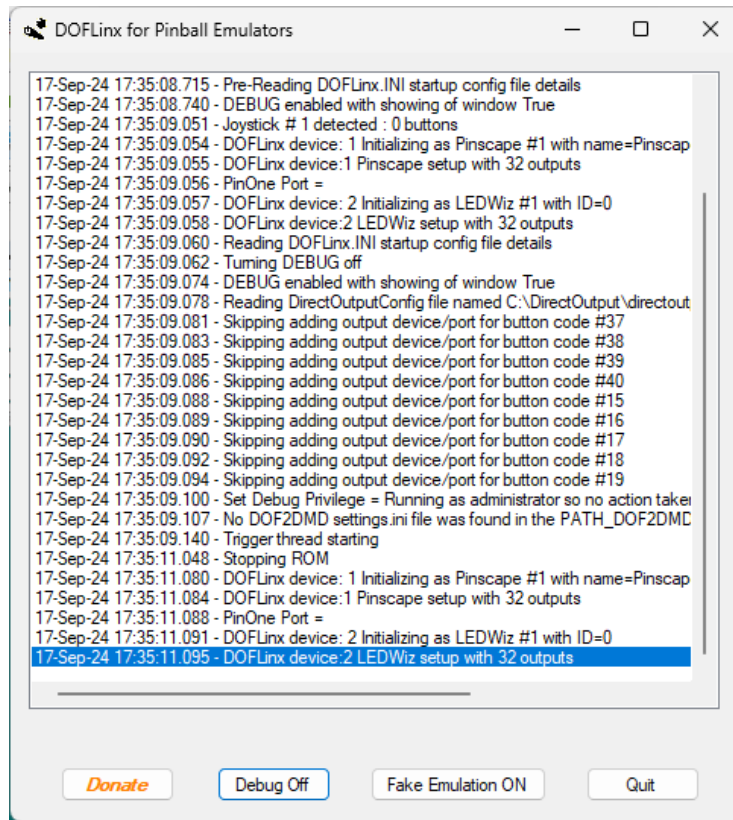
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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



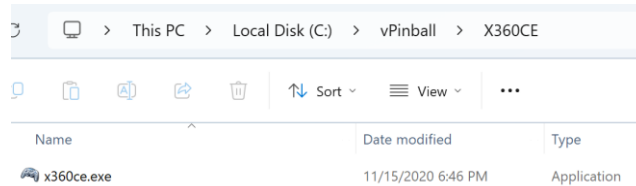
Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug log (launch DOFLinx - Shortcut to check):



