

## VirtuaTilt – Infected Mushroom Pinball Setup

Following some basic instructions to have your new VirtuaTilt up and running with Infected Mushroom Pinball and its DOFLinx support (full feedback with 3 solenoids and shaker motor!).

**NOTE: The new upgraded VirtuaTilt allows you to enjoy feedback from flipper's solenoids and shaker motor even without DOFLinx configured! If you don't want to mess with DOFLinx configuration, go straight to section “Configure Infected Mushroom Pinball without DOFLinx”**

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

**NOTE: Latest DOFLinx is required for Infected Mushroom Pinball.**

**Please always refer to official DOFLinx guides available at:**

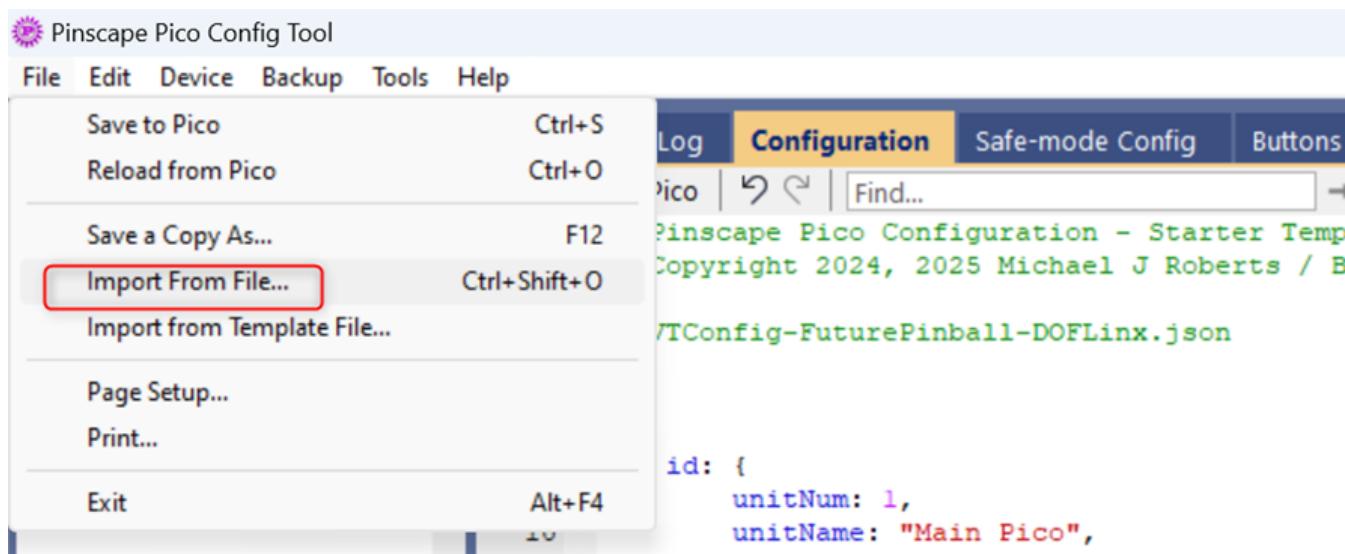
<https://doflinx.github.io/docs/>

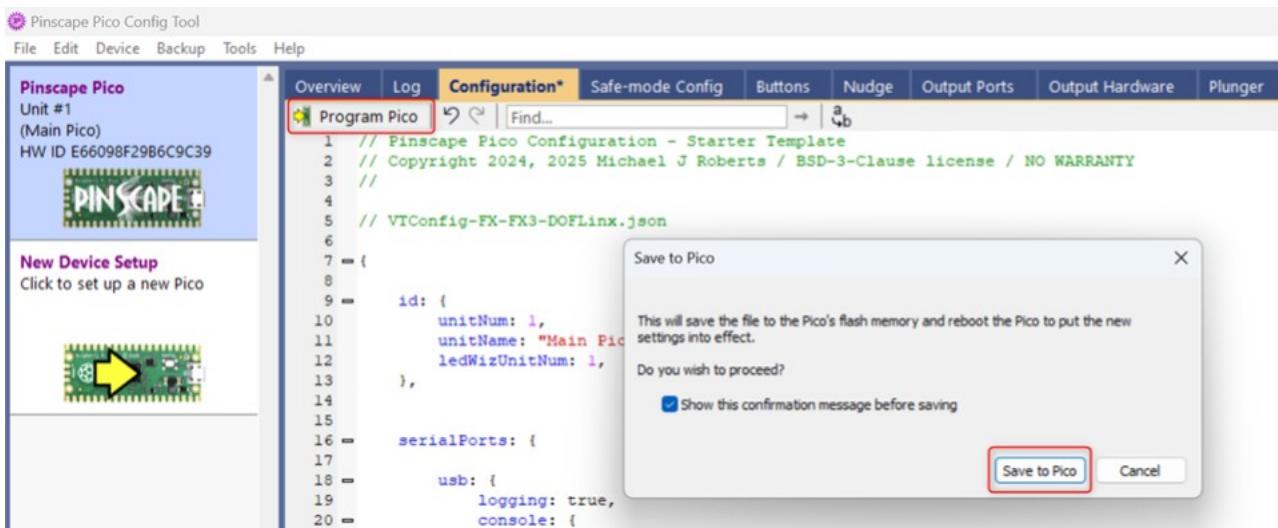
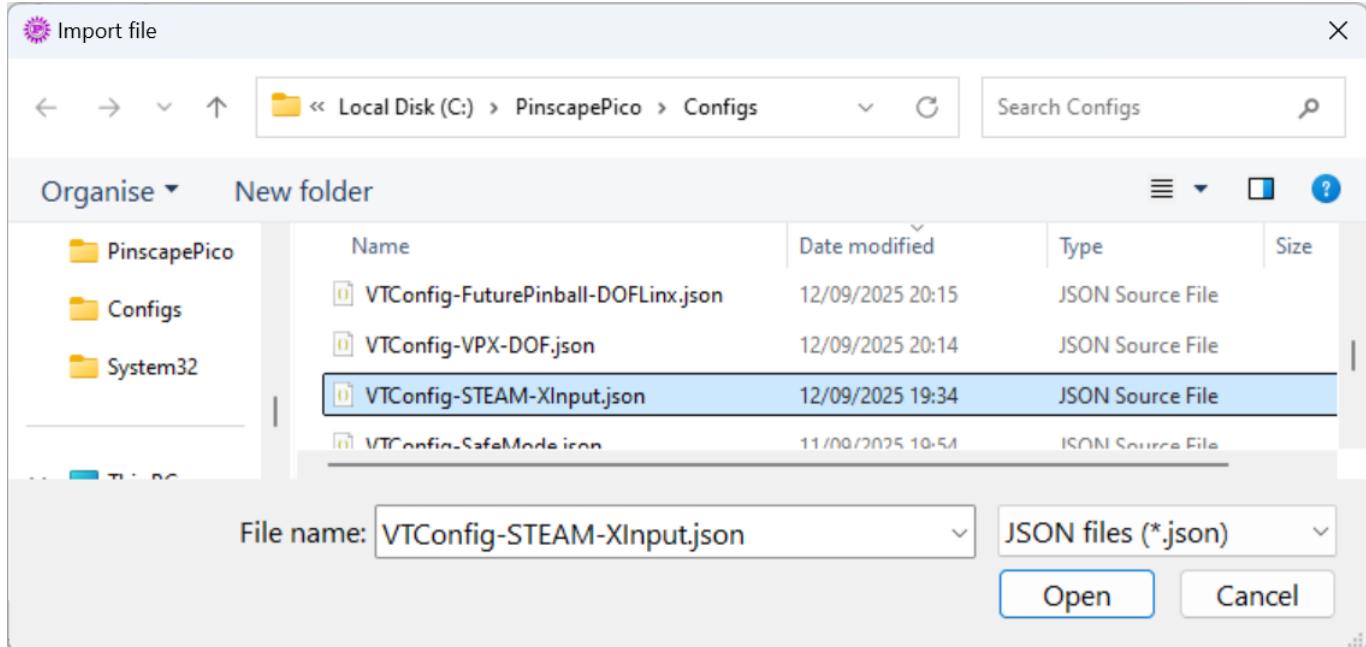
[https://doflinx.github.io/docs/getting-started/08\\_PinballM.html](https://doflinx.github.io/docs/getting-started/08_PinballM.html)

## DOFLinx Setup

### **PREREQUISITES:**

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput (DOF)** configured (have a look at [VirtuaTilt-RP2040-VPXSetup\\_v1.x.pdf](#))
- **VTConfig-STEAM-XInput.json** profile loaded in **Pinscape Pico Config Tool**:

