

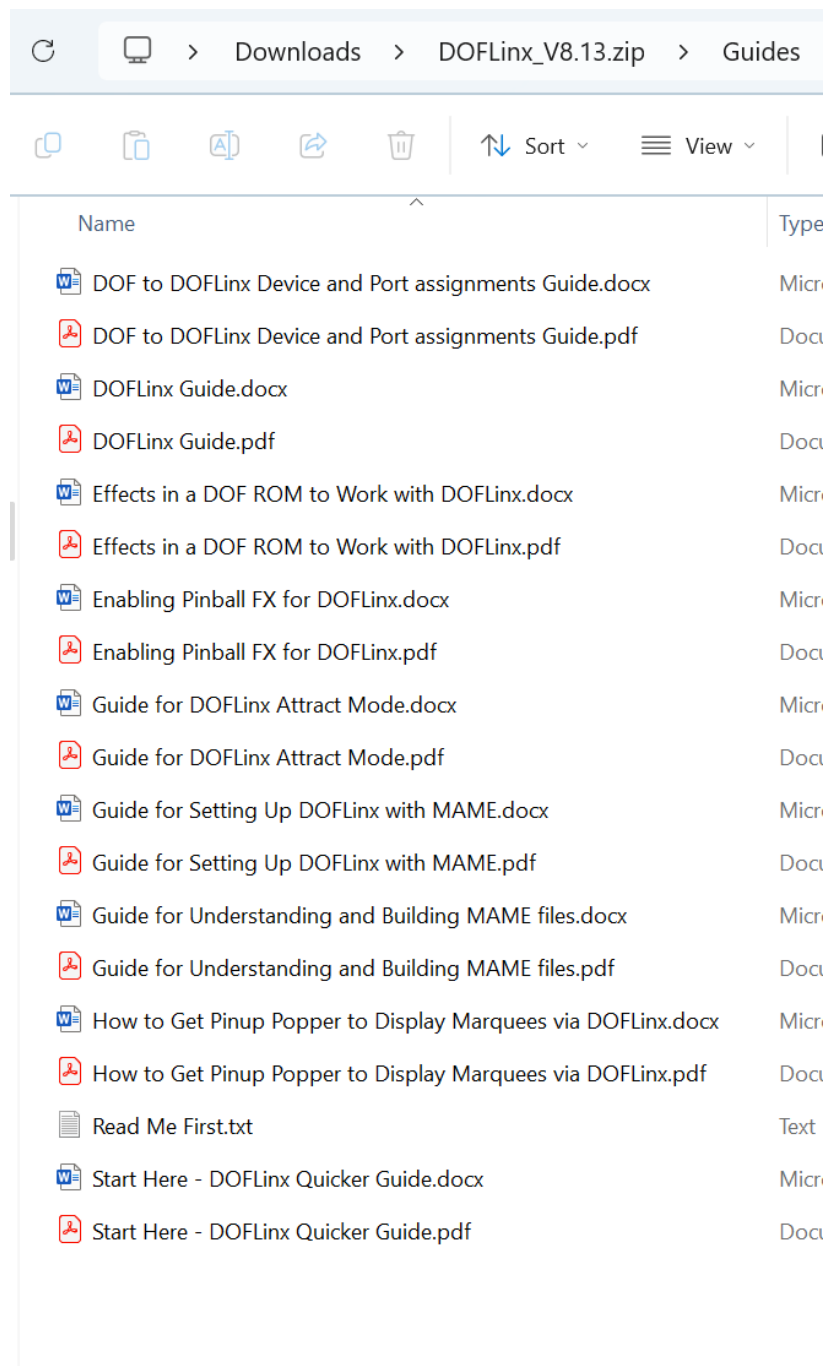
VIRTUATILT – PINBALL FX3 SETUP

Following some basic instructions to have your VirtuaTilt up and running with Pinball FX3.

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)

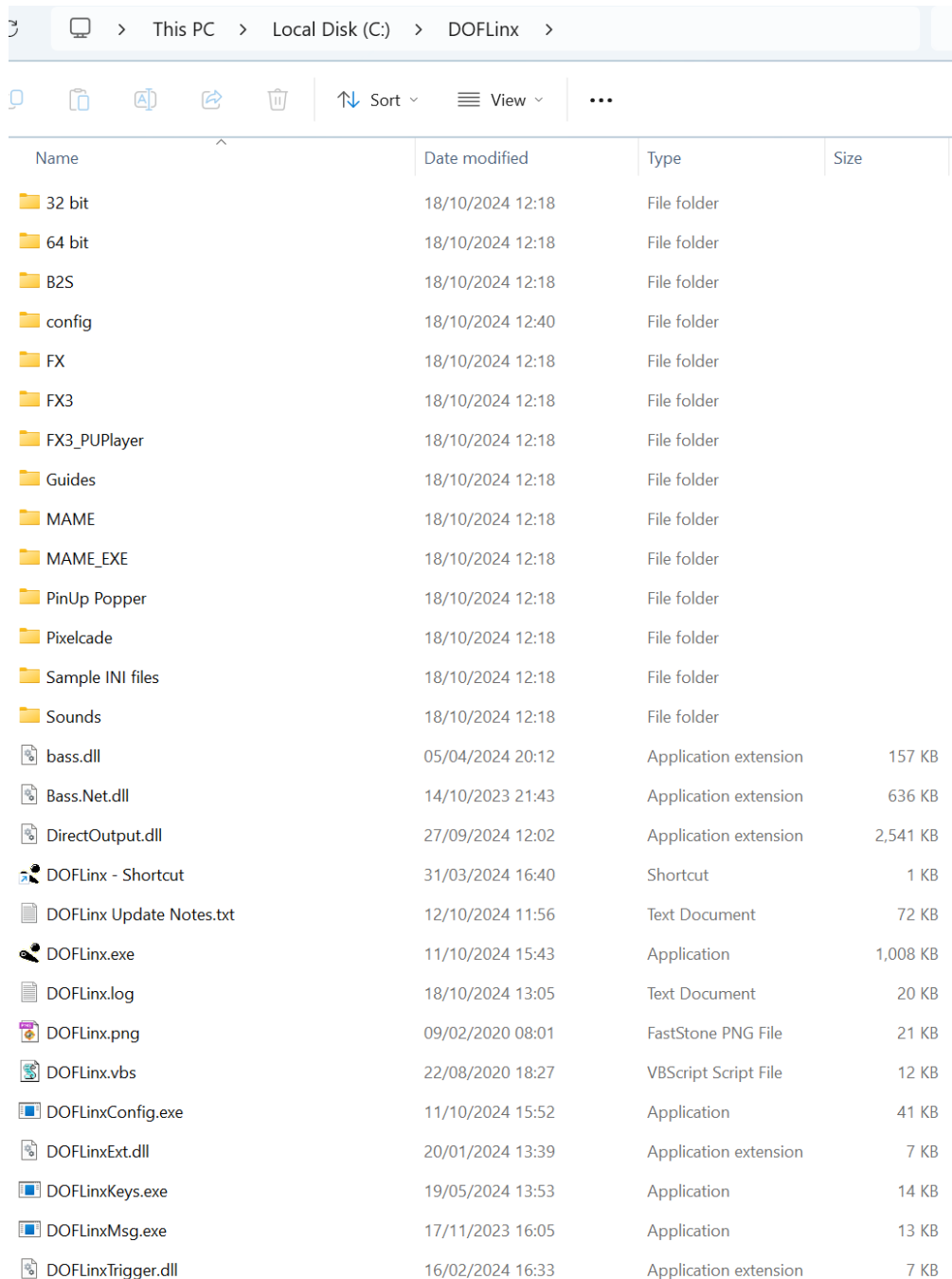
Please always refer to official DOFLinx guides available in the downloaded package:



DOFLinx Setup

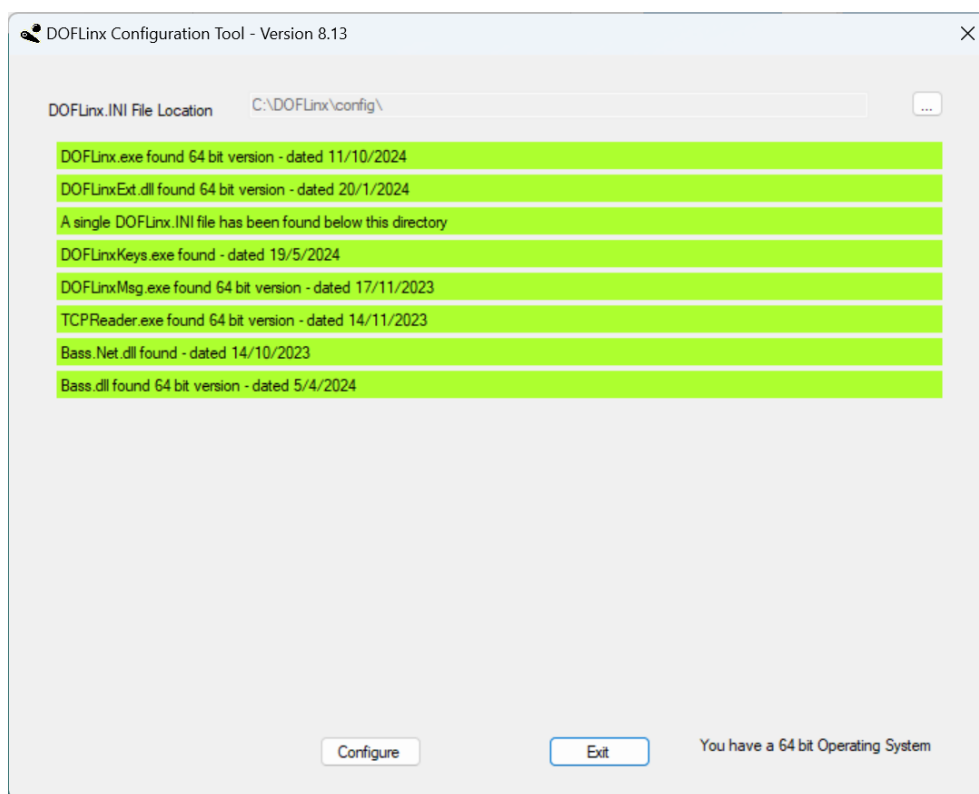
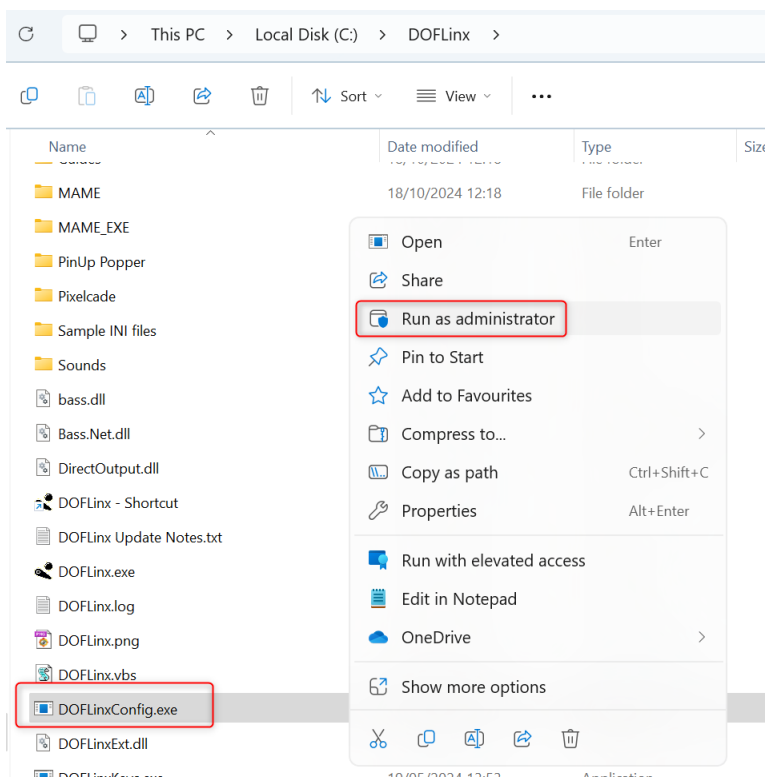
PREREQUISITES: B2S Server already installed <https://github.com/vpinball/b2s-backglass/releases> and DirectOutput configured (have a look at [VirtuaTiltSetup_v1.X.pdf](#) guide)