Accelerometer/Analog Plunger configuration

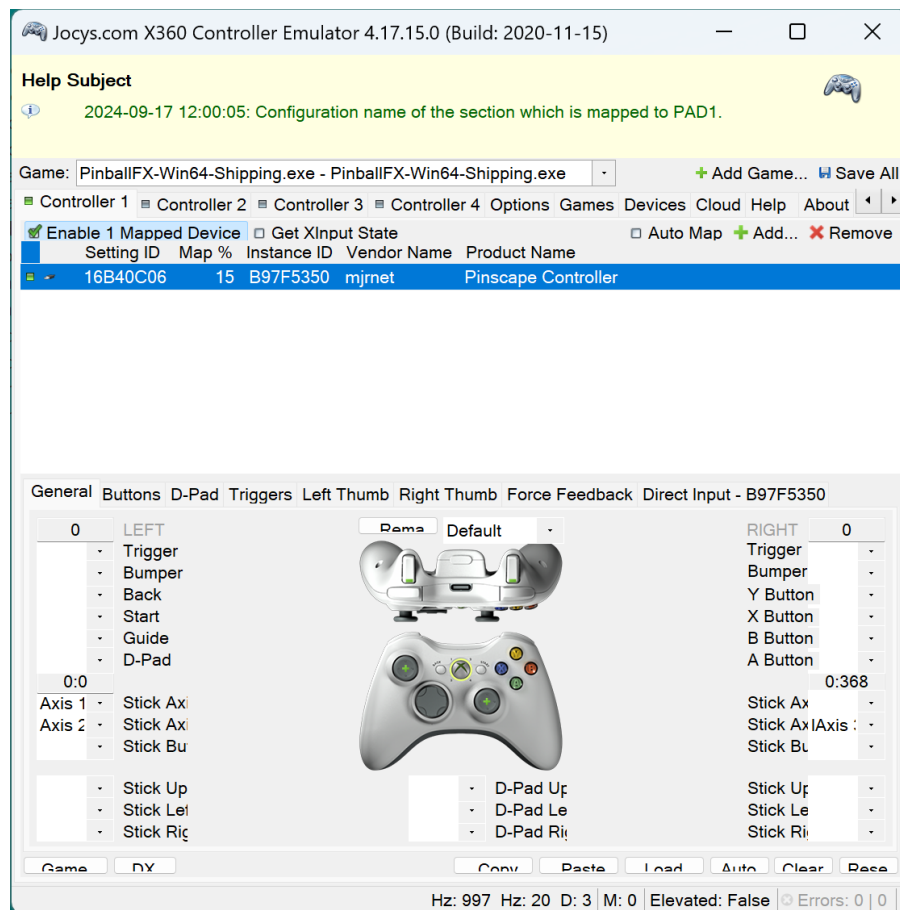
In order to configure KL25Z accelerometer for nudge/tilt and VirtuaTilt analog plunger, you should download **X360CE** emulator from <https://www.x360ce.com/>

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**

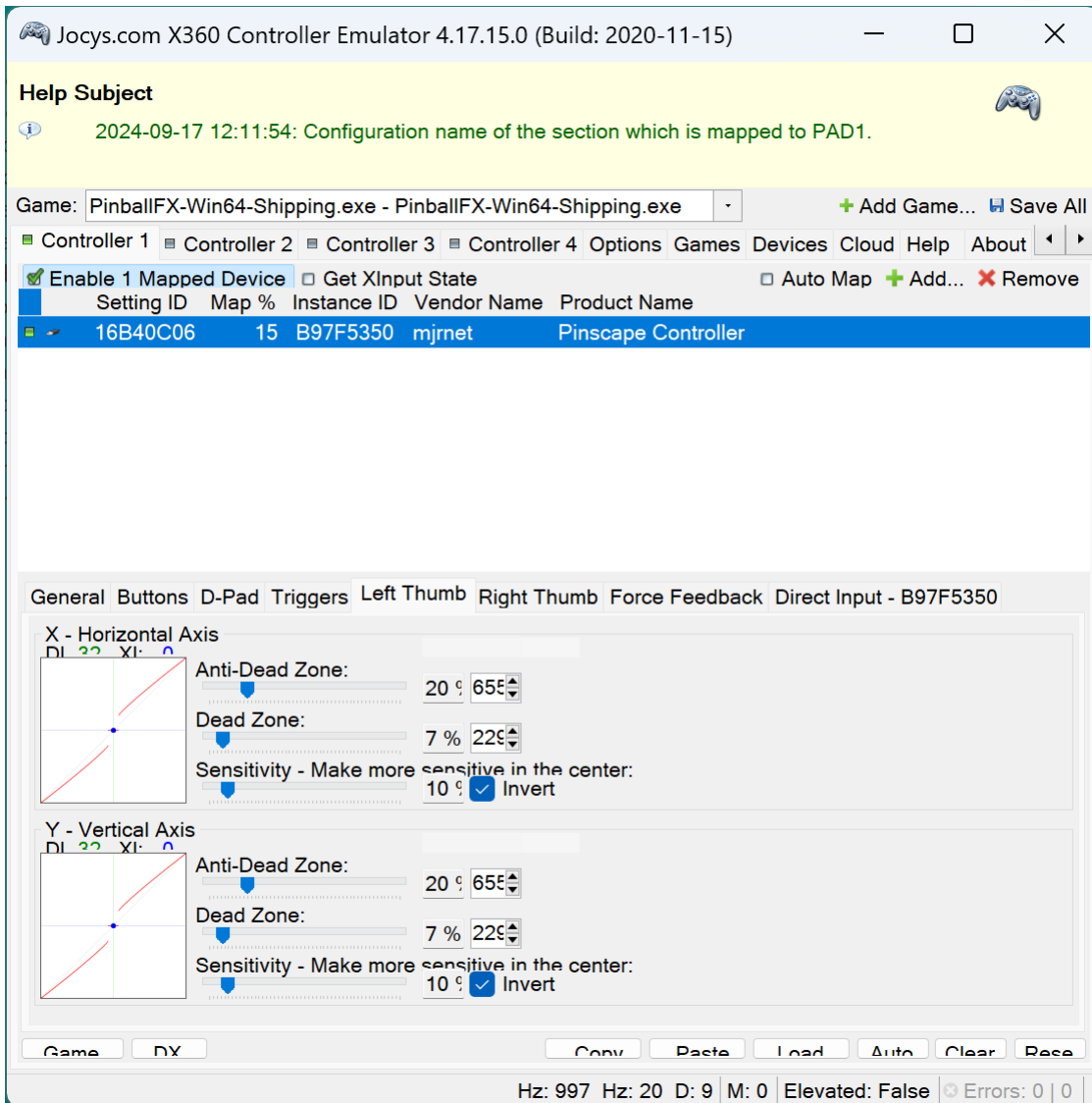
Add also **Steam.exe** game at **C:\Program Files (x86)\Steam**