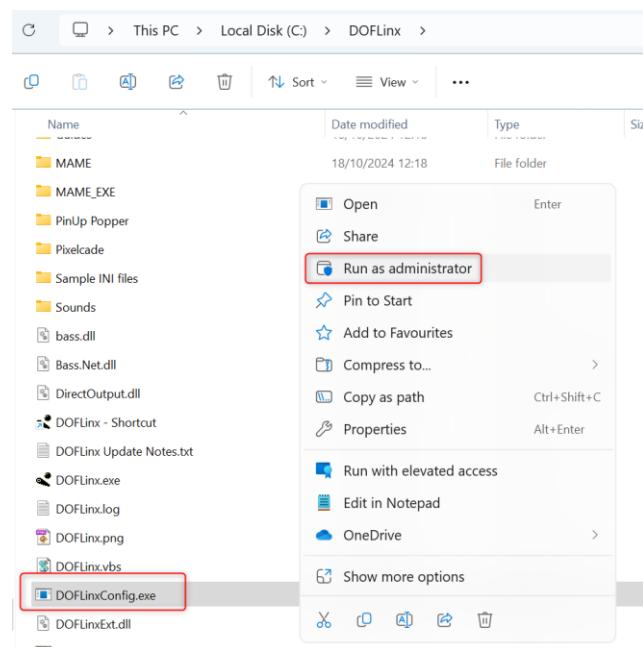


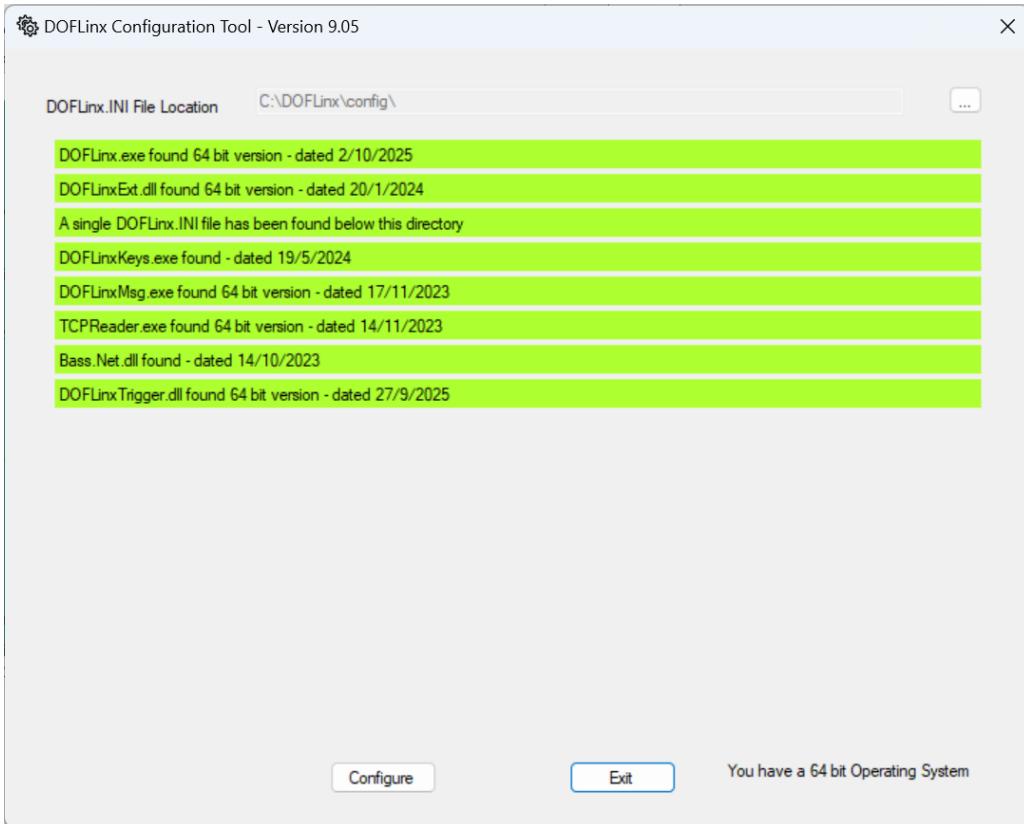


Create a folder **C:\DOFLinx** and uncompress the above zip package ([remember to unblock it](#)):

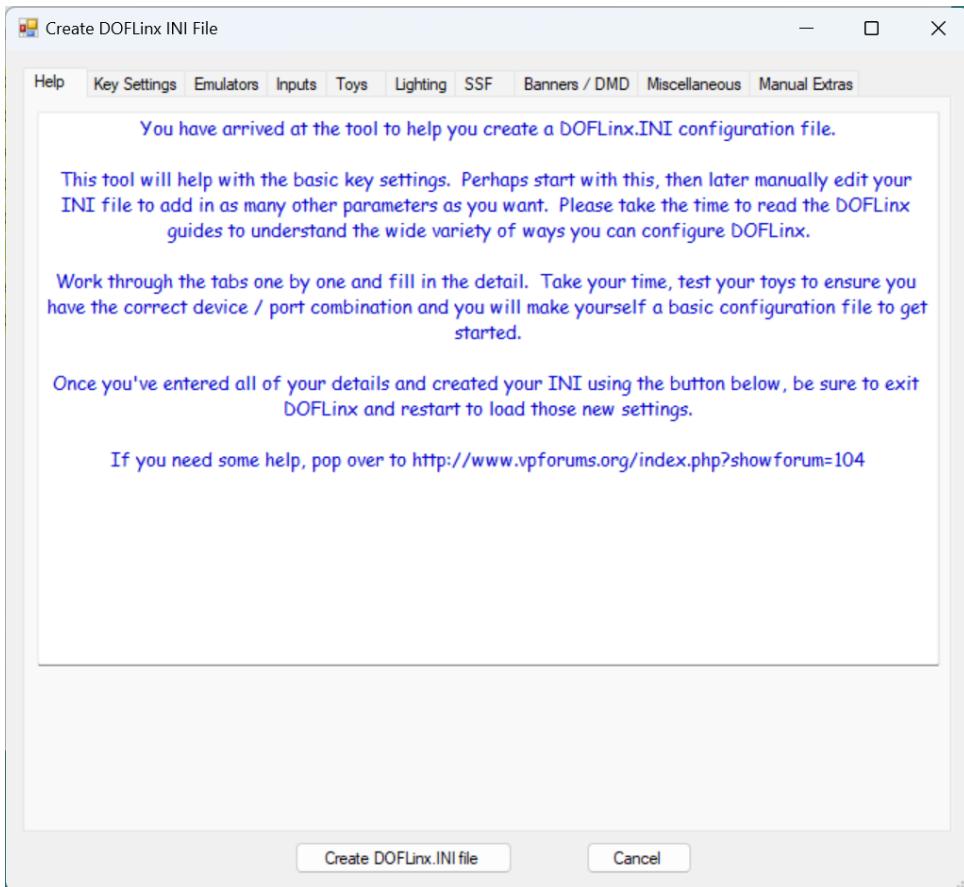
Name	Date modified	Type	Size
32 bit	17-Sep-24 11:22	File folder	
64 bit	17-Sep-24 11:22	File folder	
B2S	04-Jun-25 14:33	File folder	
config	04-Jun-25 14:33	File folder	
DOFLinx LaunchBox Integration	04-Jun-25 14:33	File folder	
DOFLinx Mame Integration	04-Jun-25 14:33	File folder	
DOFLinx PinUp Popper Integration	04-Jun-25 14:33	File folder	
FX	04-Jun-25 14:33	File folder	
FX3	17-Sep-24 11:22	File folder	
FX3_PUPlayer	17-Sep-24 11:22	File folder	
Guides	04-Jun-25 14:33	File folder	
MAME	04-Jun-25 14:33	File folder	
Pixelcade	17-Sep-24 11:22	File folder	
SampleINI files	04-Jun-25 14:33	File folder	
Sounds	04-Jun-25 14:33	File folder	
Starter 32 bit	17-Sep-24 11:22	File folder	
Starter 64 bit	17-Sep-24 11:25	File folder	
bass.dll	05-Apr-24 17:42	Application extens...	157 KB
Bass.Net.dll	14-Oct-23 19:13	Application extens...	636 KB
DirectOutput.dll	29-Mar-25 15:50	Application extens...	2,542 KB
DOFLinx - Shortcut	31-Mar-24 14:10	Shortcut	1 KB
DOFLinx Update Notes.txt	13-May-25 09:56	Text document	82 KB
DOFLinx.exe	13-May-25 09:57	Application	1,045 KB
DOFLinx.png	09-Feb-20 05:31	FastStone PNG File	21 KB
DOFLinx.vbs	22-Aug-20 15:57	VBS File	12 KB