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

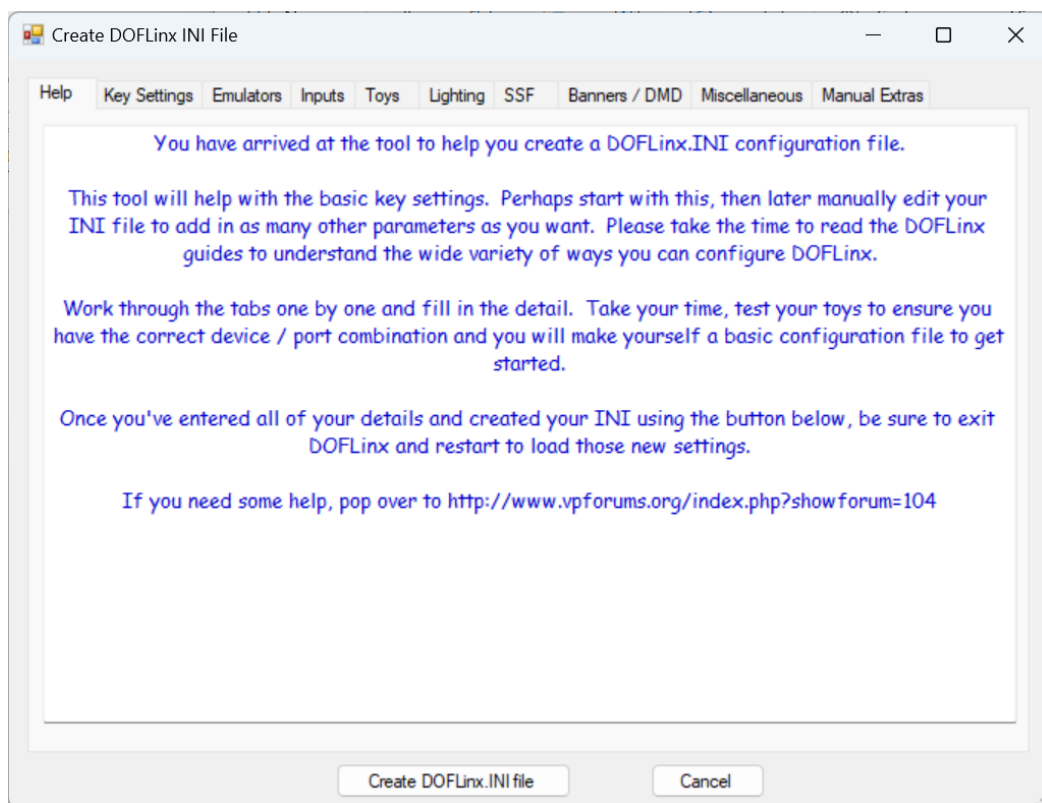


Name	Date modified	Type	Size
32 bit	18/10/2024 12:18	File folder	
64 bit	18/10/2024 12:18	File folder	
B2S	18/10/2024 12:18	File folder	
config	18/10/2024 12:40	File folder	
FX	18/10/2024 12:18	File folder	
FX3	18/10/2024 12:18	File folder	
FX3_PUPlayer	18/10/2024 12:18	File folder	
Guides	18/10/2024 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

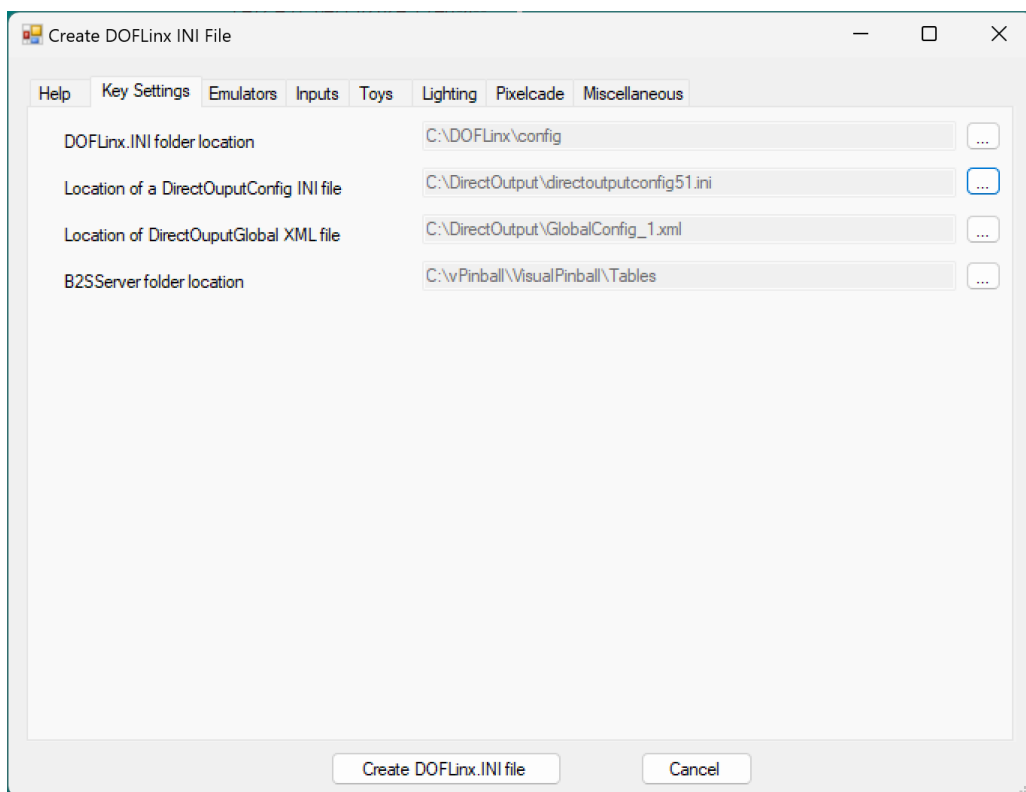
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

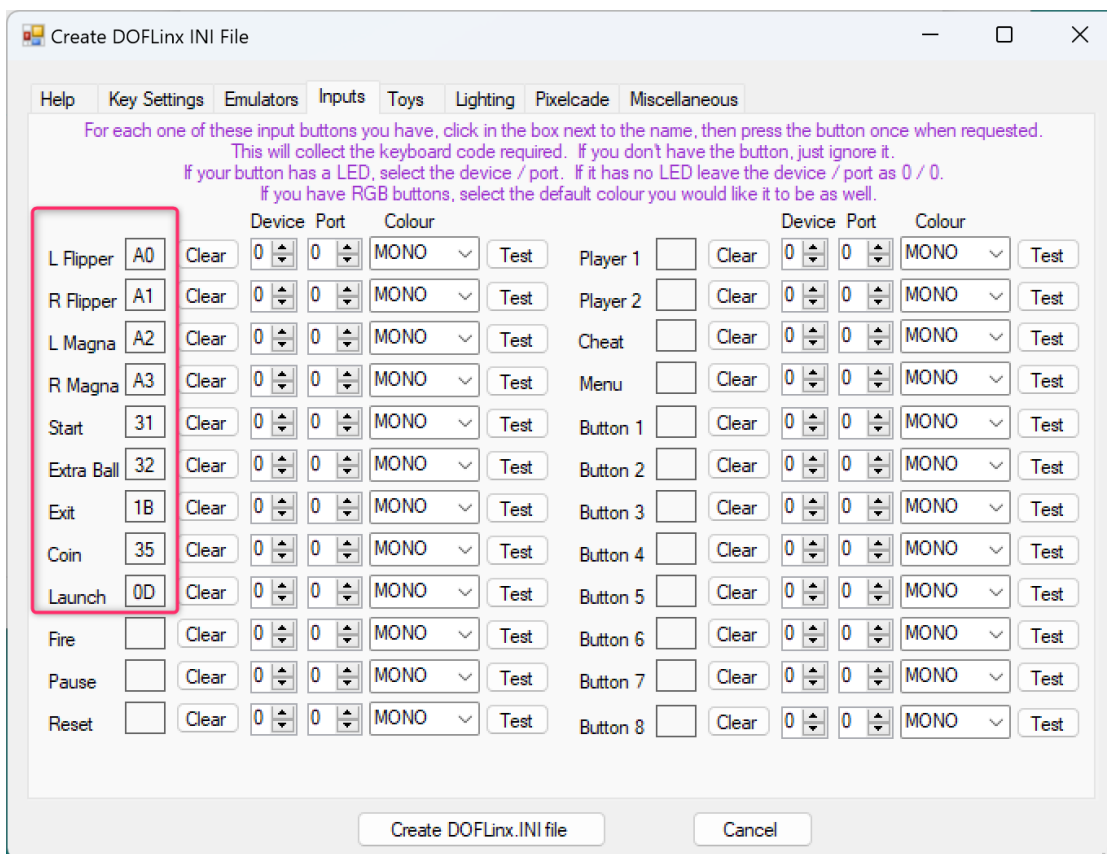
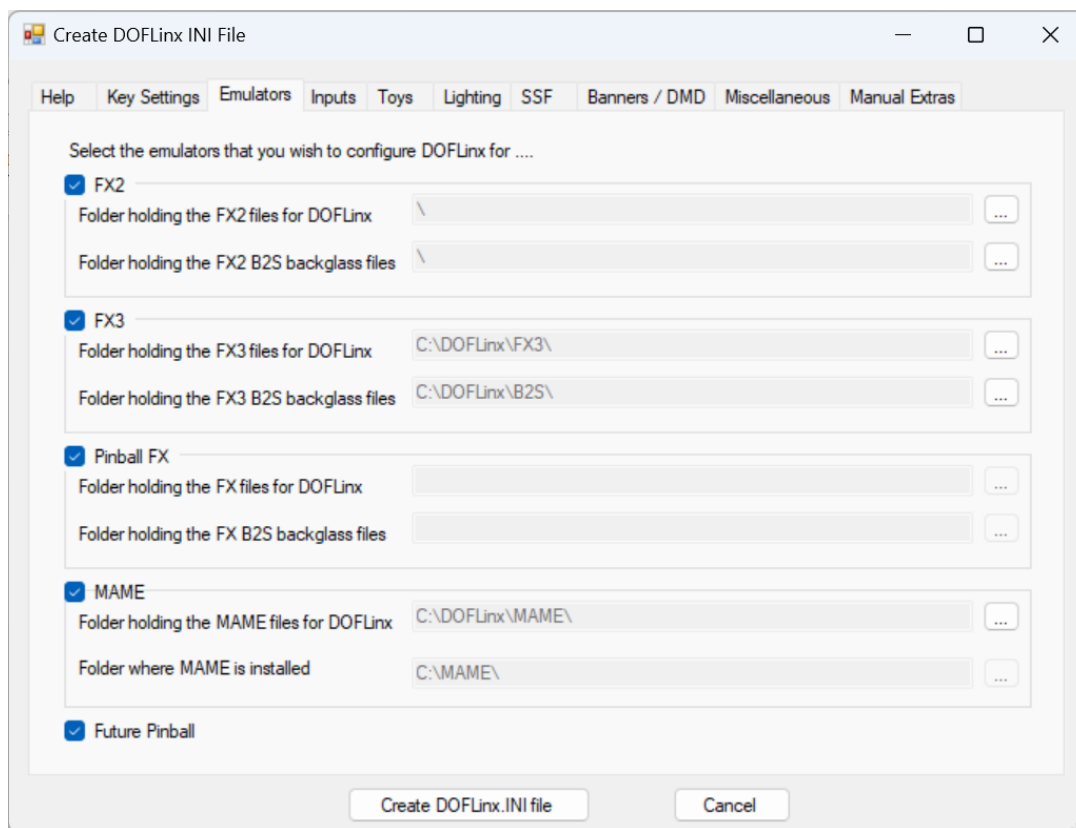