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 (Inverted Axis)**

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



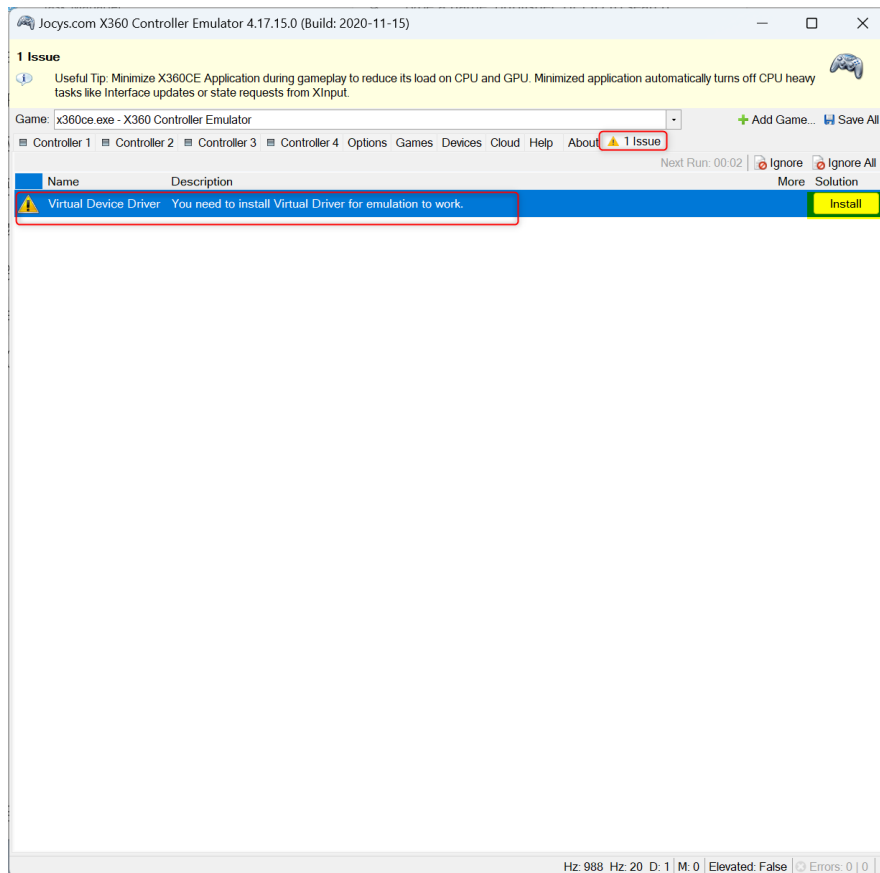
Click on **Save All** after you configured x360ce and leave it running in background.

