

VIRTUATILT – FUTURE PINBALL SETUP

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

NOTE: Future Pinball emulator is very old and has many limitations; be prepared for troubleshooting if something goes wrong.

PREREQUISITES:

- DirectOutput Framework (**DOF**) already installed and working (refer to VirtuaTilt Setup Config document)
- DOFlinx **NOT** running
- Windows System Language and Keyboard set to **English**

Installation

Download the **FP and BAM Essentials AIO package** here:

<https://vpuniverse.com/files/file/14807-future-pinball-and-bam-essentials-all-in-one-complete/>

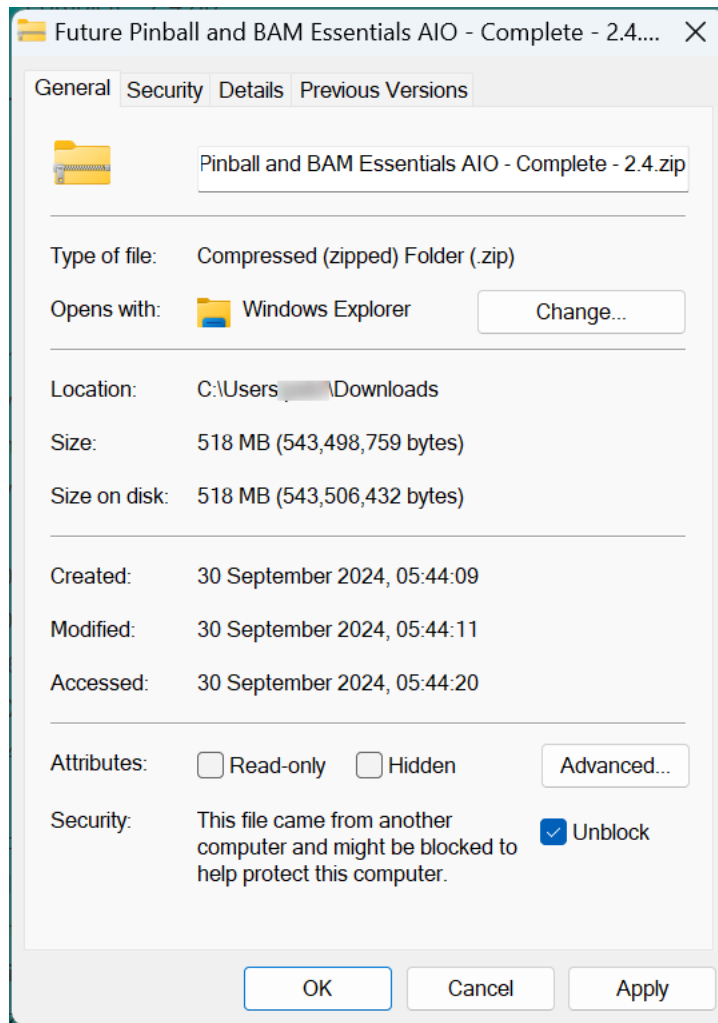
The FP and BAM Essentials AIO package includes a complete install of Future Pinball, the latest BAM update, the latest BAM Open-VR update, and a collection of essential files. This covers desktop, cabinet, and VR players.

Installing this package makes setting up Future Pinball and BAM easy at any time with everything you need, ready to go in one folder.

This can be used for a new install or an update. If you already have a working Future Pinball and BAM setup, then this package will get you updated with everything you need to play the latest and greatest Future Pinball tables!