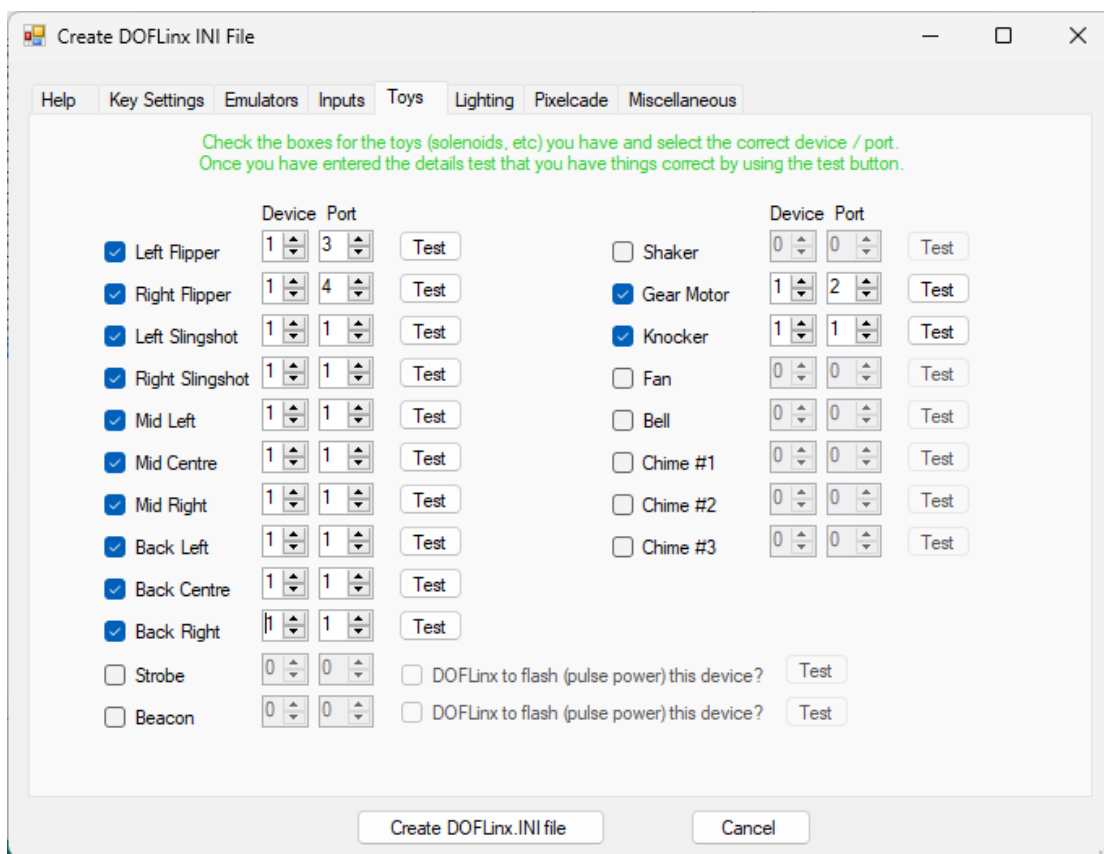
Click on **Configure** button and work through all of your settings:



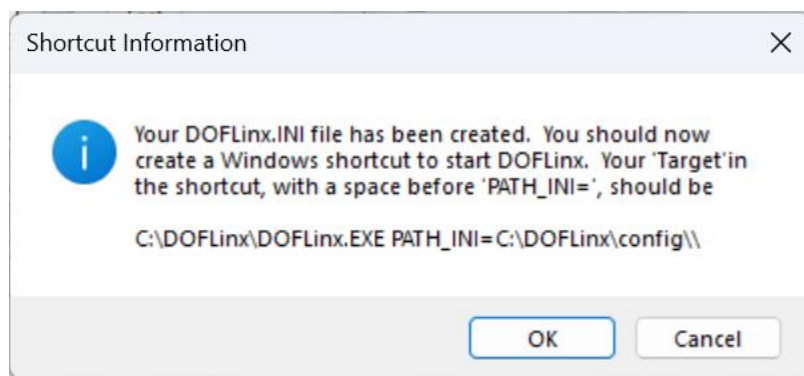
You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:



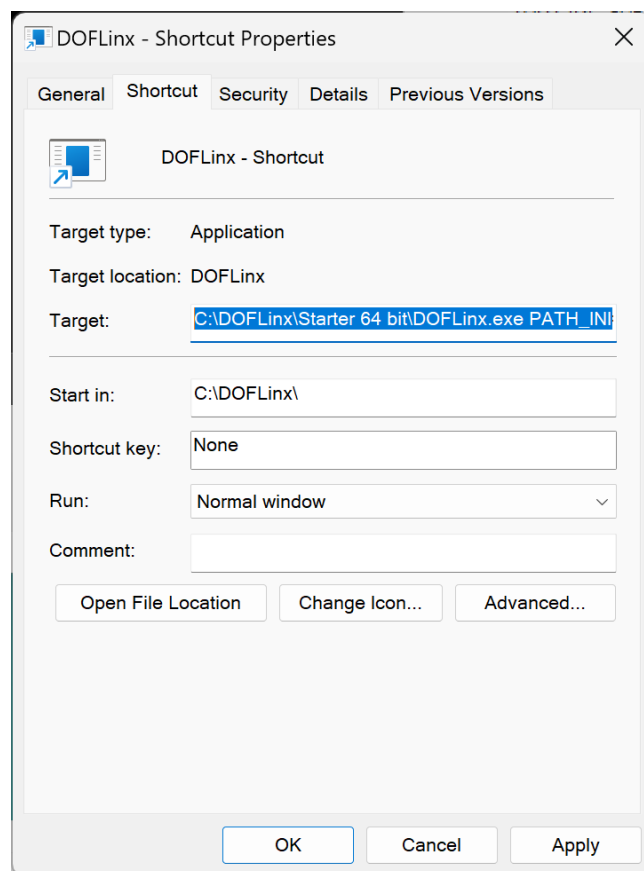
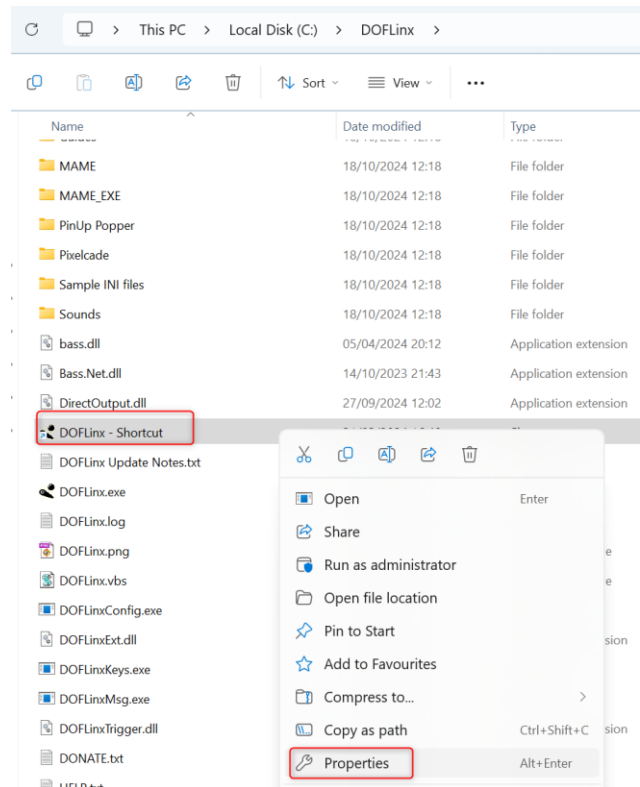




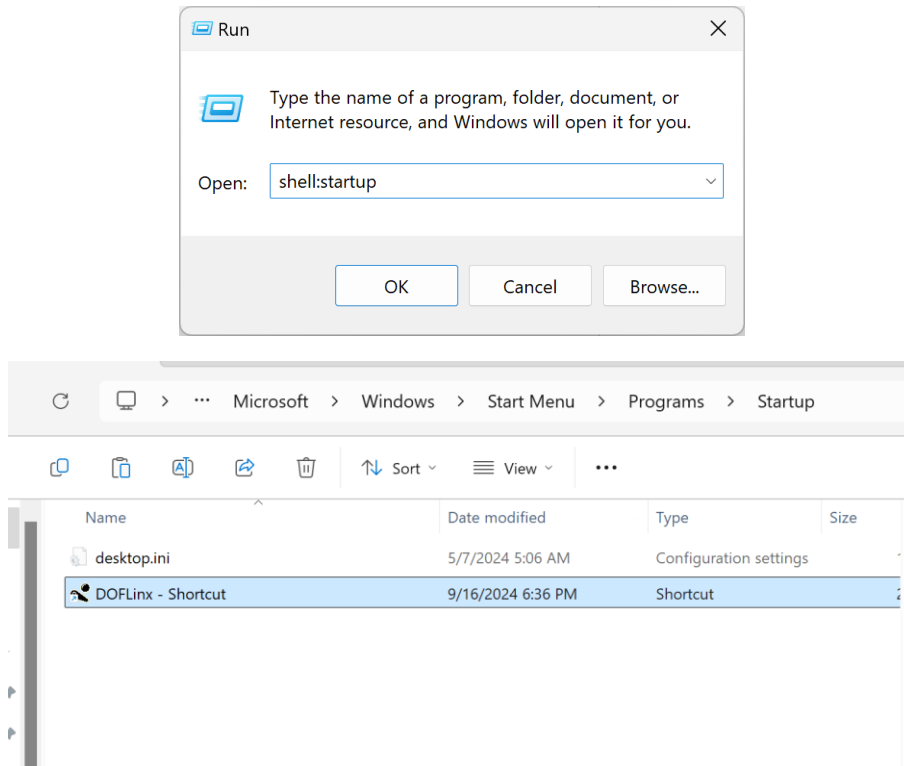
Click on **“Create DOFLinx .INI File”** when you’re done:



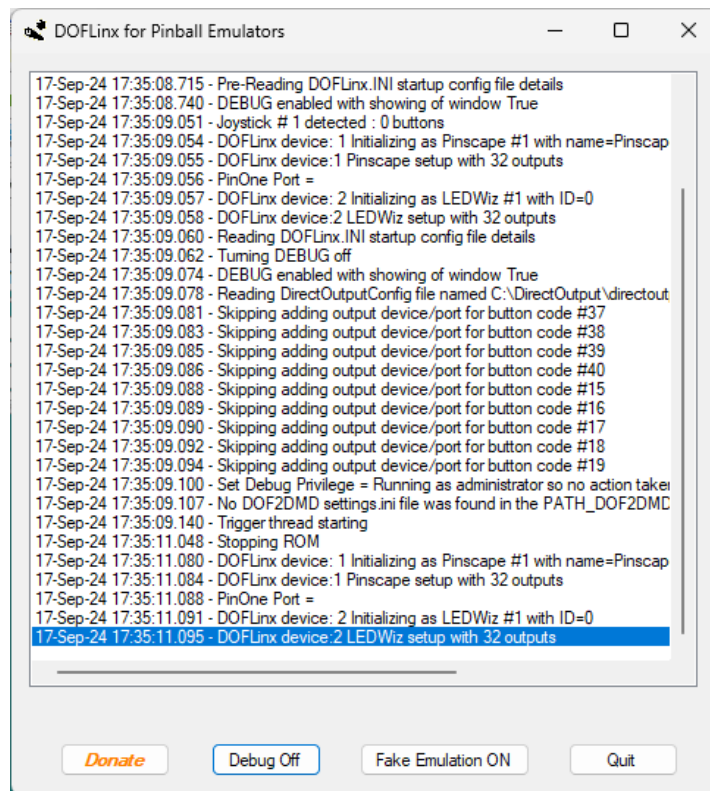
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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