NOTE: You can test Nudge sensitivity on **Left Thumb** tab and Plunger sensitivity on **Right Thumb** tab.

IMPORTANT: X360CE should always run in background to have plunger/accelerometer functions in Pinball FX.

On the **Options** tab, uncheck the box "Allow only one copy of Application at a time". This can sometimes cause x360ce to not reopen when tables have been open/closed a few times, even though the old process has been killed.

If you have **1 issue** in x360ce tabs, you have to install Virtual Device Drivers:



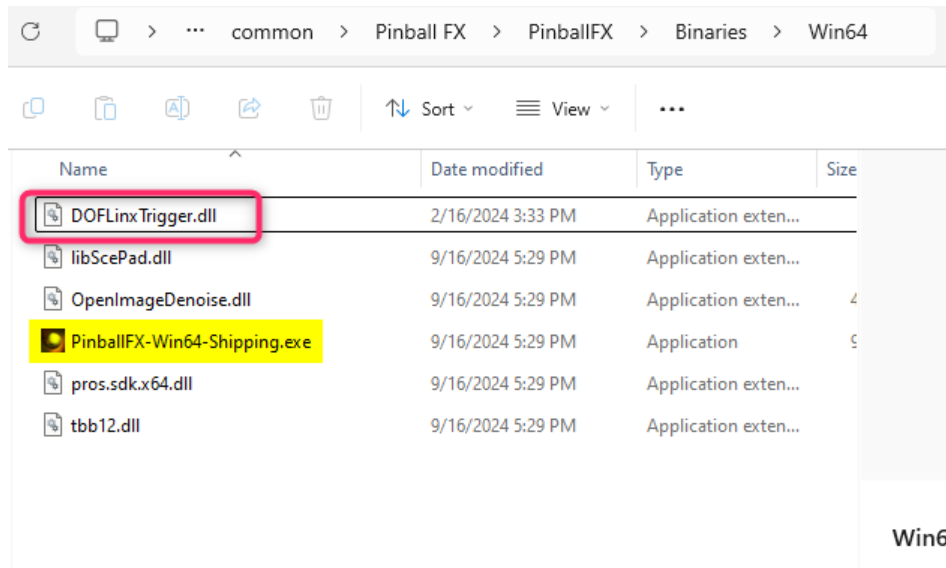
Click on **Install** button and reboot the machine.

Restart x360ce to check if the issue is gone.

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**

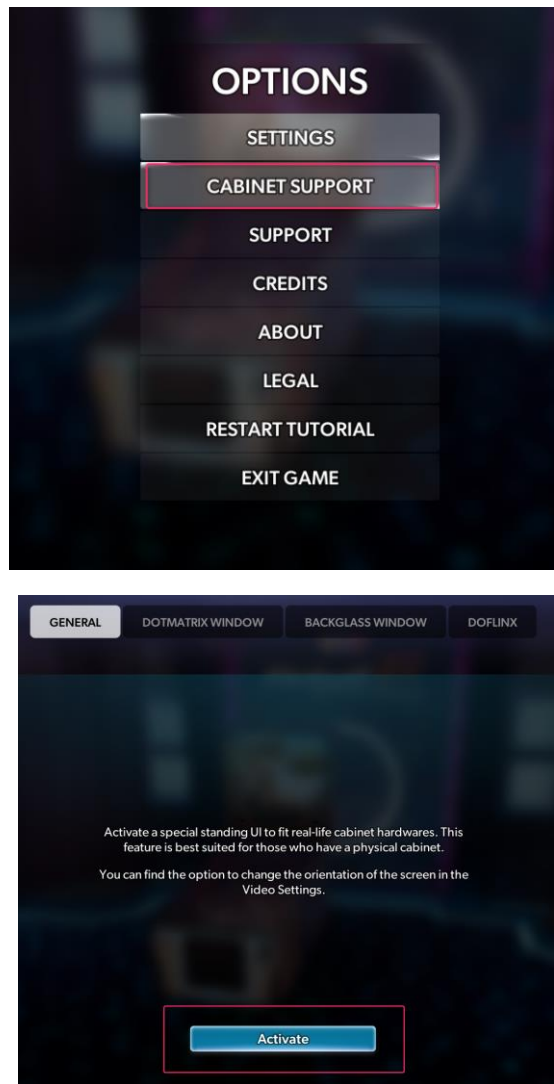
You can get the complete set of active backglassses for Pinball FX from