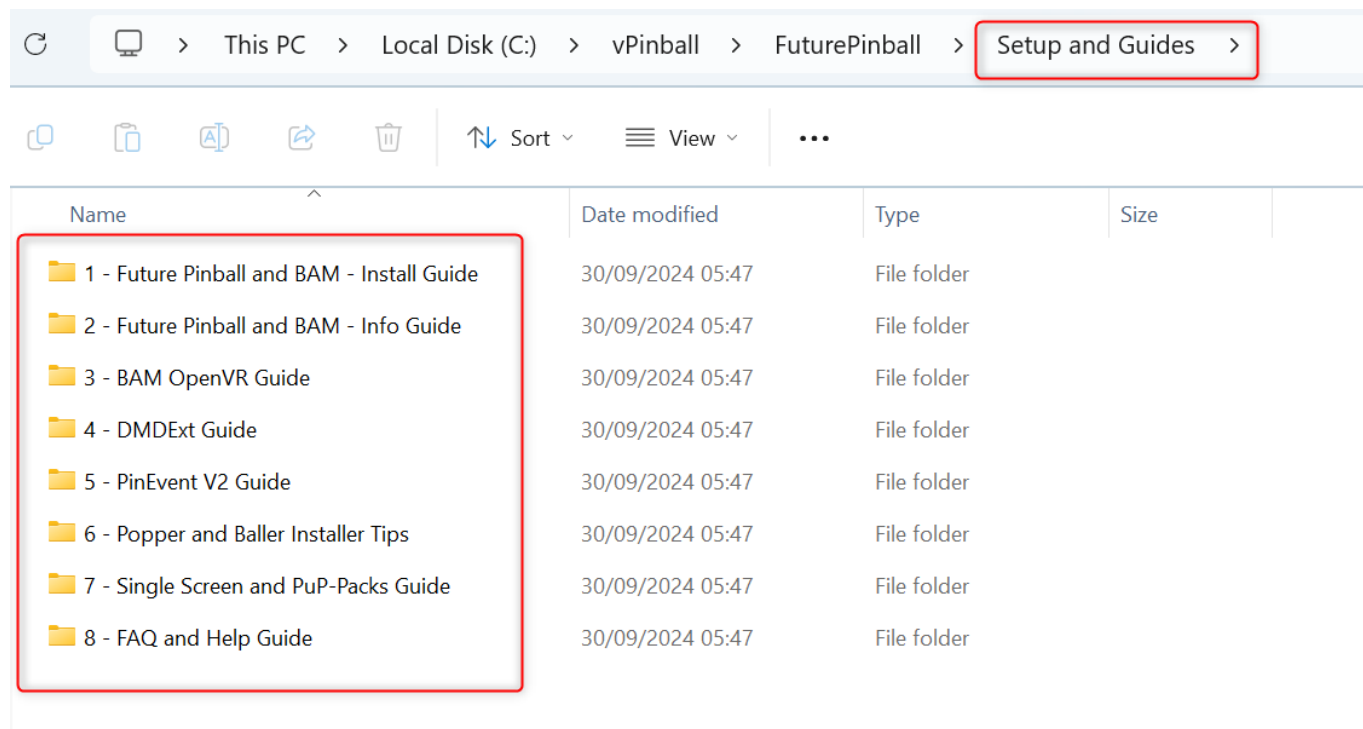
No need to use installers or download files and guides from different locations. No need to patch files. It's all here ready to go in one zip file!

Unblock zipfile and extract it:

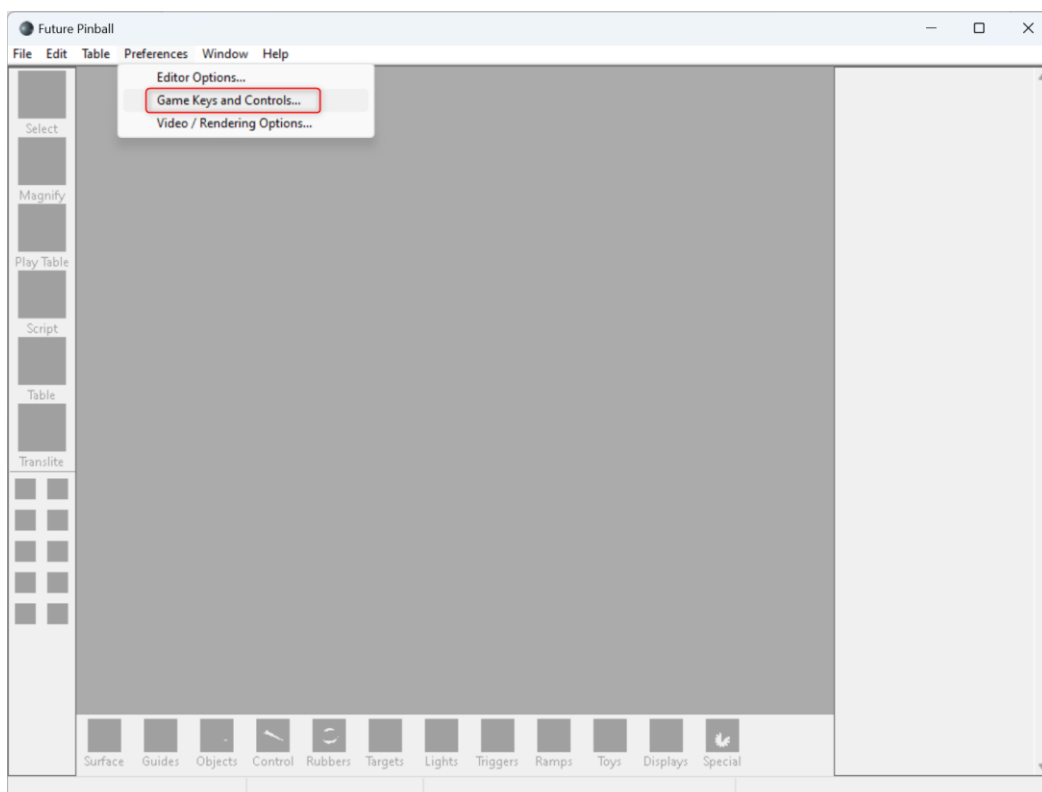


<div> <div> <div>↻</div> <div>🖥️</div> <div>></div> <div>This PC</div> <div>></div> <div>Local Disk (C:)</div> <div>></div> <div>vPinball</div> <div>></div> <div>FuturePinball</div> <div>></div> </div> </div>				
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Name	Date modified	Type	Size	
📁 BAM	01/10/2024 08:57	File folder		
📁 BAM-OpenVR	30/09/2024 05:47	File folder		
📁 BAM-OpenVR-OC	30/09/2024 05:47	File folder		
📁 dmdext	02/07/2024 16:20	File folder		
📁 DmdFonts	02/07/2024 16:20	File folder		
📁 Feeds	02/07/2024 16:20	File folder		
📁 fpRAM	01/10/2024 08:54	File folder		
📁 Help	02/07/2024 16:20	File folder		
📁 Libraries	30/09/2024 10:42	File folder		
📁 Scripts	02/07/2024 16:20	File folder		
📁 Setup and Guides	30/09/2024 05:47	File folder		
📁 Tables	01/10/2024 09:11	File folder		
📁 Tools and other Apps	30/09/2024 05:47	File folder		
📁 Tutorials and Examples	30/09/2024 05:47	File folder		
📄 devil.dll	25/12/2008 13:46	Application extension	263 KB	
📄 DmdDevice.ini	02/07/2024 16:27	Configuration settings	12 KB	
📄 dmdext.exe	22/09/2023 03:16	Application	12,889 KB	
📄 dmdext.log.config	02/11/2023 19:56	CONFIG File	2 KB	
📄 DMDExt_FP.BAT	29/06/2023 21:51	Windows Batch File	2 KB	
📄 fmod.dll	09/12/2007 21:22	Application extension	159 KB	
📄 Future Pinball.exe	10/07/2022 07:57	Application	27,879 KB	
📄 Future Pinball.exe.Backup	31/12/2010 18:23	BACKUP File	27,879 KB	
📄 ilu.dll	25/12/2008 13:46	Application extension	27 KB	
📄 ilut.dll	25/12/2008 13:46	Application extension	16 KB	
📄 libcurl.dll	24/11/2006 03:42	Application extension	612 KB	
📄 NewTable.fpt	06/01/2008 20:19	Future Pinball Table	222 KB	
📄 Newton.dll	09/12/2007 21:22	Application extension	436 KB	
📄 OpenGL32.dll	05/05/2021 03:19	Application extension	534 KB	
📄 SciLexer.dll	23/12/2008 01:36	Application extension	398 KB	