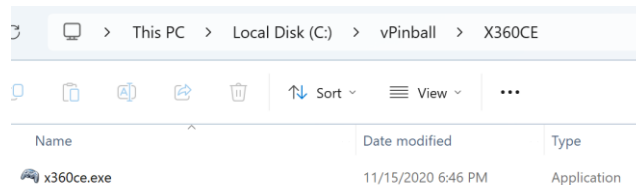
Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug log (launch DOFLinx - Shortcut to check):



Accelerometer/Analog Plunger configuration

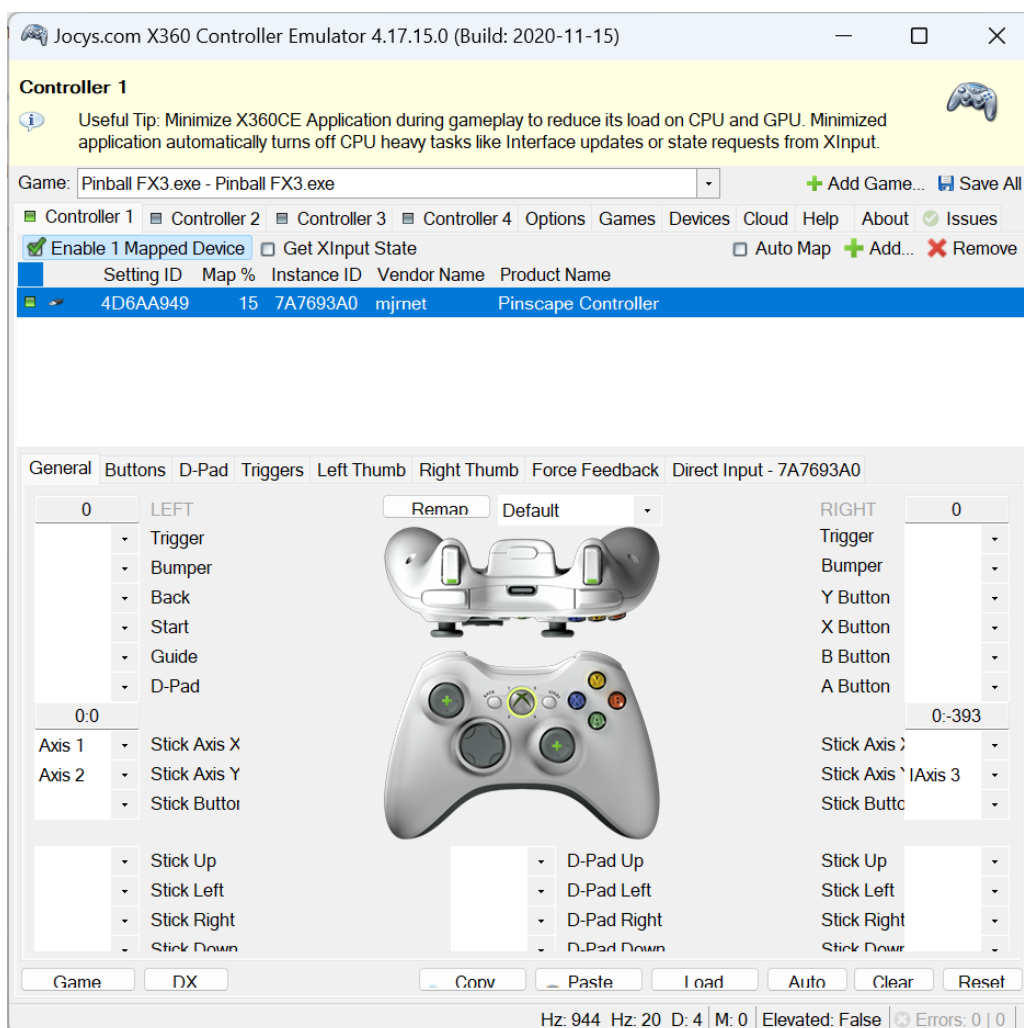
Pinball FX/FX3 emulators do not support analog plunger natively. In order to configure KL25Z accelerometer for nudge/tilt and VirtuaTilt analog plunger, you should download **X360CE** emulator from <https://www.x360ce.com/>

Unblock the zipfile, uncompress in a folder of your choice (es: C:\vPinball\X360CE\) and launch **x360ce.exe**



Click on **Add Game** and add the following game **C:\Program Files (x86)\Steam\steamapps\common\Pinball FX3\Pinball FX3.exe**

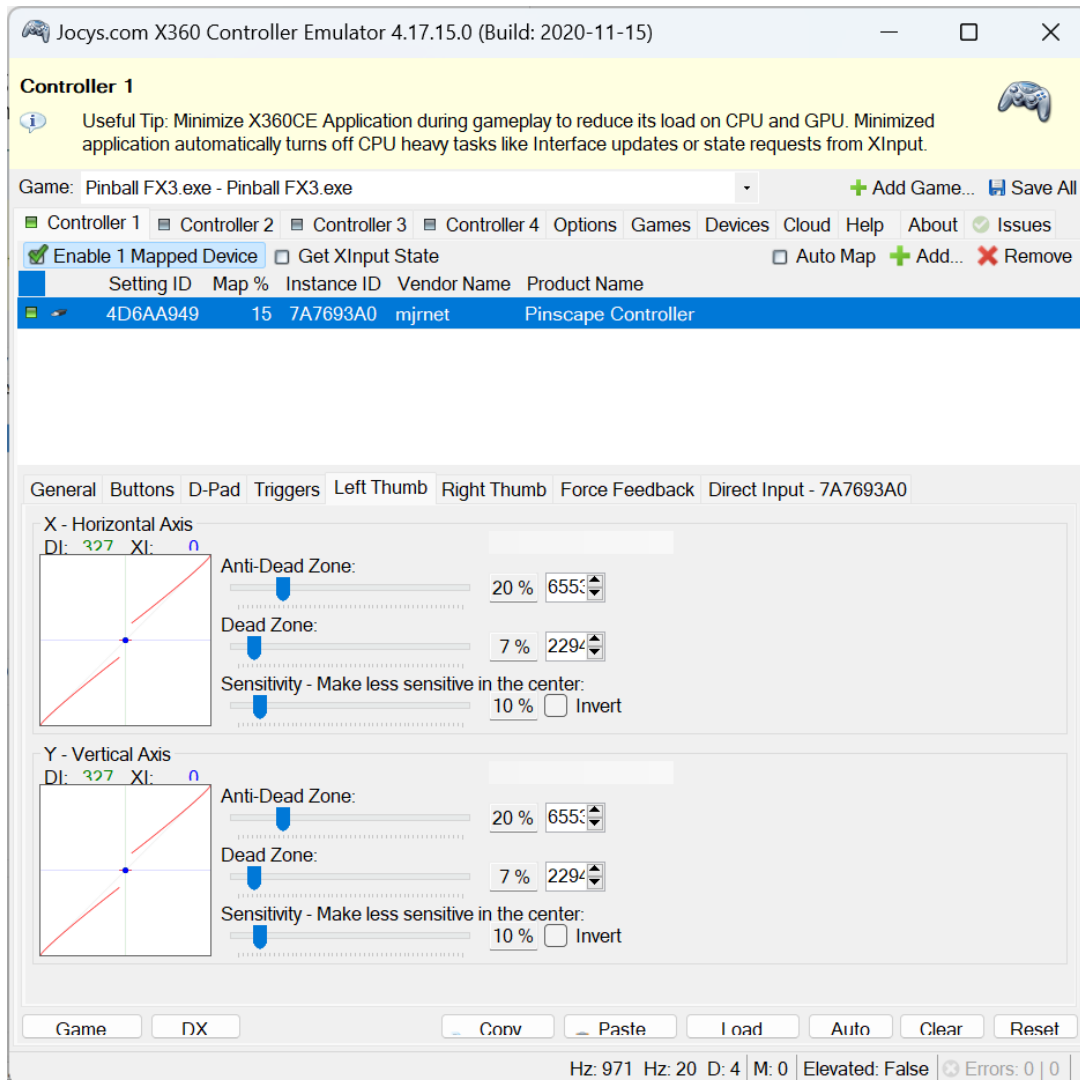
Add also **Steam.exe** game at **C:\Program Files (x86)\Steam**