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

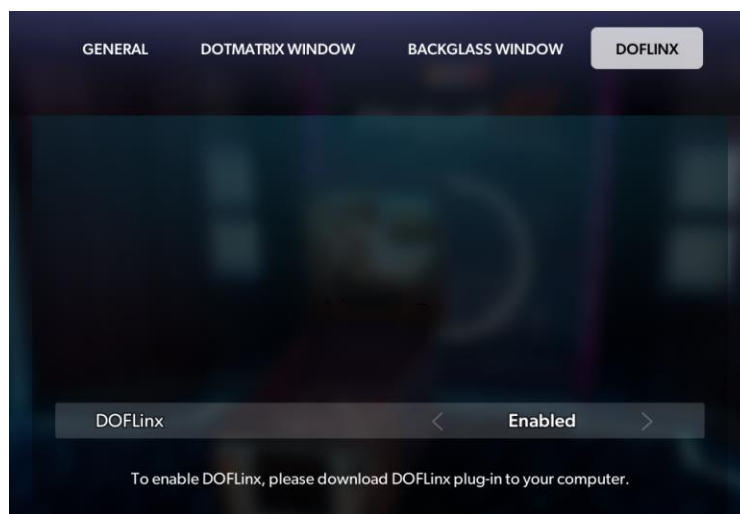
and place them in the folder you just setup above.

Reboot the machine.

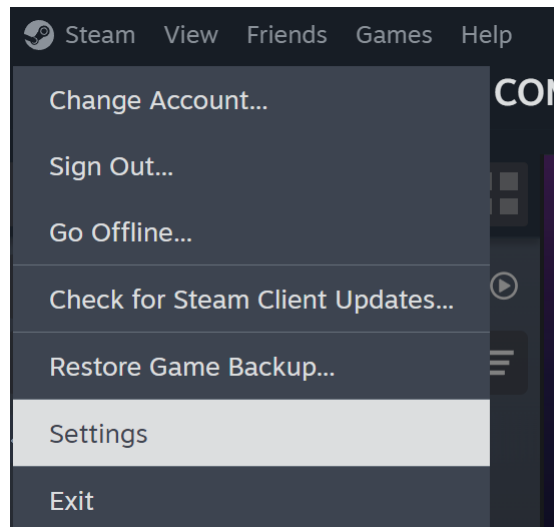
Start Pinball FX, go to Settings | Cabinet Support | General and **activate cabinet mode**:



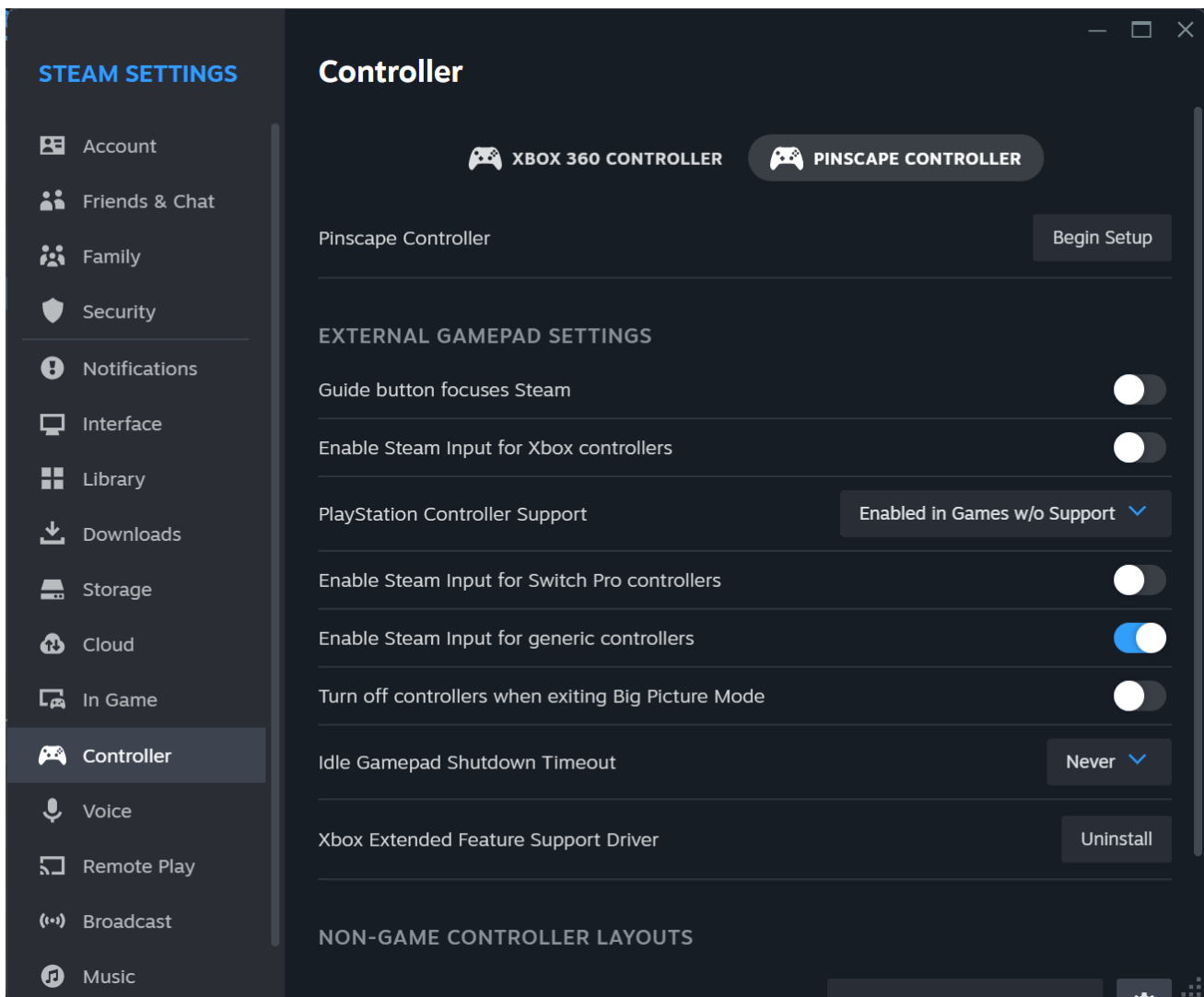
Go to the DOFLinx tab, enable it:



Go to Steam Settings → Controller



Disable everything under "External Gamepad Settings" with the exception of **"Enable Steam Input for generic controllers"**.



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:

```
#####
```

```
# DOFLinx Configuration Tool generated DOFLinx.INI file at 20:09:10 18 October 2024
```

```
#####
```

```
DEBUG=1
```

```
COLOUR_FILE=C:\DirectOutput\directoutputconfig51.ini
```

```
DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\Globalconfig1.xml
```

```
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\
```

```
PATH_FX2=\\
```

```
PATH_FX2_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\
```

```
PROCESSES=Pinball FX2,Pinball FX3,Mame,Future Pinball
```

```
MAME_PROCESS=Mame
```

```
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

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