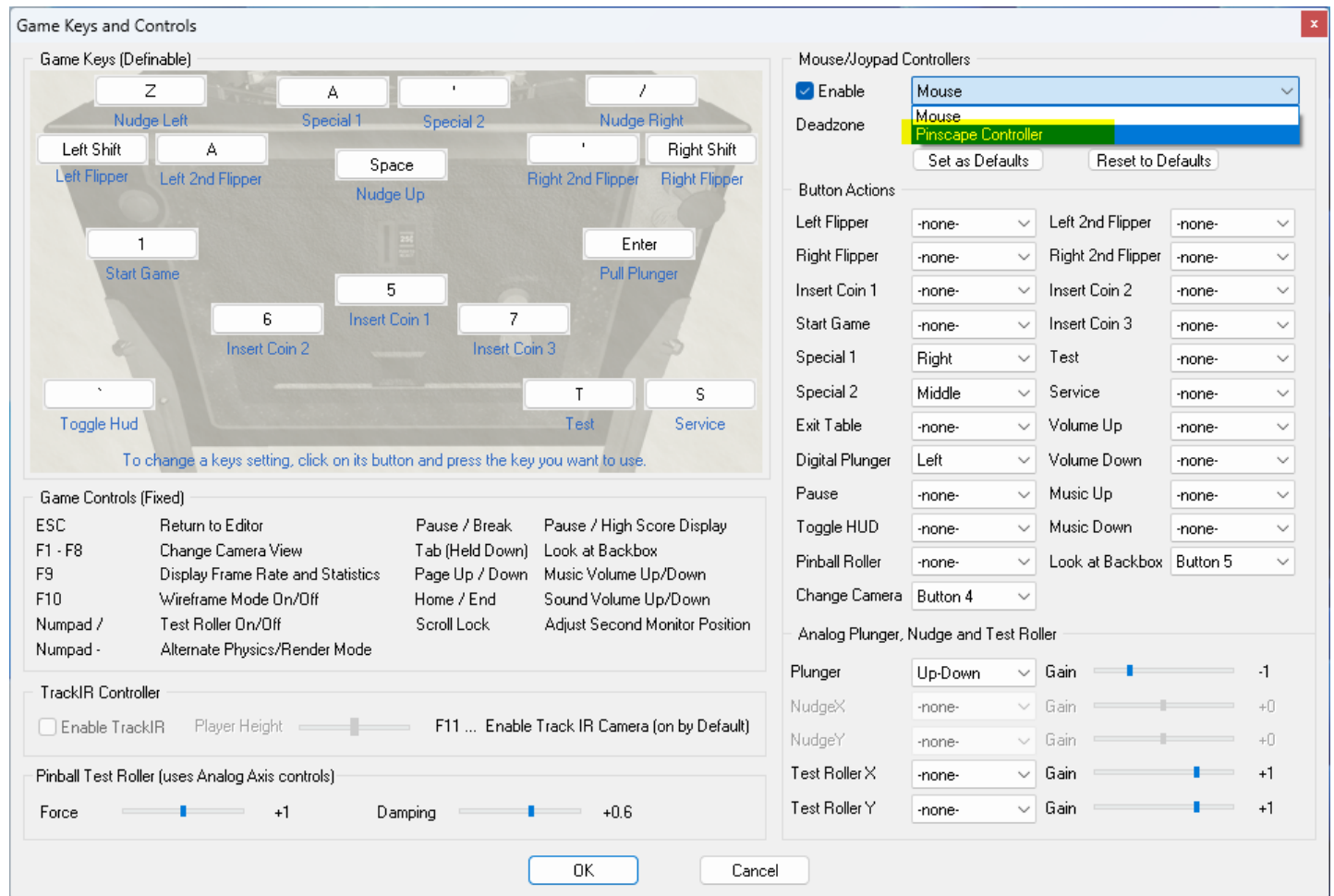
Follow official Install guide available in the extracted folder to setup BAM for your cabinet configuration (STEPS 1-13):



After you configured FP from the above guides, launch your **Start FP – xxxxx.bat** and edit **Game/Keys and Controls** preferences:

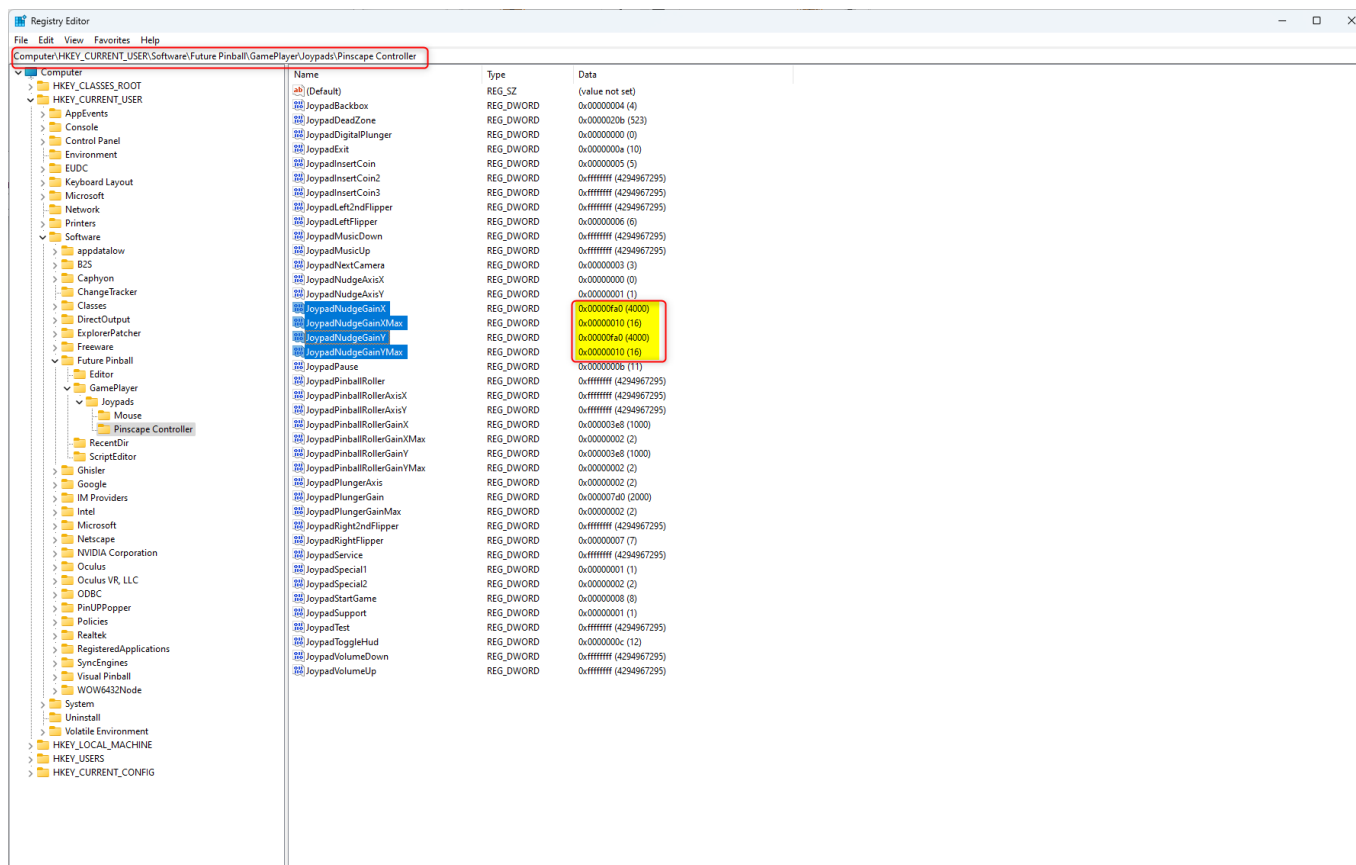


Select and Enable **Pinscape Controller**:

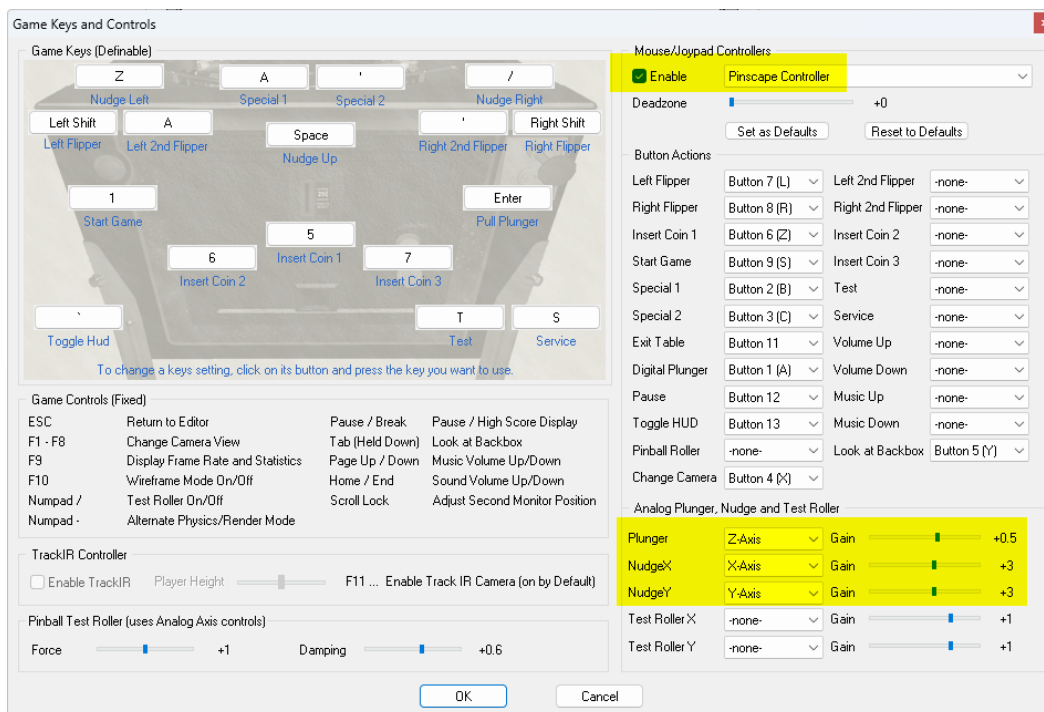


Accelerometer/Analog Plunger configuration

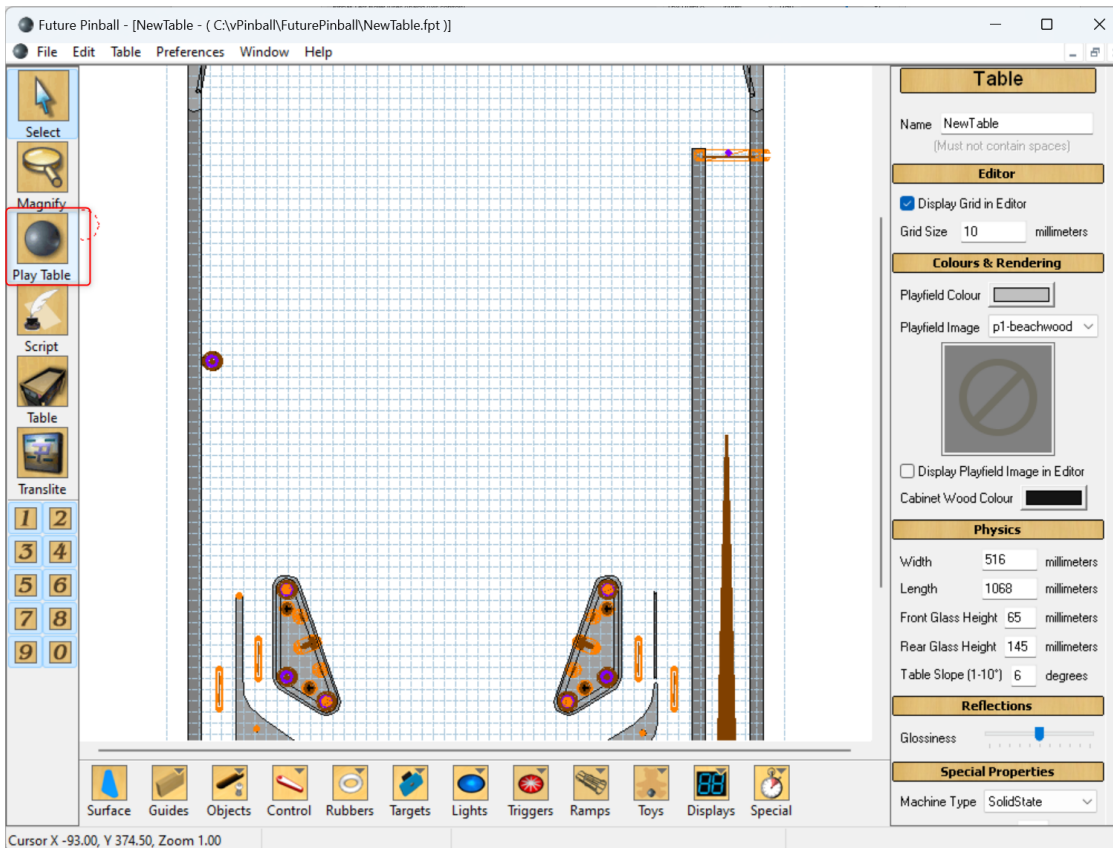
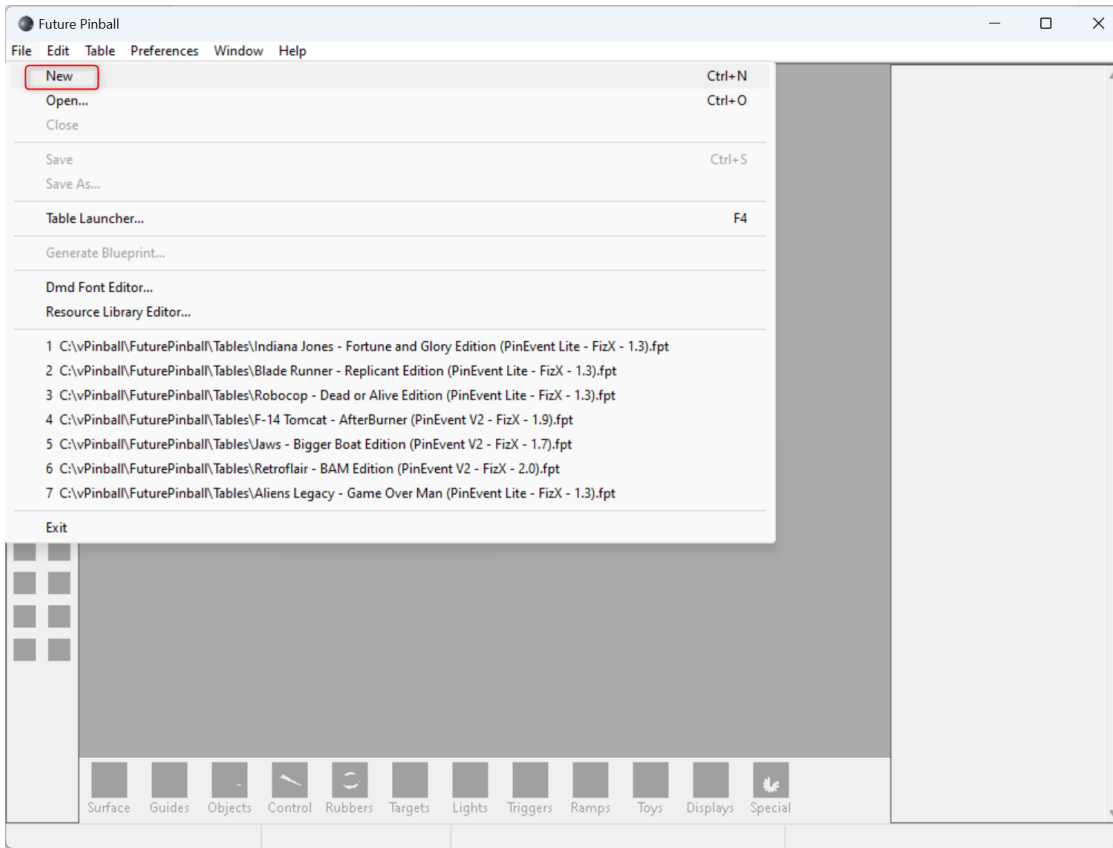
Open Registry Editor and modify following regkeys:



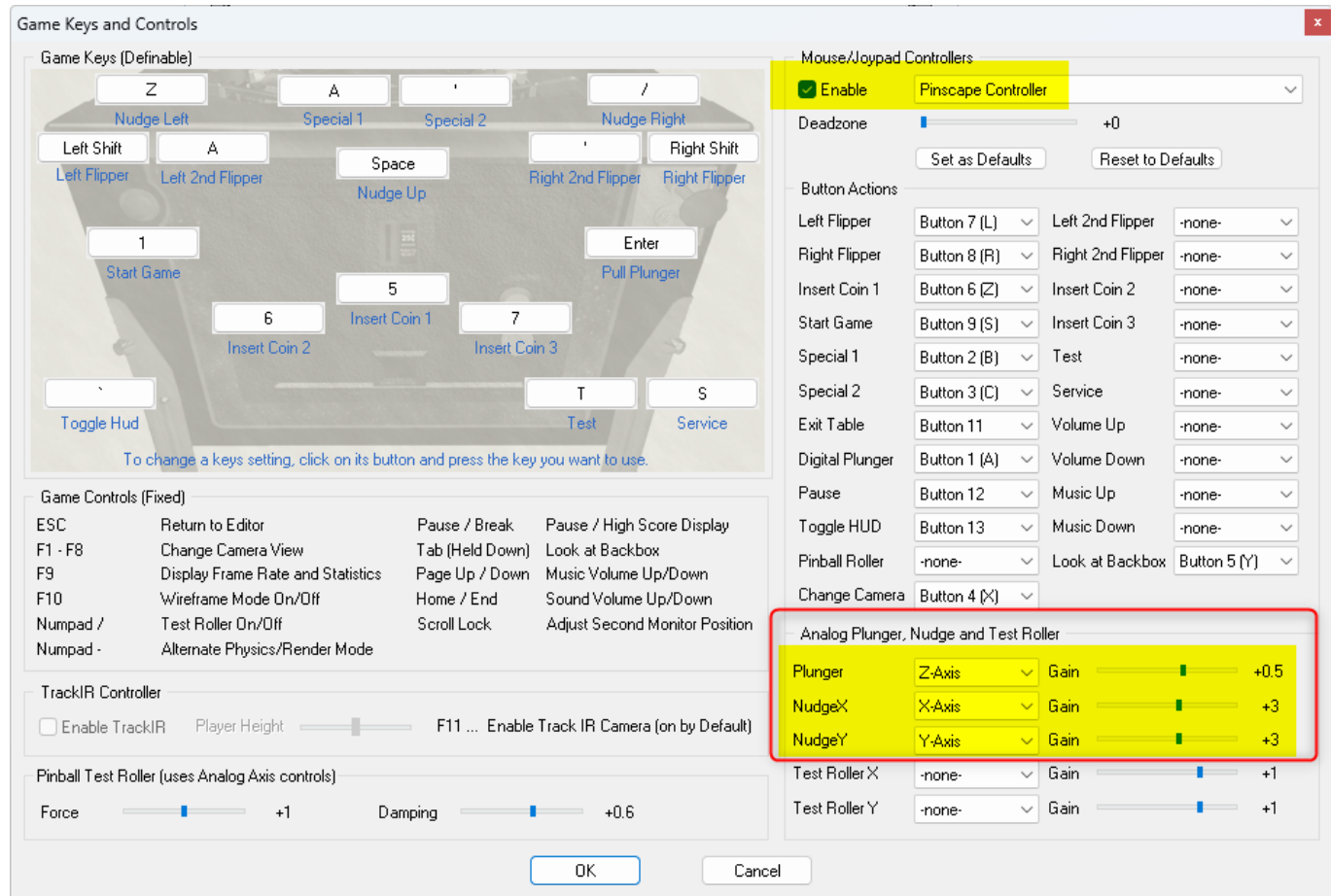
Now configure highlighted settings as in following pic to enable analog plunger and nudging:



IMPORTANT NOTE: Only few FP tables support analog plunger. To test it create a new FP Table and play it:

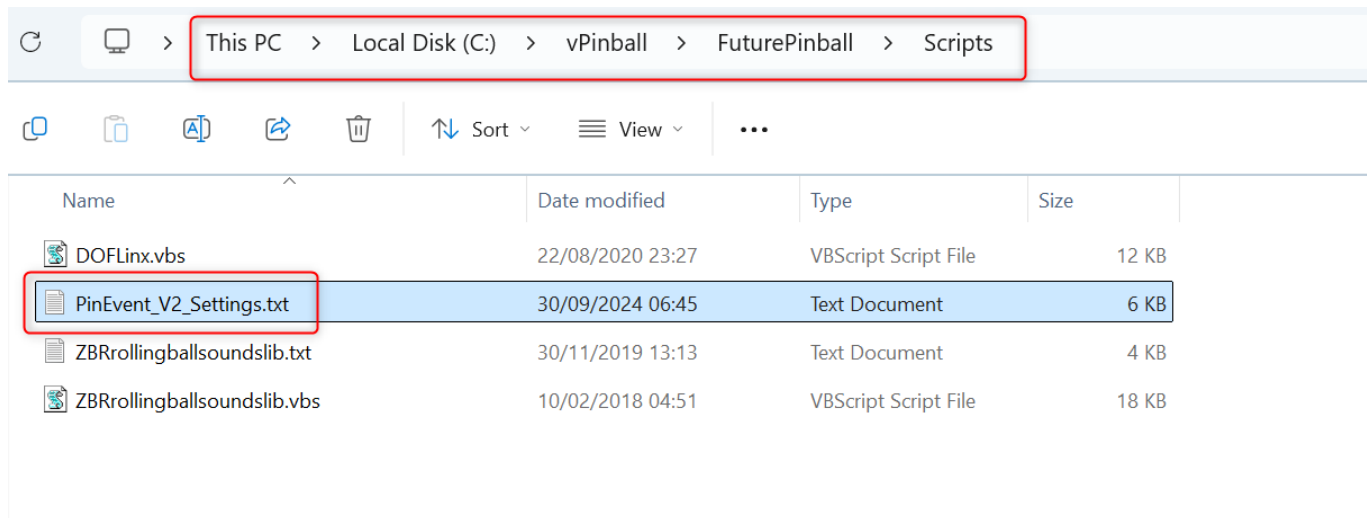


You can now test if analog plunger is working correctly and adjust plunger/nudging parameters in **Game/Keys and Controls** preferences:



DOF Configuration (refer to [5 - PinEvent V2 Guide](#))

Edit **PinEvent_V2_Settings.txt** file and modify highlighted text:



```
'##### DOF, PUP DMD, PUP SFF - Settings #####

' Change each setting to true for the features you want to use, and for each mode you play in.

'***** Desktop Settings *****

if xBAM.Camera.Mode = 0 then
    DOF_enabled = true
    PUP_DMD_enabled = false
    PUP_SSF_enabled = false
End if

'***** Cabinet Settings *****

if xBAM.Camera.Mode = 1 then
    DOF_enabled = true
    PUP_DMD_enabled = true
    PUP_SSF_enabled = true
End if

'***** VR Settings *****

if xBAM.Camera.Mode = 2 then
    DOF_enabled = true
    PUP_DMD_enabled = false
    PUP_SSF_enabled = false
End if
```

```
'##### NIGHT MODE #####  
  
' When Night Mode is toggled, the DOF noise makers (solenoids, etc) are disabled.  
  
' - Set what key you will use to toggle Night mode  
' - Consult the Future Pinball manual to know what the keycodes are. Example: 36 = J key  
' - Night Mode Options are: 1 = Future Pinball Sound 2 = PUP SSF Sound
```

```
NightMode_Key_enabled = true  
NightMode_Key = 36  
NightMode_Option = 1
```

```
'##### DOF Settings #####  
  
' Set what will be used for DOF (Direct Output Framework) mechanical feedback for pinball cabinets.
```

```
Flipper_DOF_enabled = true  
Slingshot_DOF_enabled = true  
Bumper_DOF_enabled = true  
Solenoid_DOF_enabled = true  
DropTarget_DOF_enabled = true  
DropTargetReset_DOF_enabled = true  
Target_DOF_enabled = true  
Knocker_DOF_enabled = true  
Chime_DOF_enabled = true  
Bell_DOF_enabled = true  
Shaker_DOF_enabled = true  
Gear_DOF_enabled = true  
Fan_DOF_enabled = true
```

Congratulations! If you followed setup guides and these instructions, you should now be able to play Future Pinball with VirtuaTilt with DOF, nudging and analog plunger.