

VIRTUATILT – ZACCARIA PINBALL SETUP

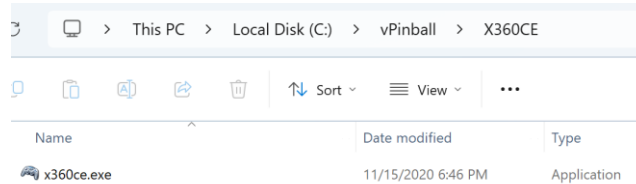
Following some basic instructions to have your VirtuaTilt up and running with Zaccaria Pinball.

NOTE: Zaccaria Pinball do not support DOFLinx, so you cannot have feedback from VirtuaTilt's solenoids and shaker motor.

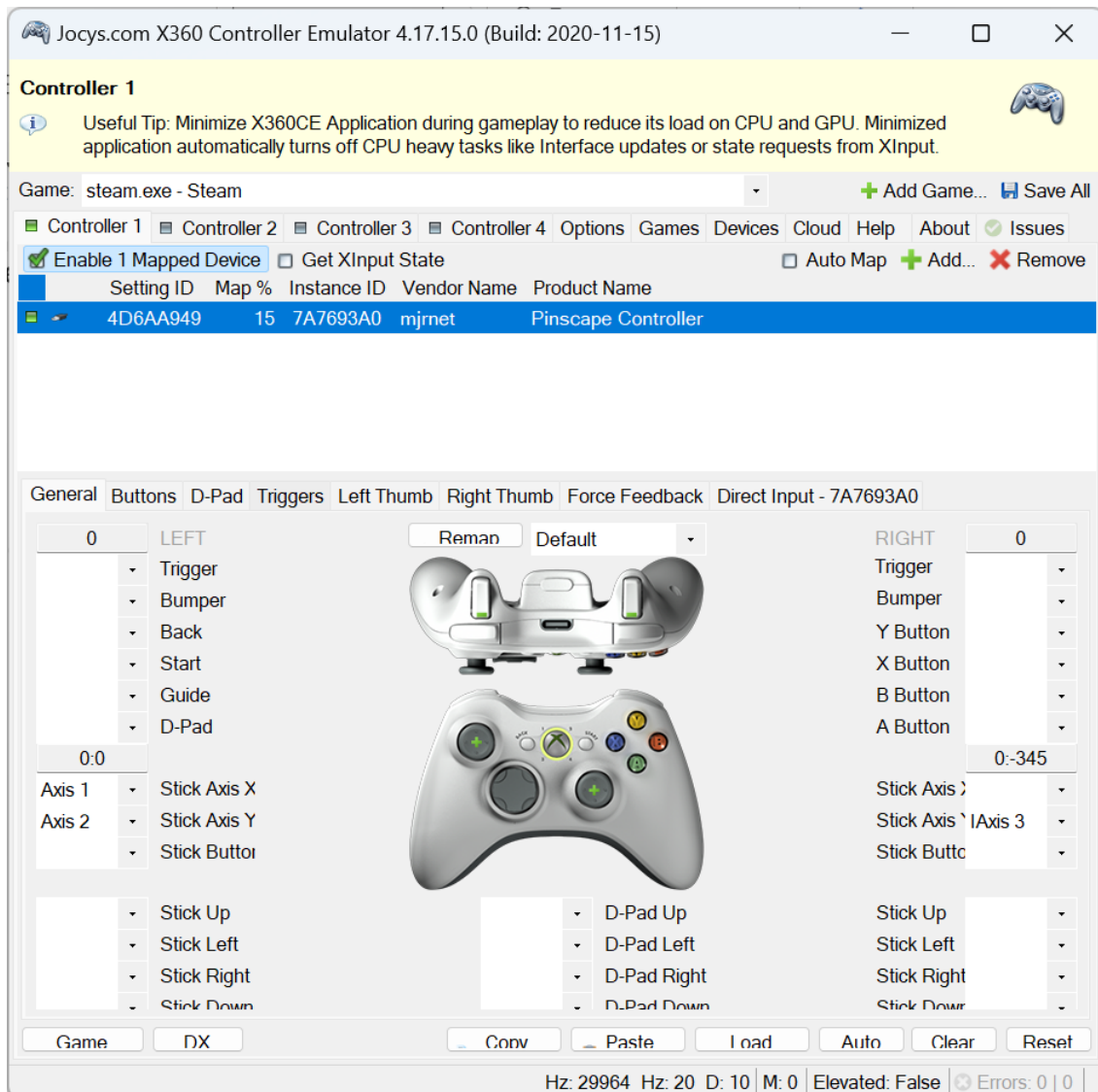
Accelerometer/Analog Plunger configuration