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:



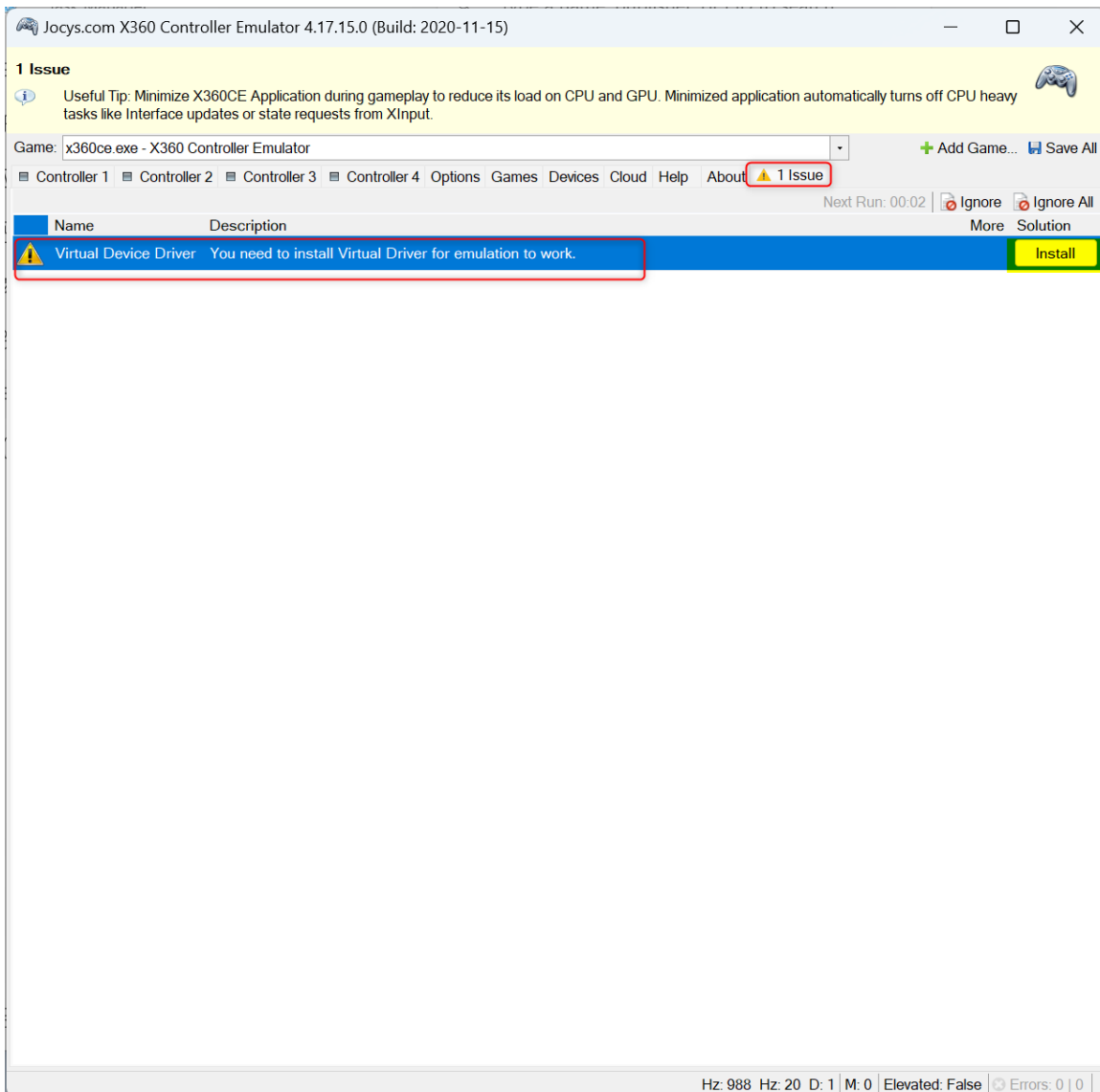
Click on **Save All** after you configured x360ce and leave it running in background.

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:

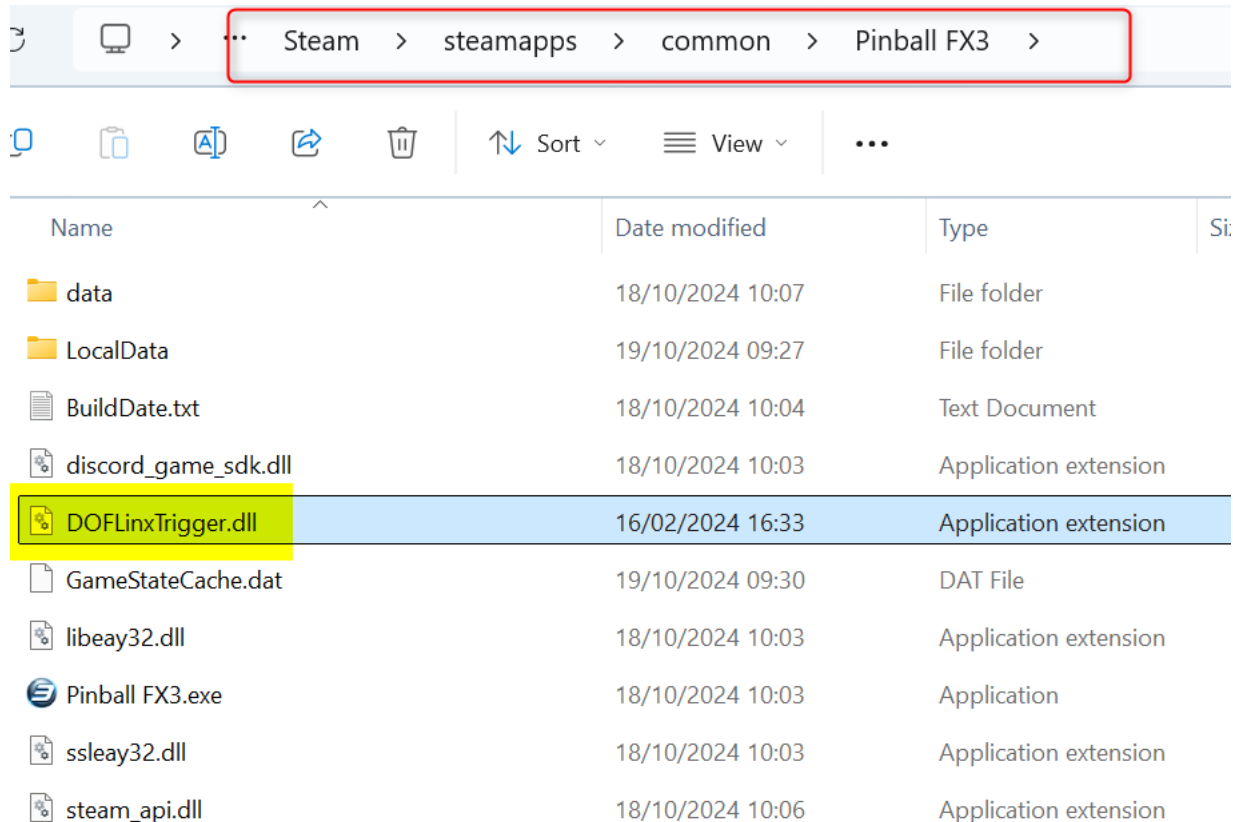


Click on **Install** button and reboot the machine.

Restart x360ce to check if the issue is gone.

Enabling Pinball FX3 for DOFLinx

Copy **DOFLinxTrigger.dll** from C:\DOFLinx to the same folder as Pinball FX3.exe (**C:\Program Files (x86)\Steam\steamapps\common\Pinball FX3**):

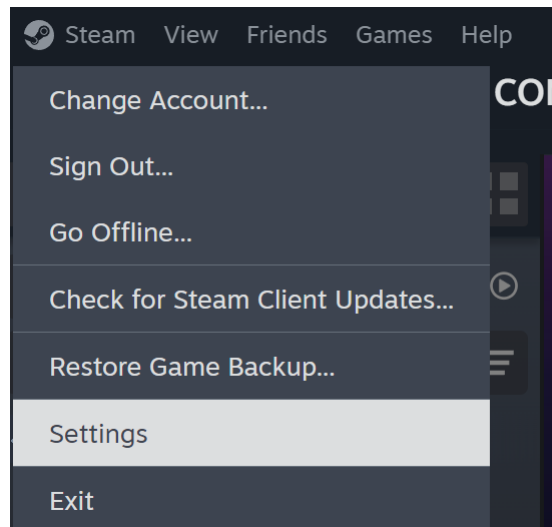


In DOFLinx.ini be sure to have the **PATH_FX3=** and **PATH_FX3_B2S=** parameters pointing to the place you put the FX3 files.

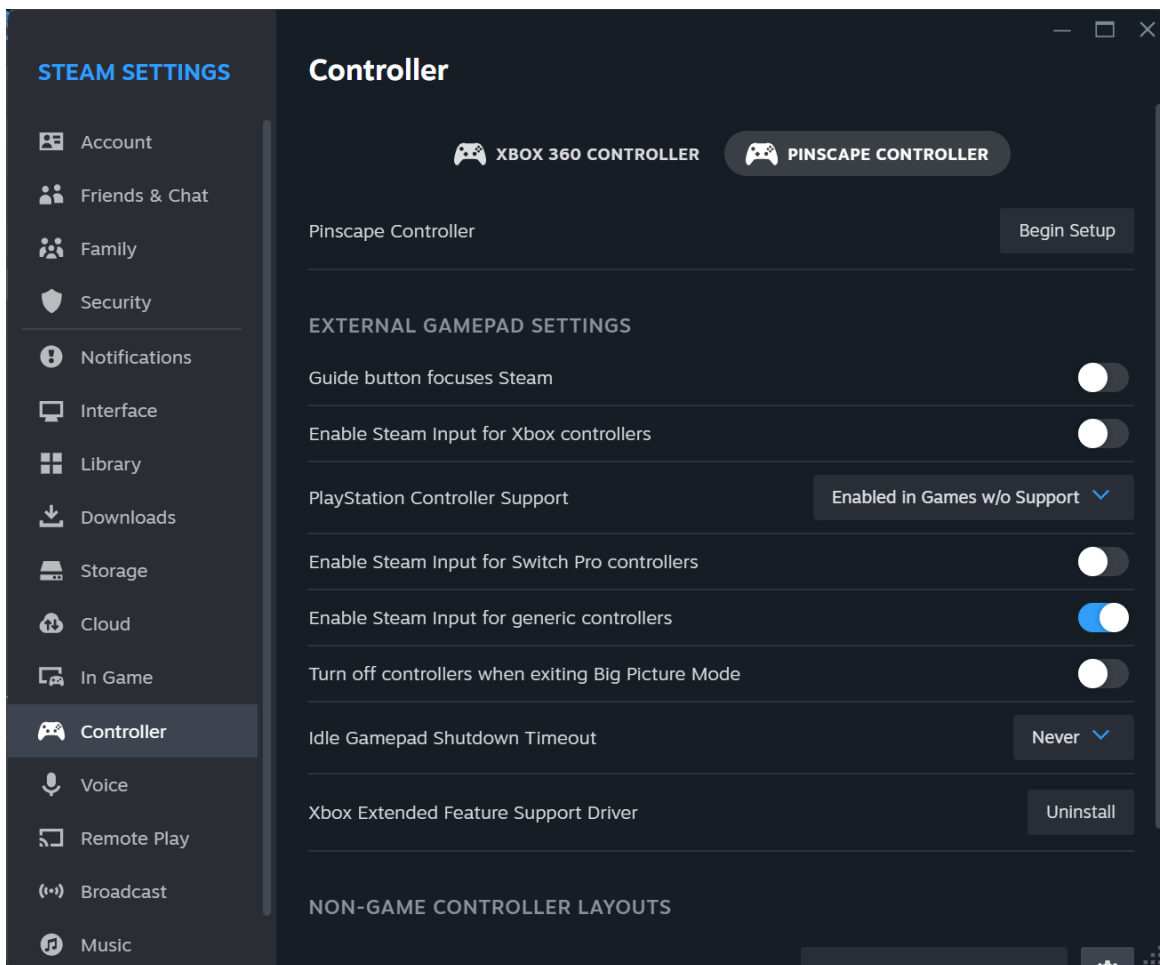
Make sure you have a **** on the end of the path, so **C:\DOFLinx\FX3**

Reboot the machine.

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



Disable everything under "External Gamepad Settings" with the exception 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.

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

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