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

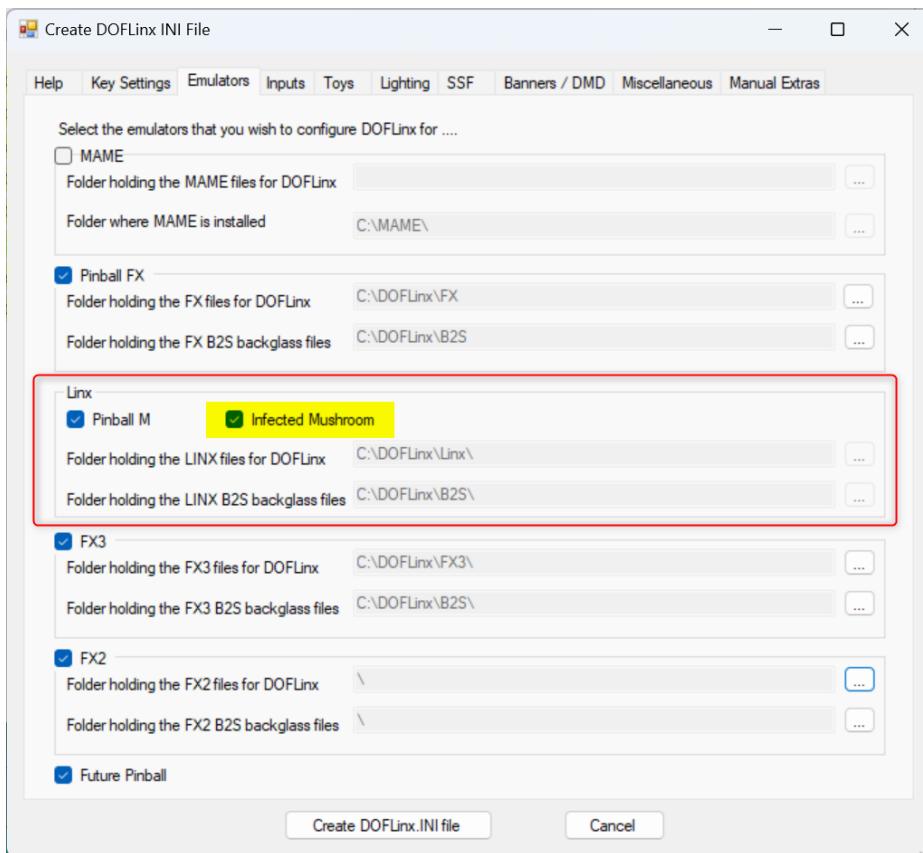
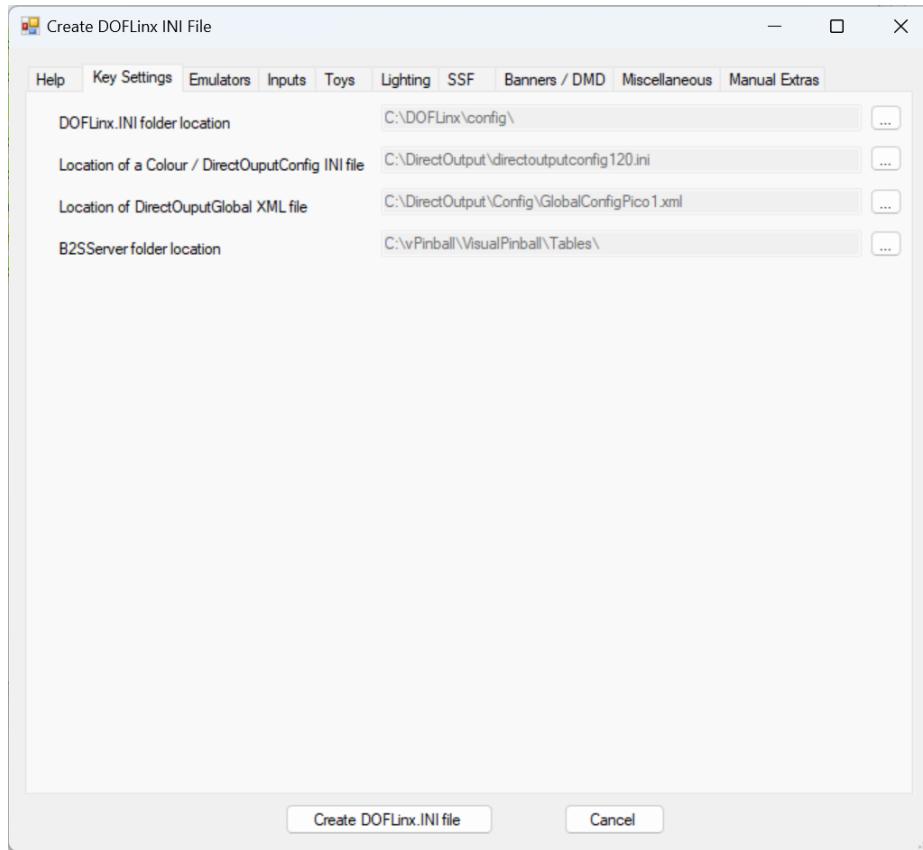


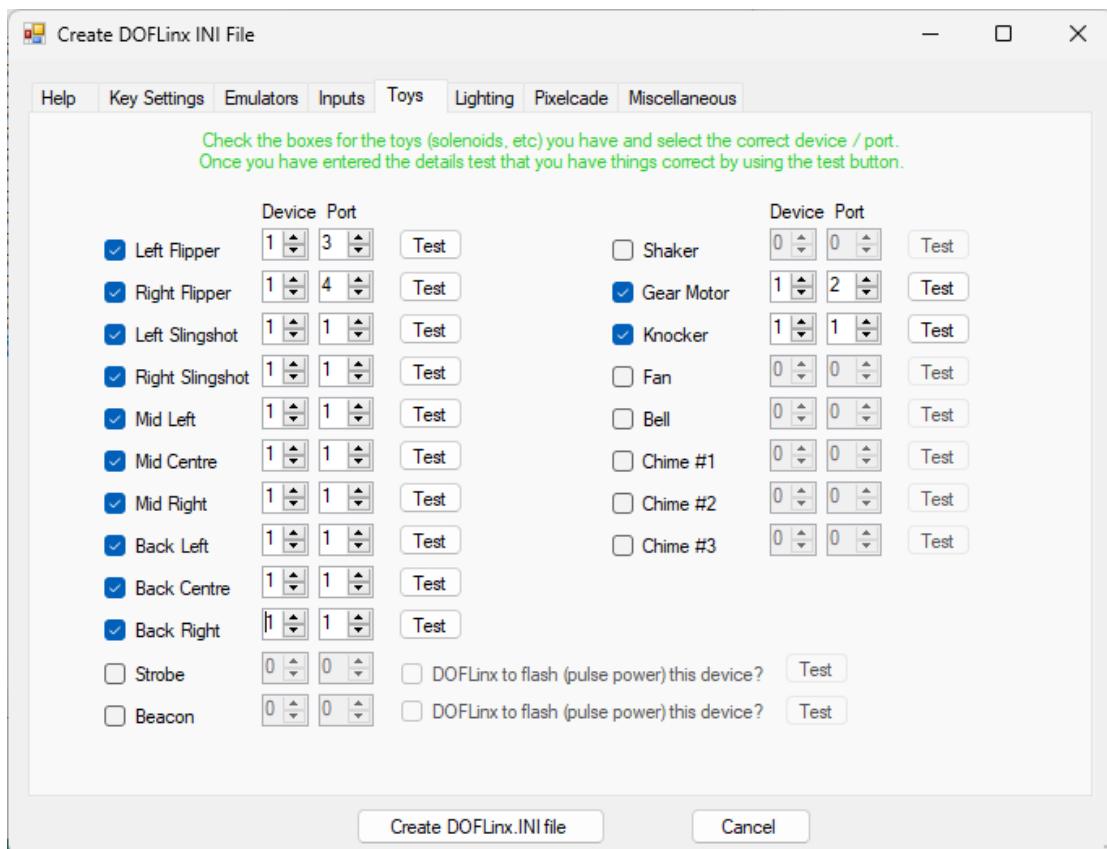
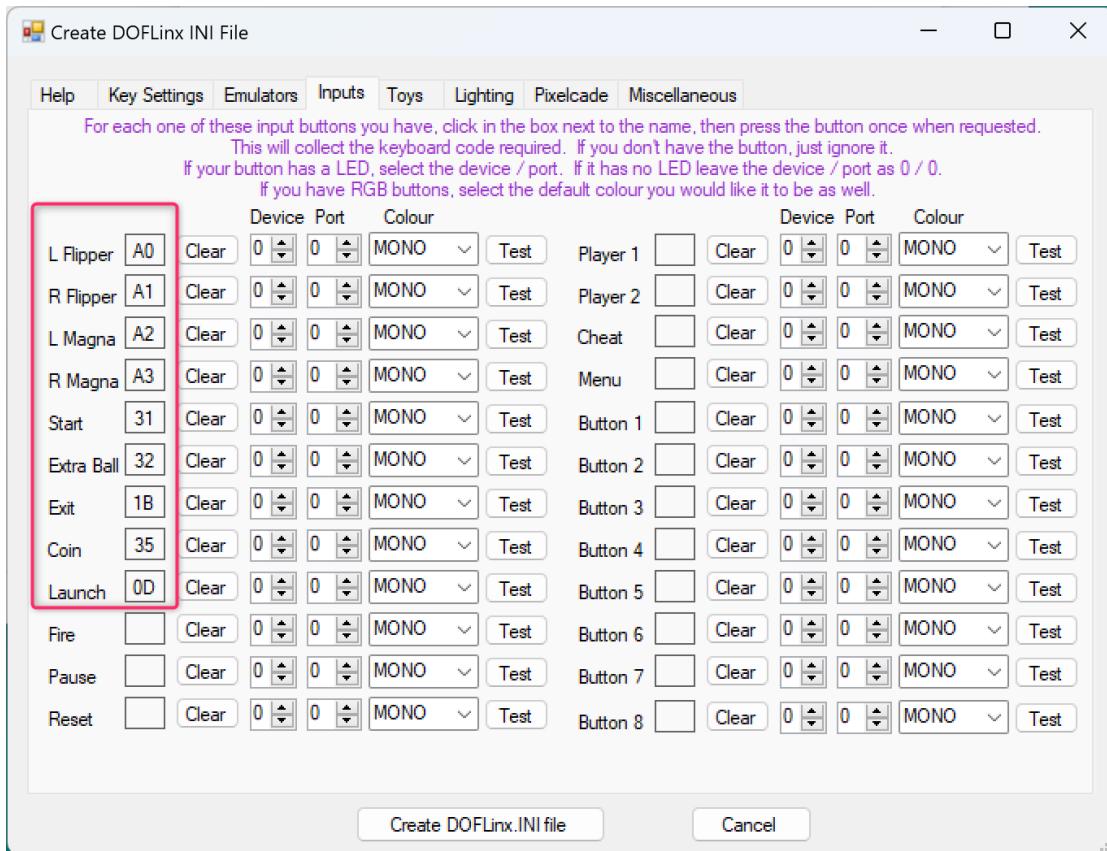