Zaccaria Pinball do not support analog plunger natively. 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**



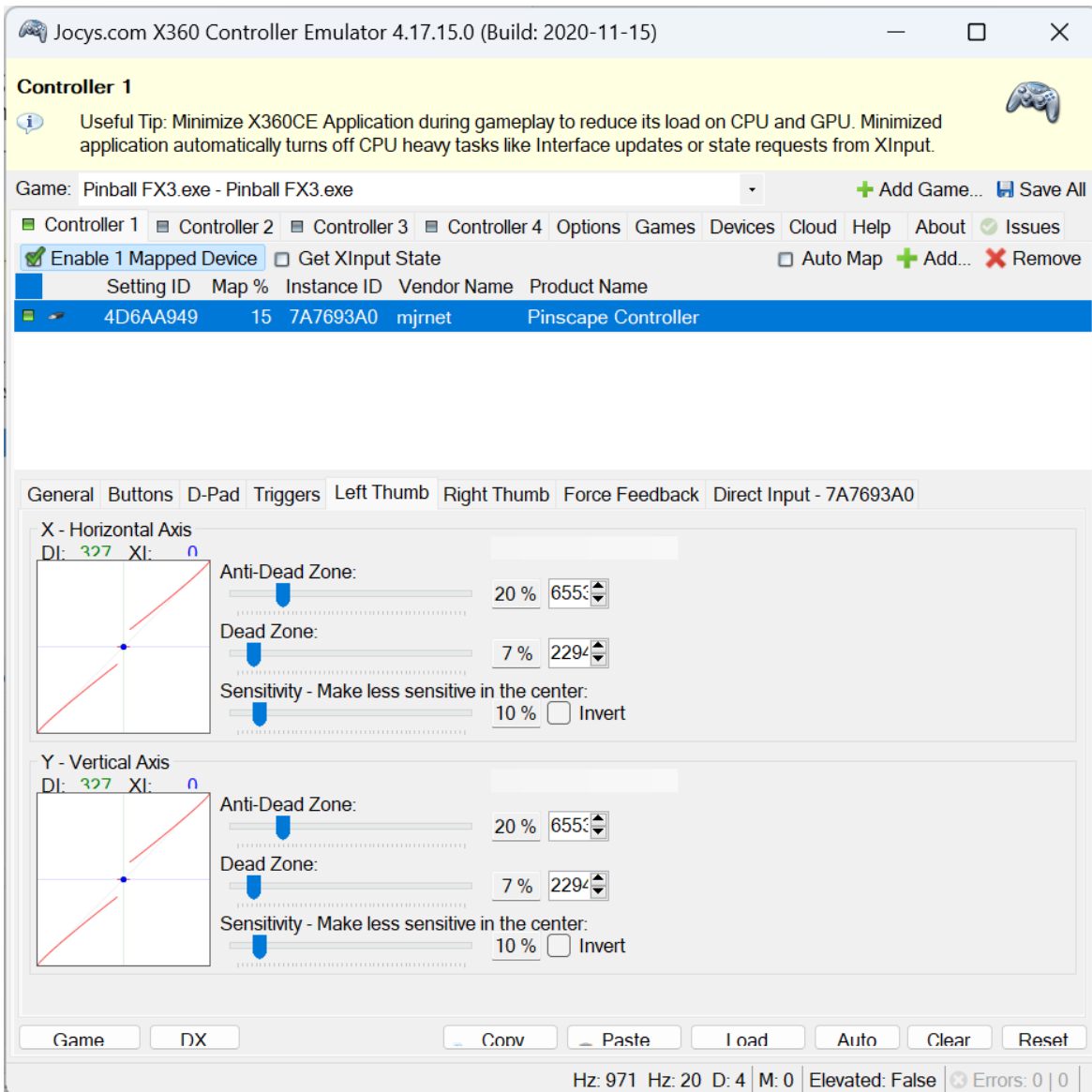
Click on **Add Game** and add **Steam.exe** game at **C:\Program Files (x86)\Steam**



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:



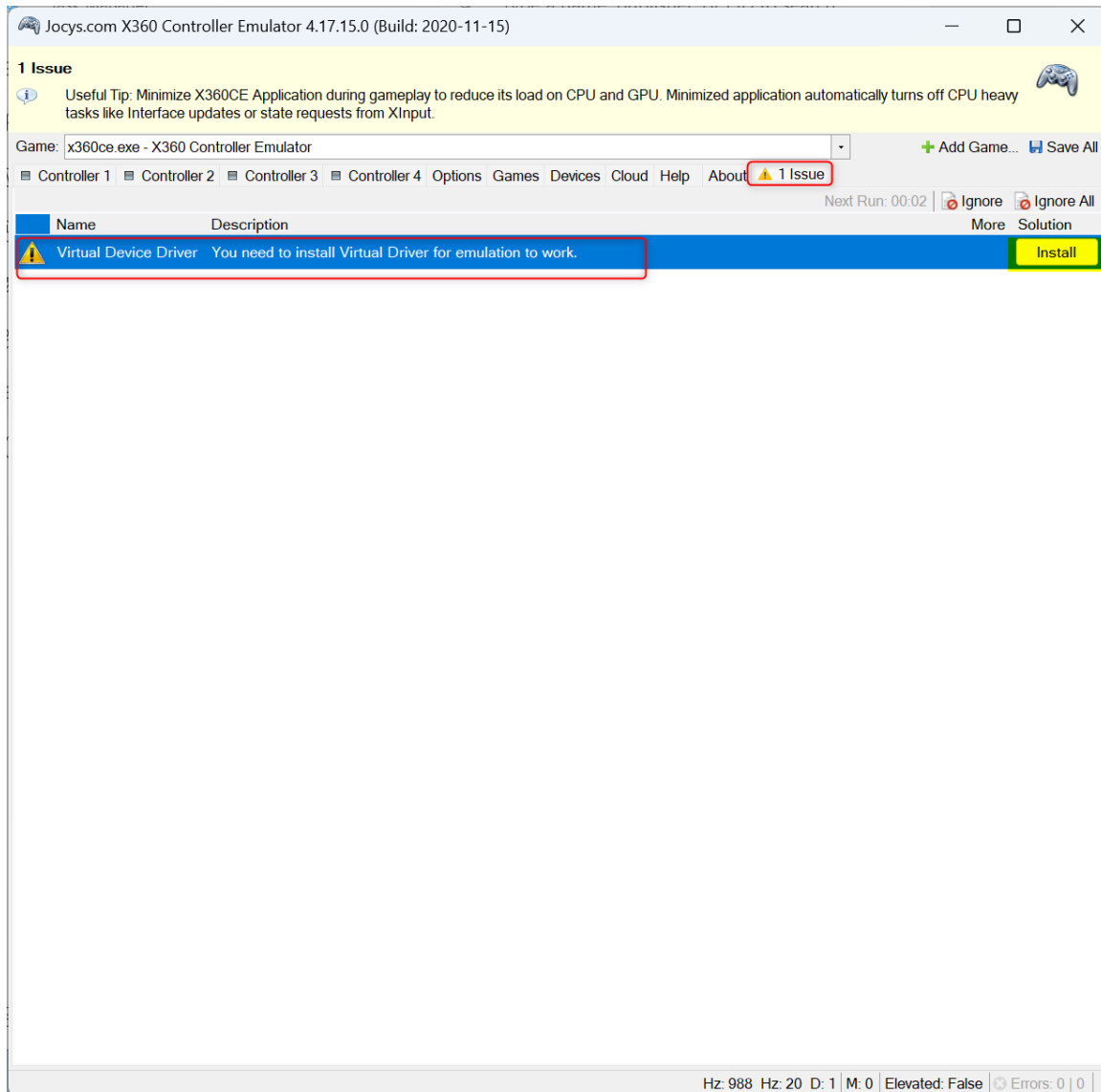
On the **Options** tab, uncheck the box "Allow only one copy of Application at a time". This can sometimes cause x360ce to not reopen when tables have been open/closed a few times, even though the old process has been killed.

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.