Turn on your VirtuaTilt power switch and click on **Configure** button and work through all settings:

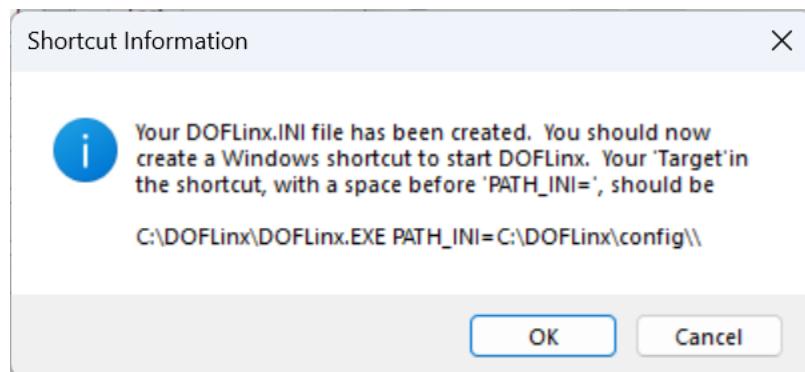


You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:

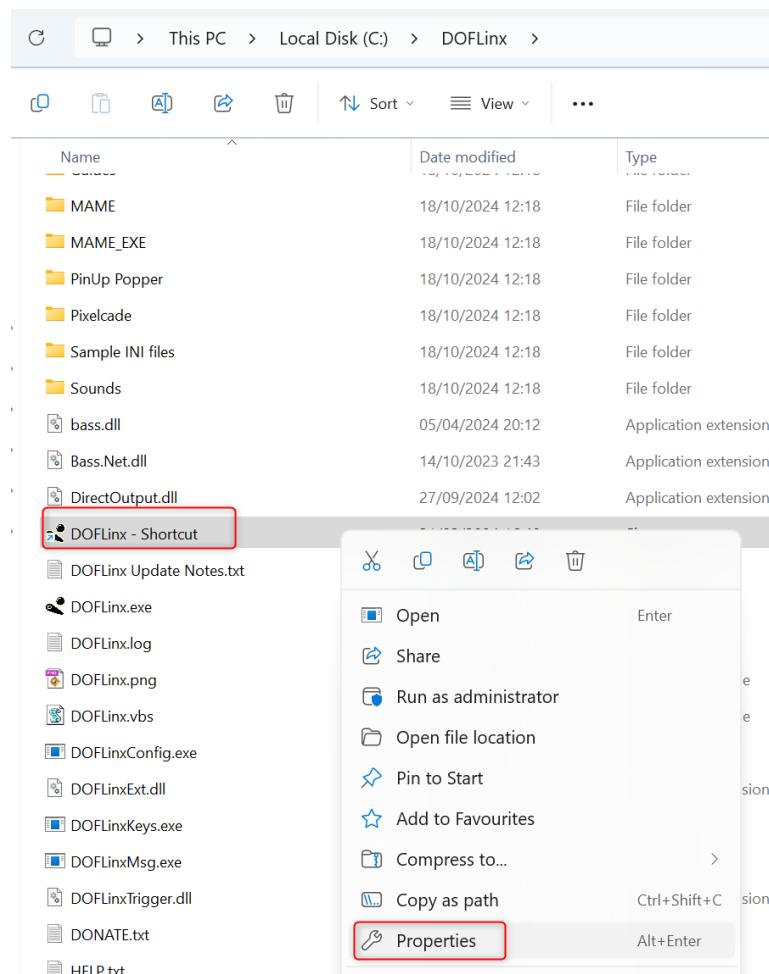


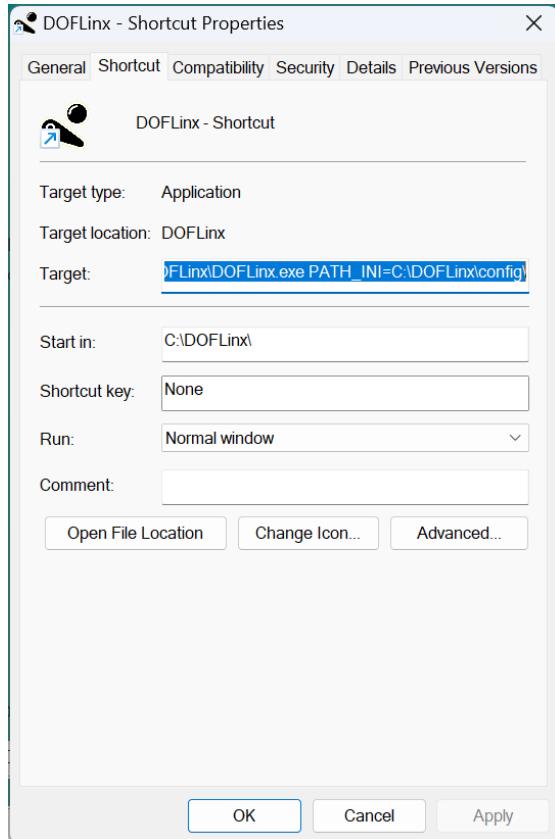


Click on “Create DOFLinx .INI File” when you’re done:



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





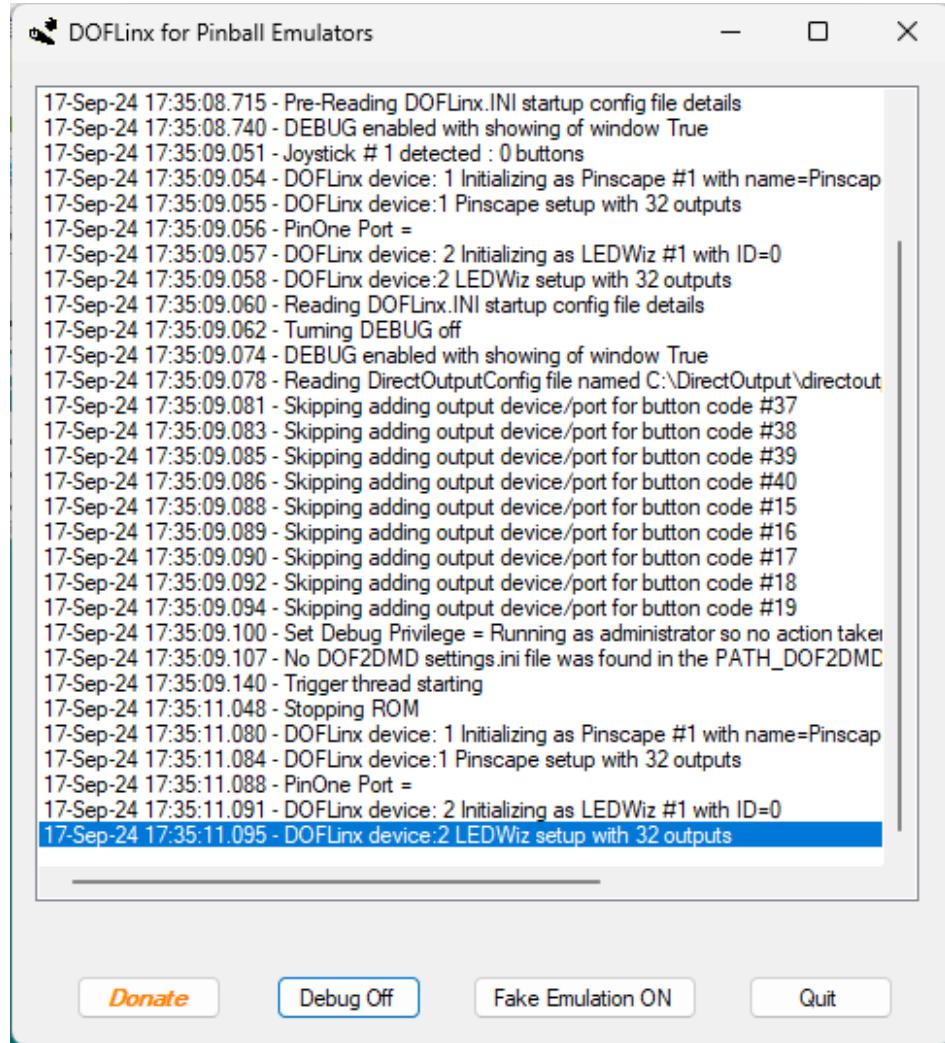
For automatic startup at every boot, put the shortcut in Startup folder:

The screenshot illustrates the steps to place the shortcut in the Startup folder. It includes:

- A 'Run' dialog box with the text 'shell:startup' entered in the 'Open:' field.
- A navigation bar showing the path: C:\ > Microsoft > Windows > Start Menu > Programs > Startup.
- A File Explorer window showing the contents of the Startup folder. The table below lists the files:

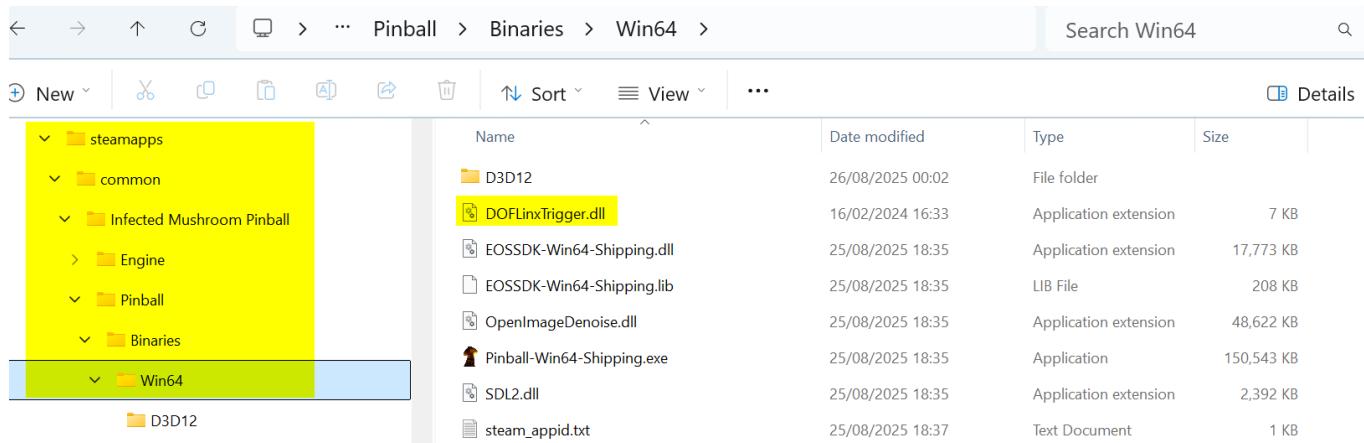
Name	Date modified	Type	Size
desktop.ini	5/7/2024 5:06 AM	Configuration settings	
DOFLinx - Shortcut	9/16/2024 6:36 PM	Shortcut	

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

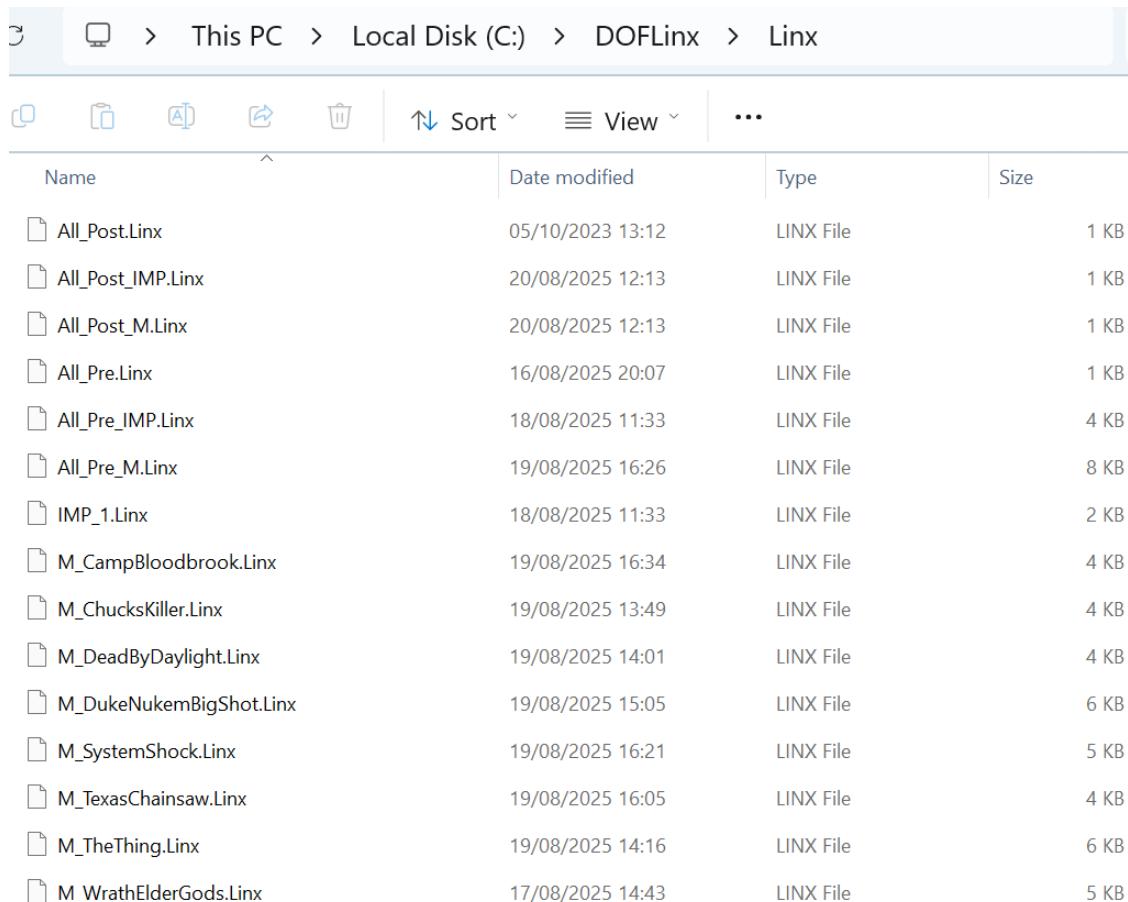


## Configure Infected Mushroom Pinball with DOFLinx

Copy **DOFLinxTrigger.dll** from where you unzipped the DOFLinx download to the same folder as Pinball-Win64-Shipping.exe (**C:\Program Files (x86)\Steam\steamapps\common\Infected Mushroom Pinball\Pinball\Binaries\Win64\**)



Make sure that you've got the LINX files from the \LINX folder in the DOFLinx download zip in a folder where you want them, ie **C:\DOFLinx\Linx\**



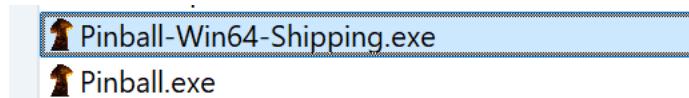
You can download latest VirtuaTilt **DOFLinx.INI** file from our GitHub here:

<https://github.com/3DPTronics/VirtuaTilt/tree/main/DOFLinx> . Copy it to your DOFLinx config folder and you're ready to go!