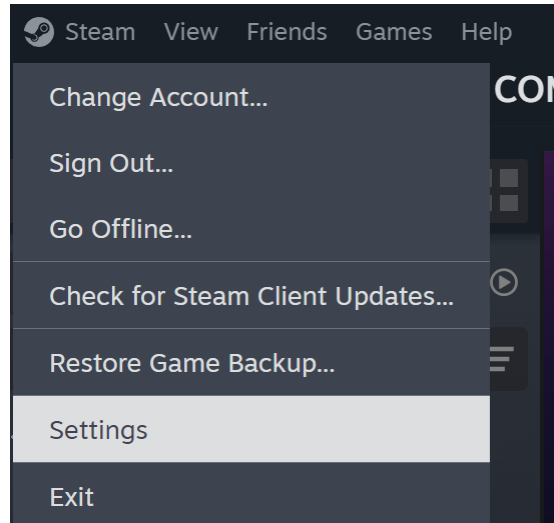
If you have **1 issue** in x360ce tabs, you have to instalirtual Device Drivers:



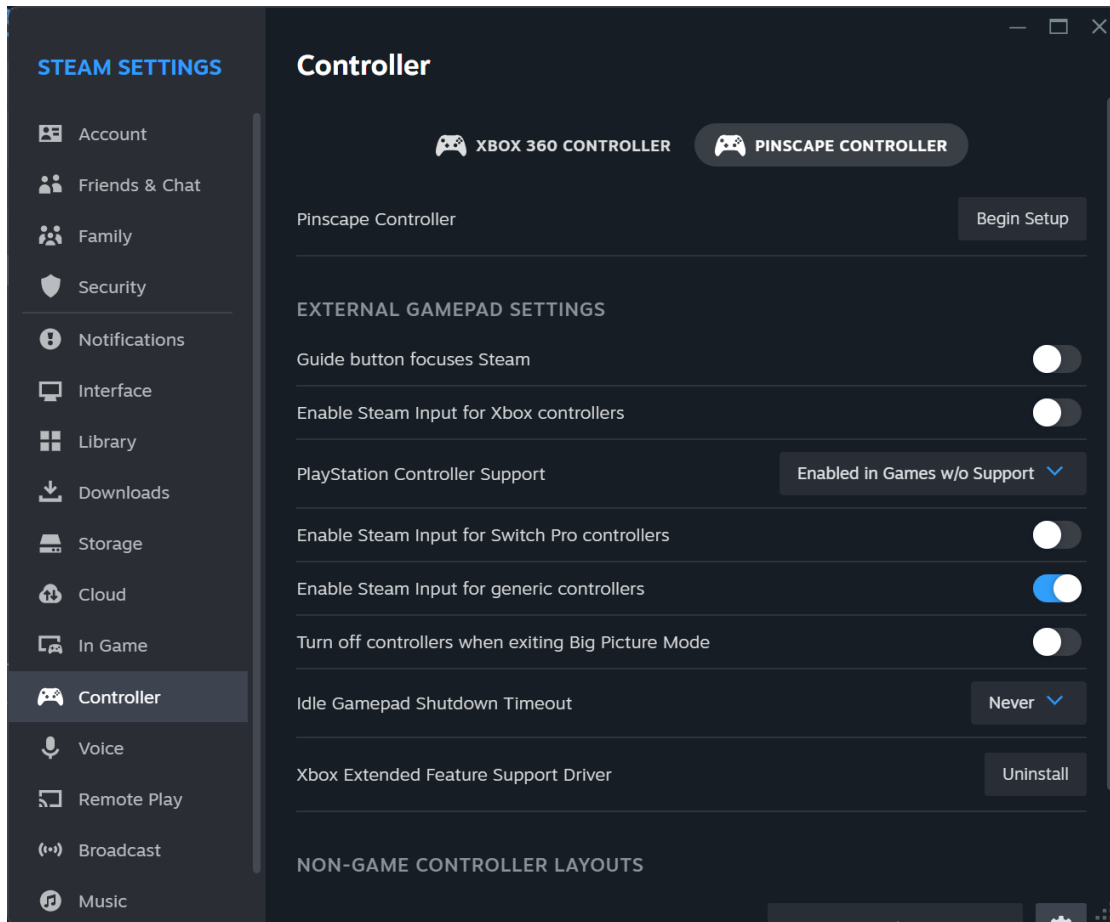
Click on **Install** button and reboot the machine.

Restart x360ce to check if the issue is gone.

Start **Steam** and go to Steam Settings → Controller



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



Now Start Pinball FX3 and have fun. If everything was setup correctly you should be able to use analog plunger, nudging and feedback devices.