Optionally, you can also edit manually your **DOFLinx.INI** to make Infected Mushroom Pinball activate DOFLinx by adding in the **PROCESSES=** line **Pinball-Win64-Shipping**, so if you want for example MAME and Infected Mushroom Pinball to activate DOFLinx you would have:

**PROCESSES=Mame,Pinball-Win64-Shipping**

**Note:** **Pinball-Win64-Shipping** is the process to monitor, but you still run **Pinball.exe** to start Infected Mushroom Pinball:



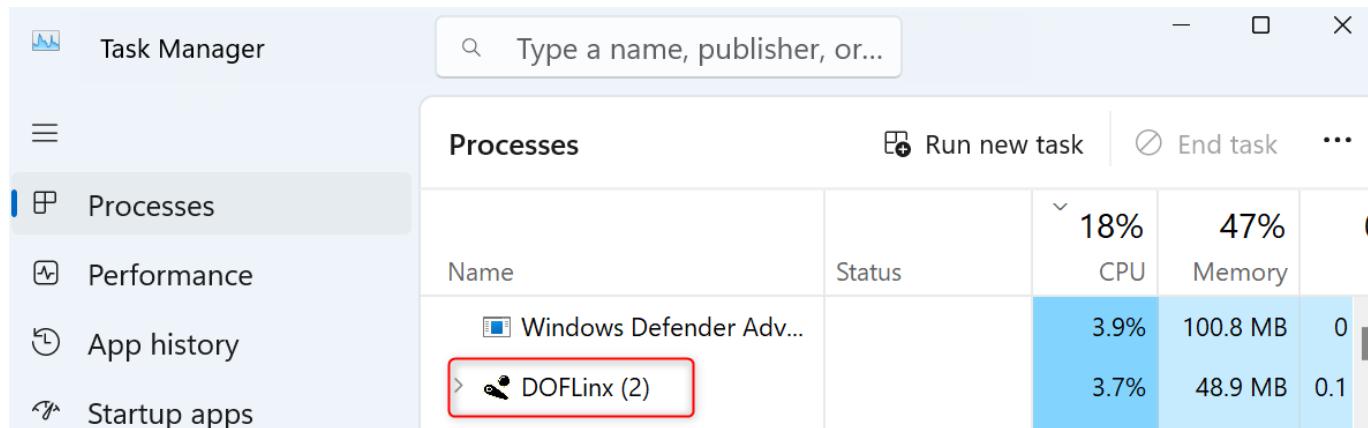
Be sure to have the **PATH\_LINX=** and **PATH\_LINUX\_B2S=** parameters pointing to the place you put the Infected Mushroom Pinball files.

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

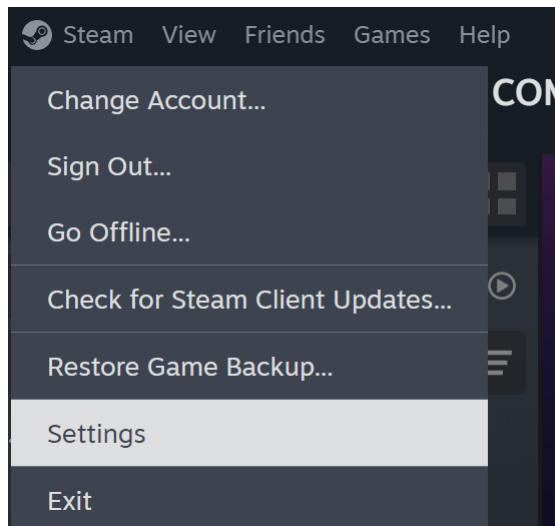
```
PATH_LINX=C:\DOFLinx\Linx\  
PATH_LINUX_B2S=C:\DOFLinx\B2S\
```

```
MAME_PROCESS=Mame  
PROCESSES=PinballFX-Win64-Shipping,Pinball FX3,Pinball FX2,Future Pinball  
PROCESSES_LINUX=PinballM-Win64-Shipping,Pinball-Win64-Shipping
```

Reboot the machine and check that **DOFLinx process** is running:

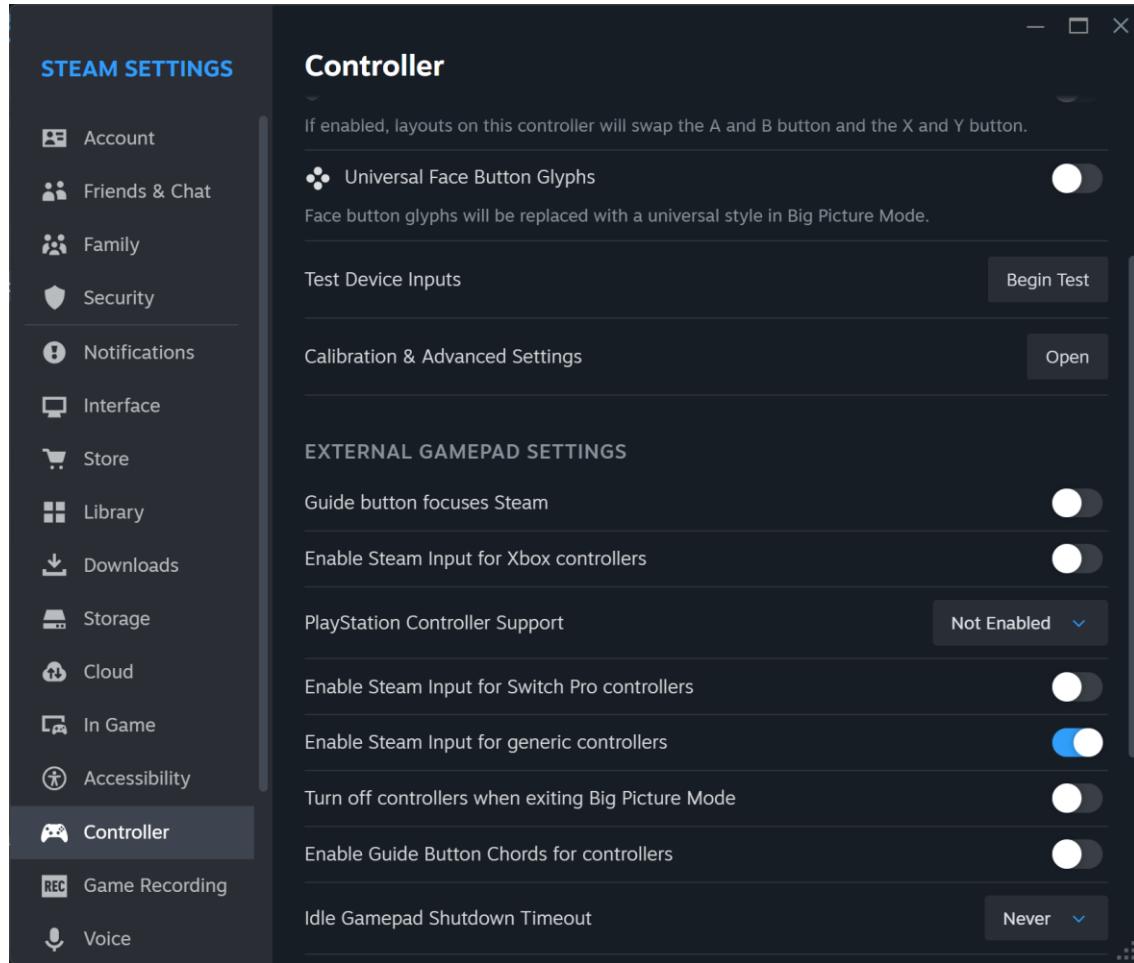


Go to **Steam Settings → Controller**

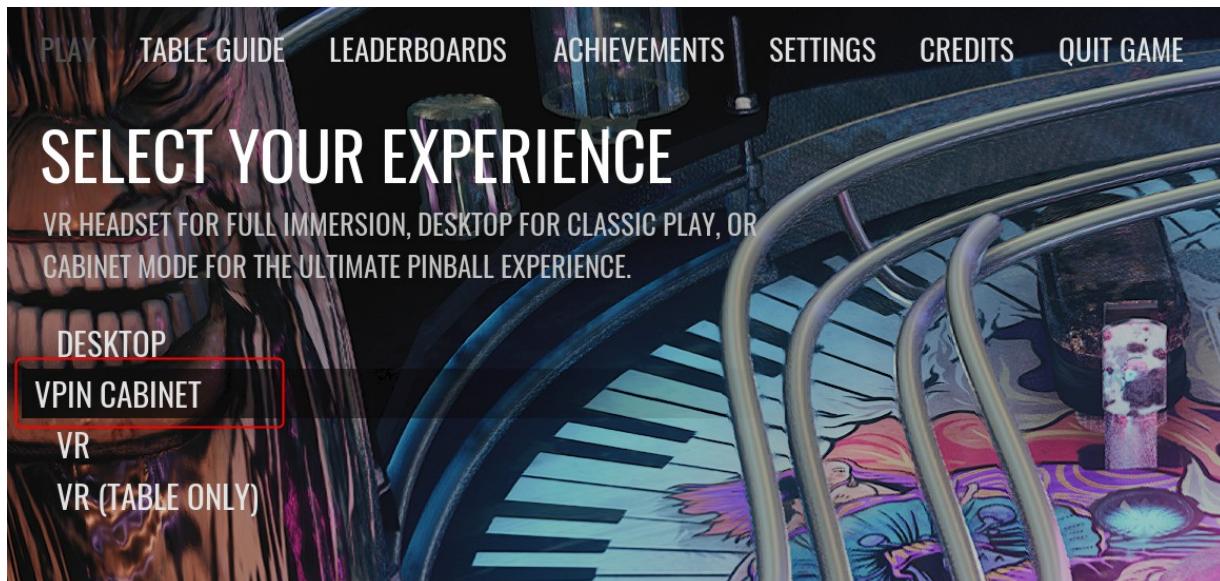


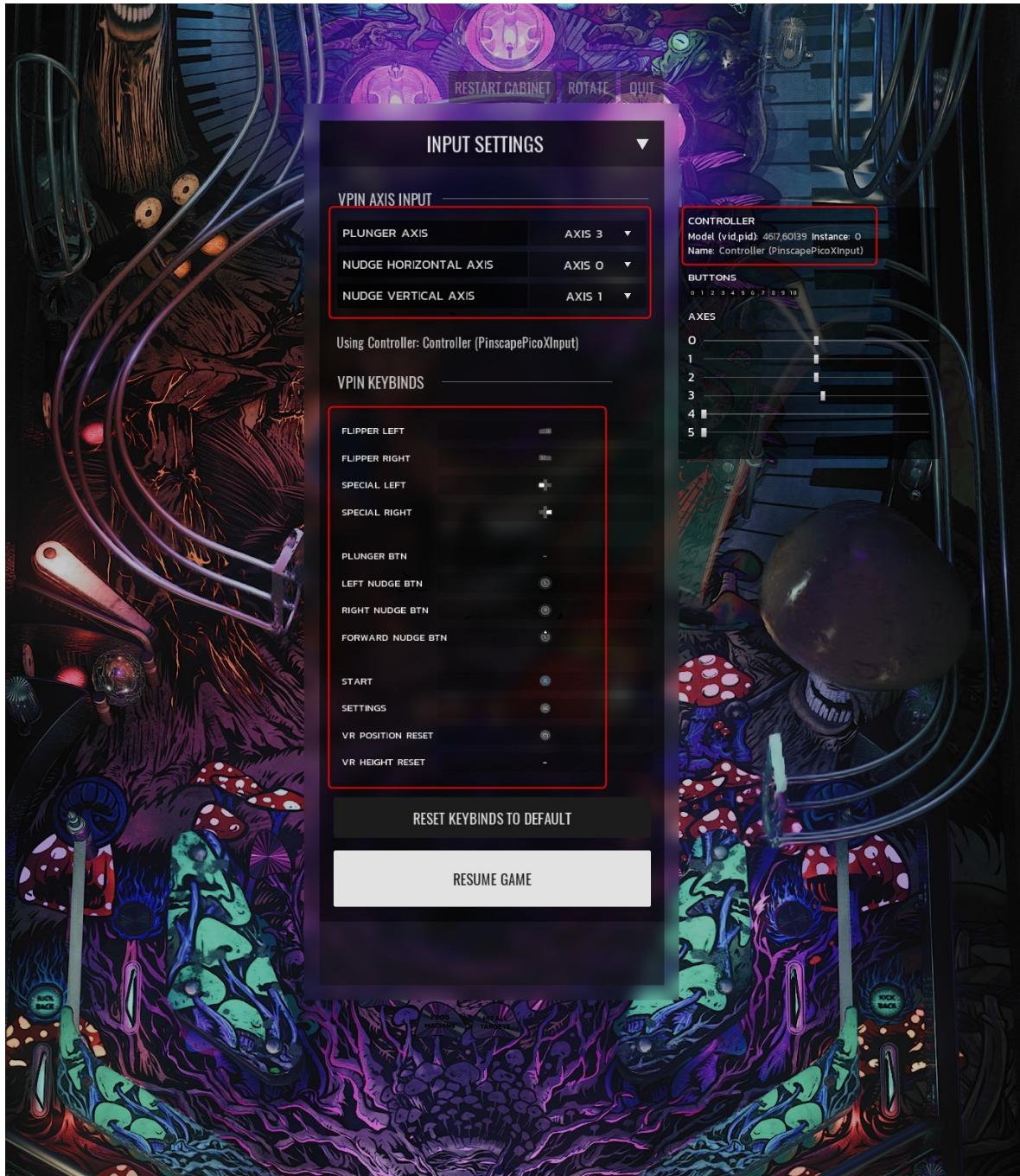
Disable everything under "External Gamepad Settings" with the except of "**Game Rumble**" and "**Enable Steam Input for generic controllers**":

A screenshot of the Steam Settings window, specifically the 'Controller' tab. The left sidebar shows other settings like Account, Friends &amp; Chat, Family, Security, Notifications, Interface, Store, Library, Downloads, Storage, Cloud, In Game, Accessibility, and Game Recording. The 'Controller' tab is selected. The main pane shows two controller configurations: 'XINPUT CONTROLLER #1' and 'LABS PINSCAPEPICOXINPUT'. Under 'XInput Controller #1', the 'Controller Name' is set to 'XInput Controller #1'. The 'Game rumble' setting is enabled (blue switch). The 'Use Nintendo Button Layout' setting is disabled (gray switch). The 'Universal Face Button Glyphs' setting is disabled (gray switch). There are 'Begin Test' and 'Open' buttons. Below these are sections for 'Test Device Inputs', 'Calibration &amp; Advanced Settings', and 'EXTERNAL GAMEPAD SETTINGS'. In the 'EXTERNAL GAMEPAD SETTINGS' section, the 'Guide button focuses Steam' and 'Enable Steam Input for Xbox controllers' settings are disabled (gray switches). The 'PlayStation Controller Support' setting has a dropdown menu showing 'Not Enabled'. The 'Enable Steam Input for Switch Pro controllers' setting is also disabled (gray switch).



Start Infected Mushroom Pinball in **VPIN CABINET** mode, go to Input Settings and ensure that Pinscape PicoXInput appears in controller name:





Select **Axis3** for Plunger (check if axis is correct by pulling plunger), **Axis0** for Nudge Horizontal and **Axis1** for Nudge Vertical.

Map Keybinds as you like.

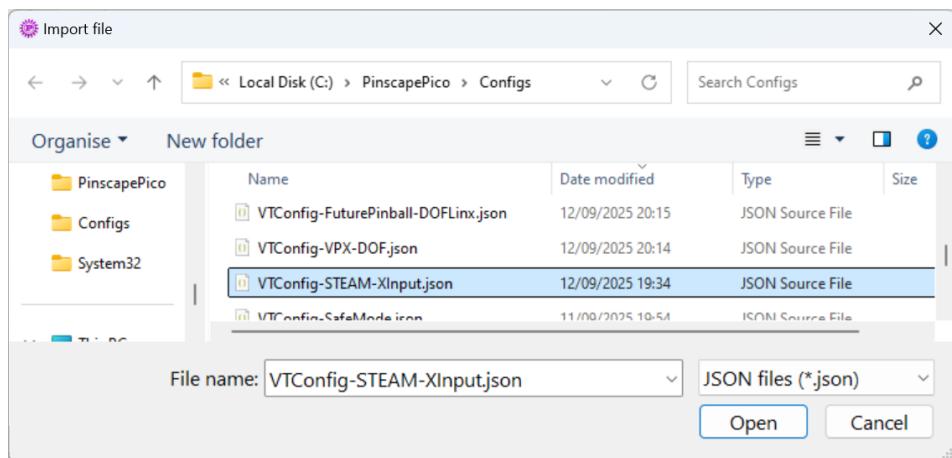
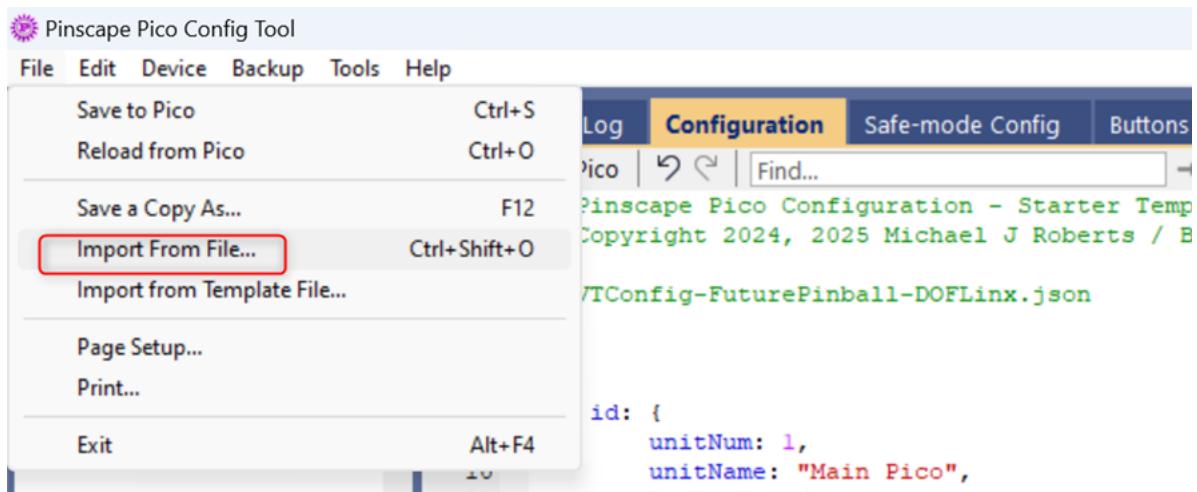
You can check if your DOFLinx configuration is working correctly by selecting **DOF TRIGGERS** from menu and passing your mouse onto triggers. Slingshots/Bumpers solenoid and shaker motor should trigger:

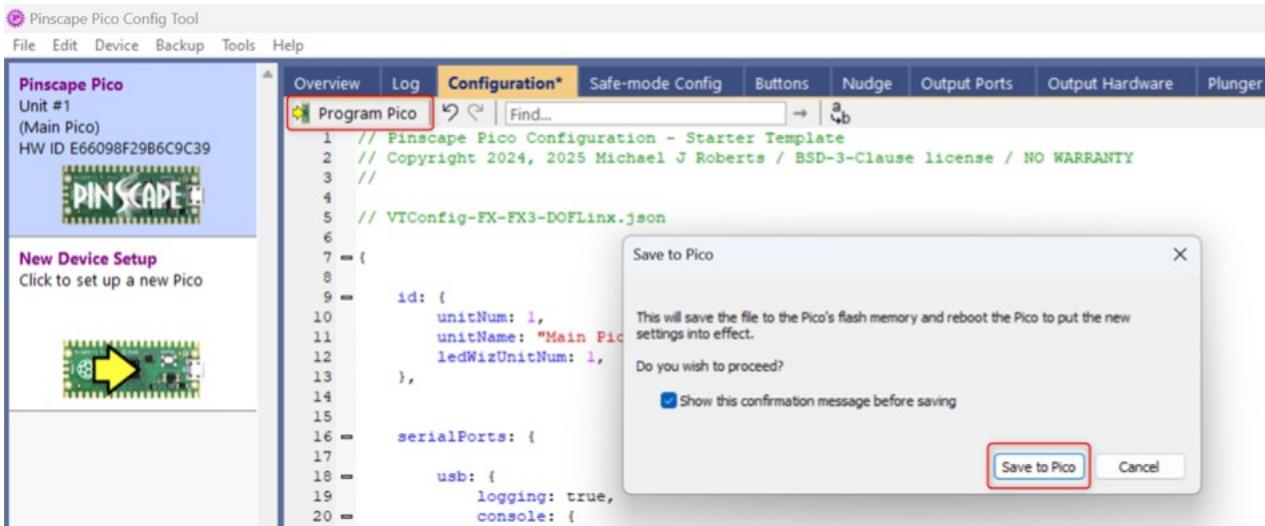


Have fun with DOFLinx full feedback with Infected Mushroom Pinball!

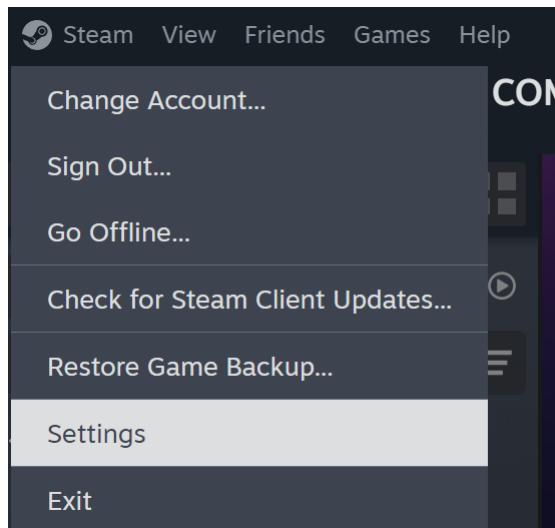
## Configure Infected Mushroom Pinball without DOFLinx

- Load **VTConfig-STEAM-XInput.json** profile in **Pinscape Pico Config Tool**:

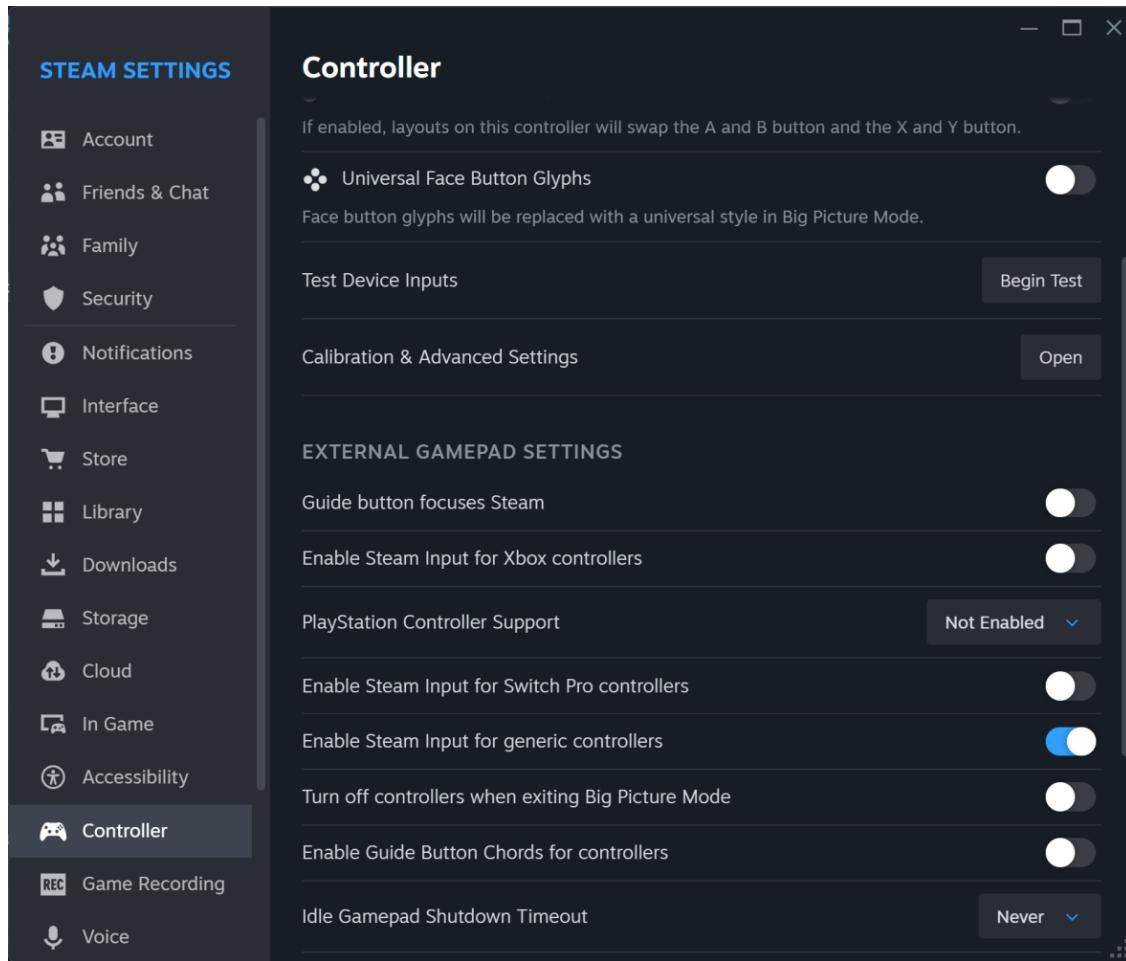




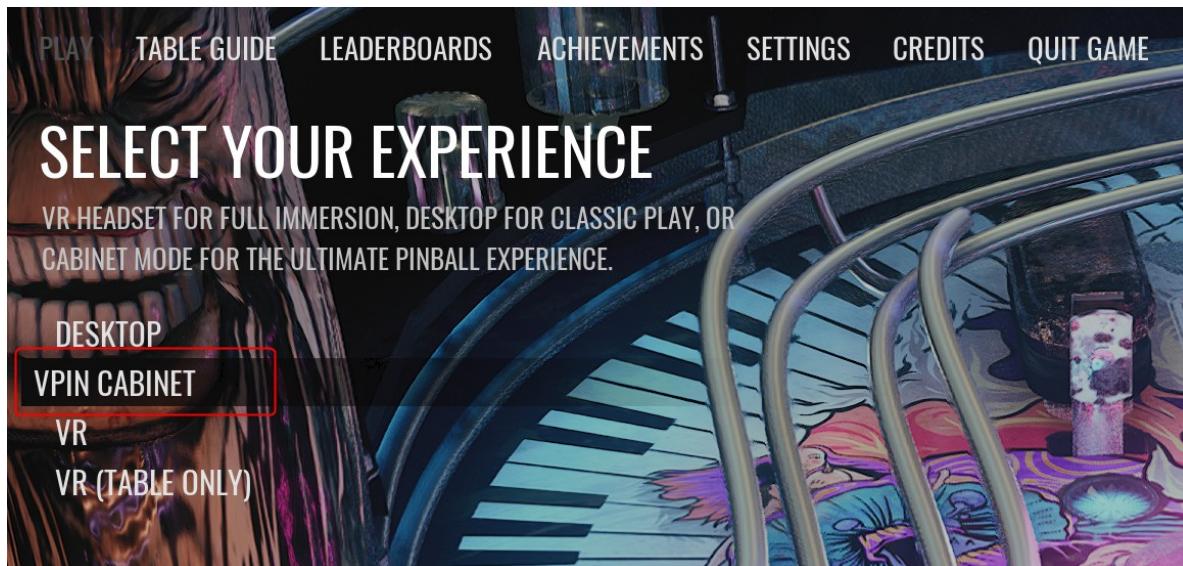
Go to Steam Settings → Controller

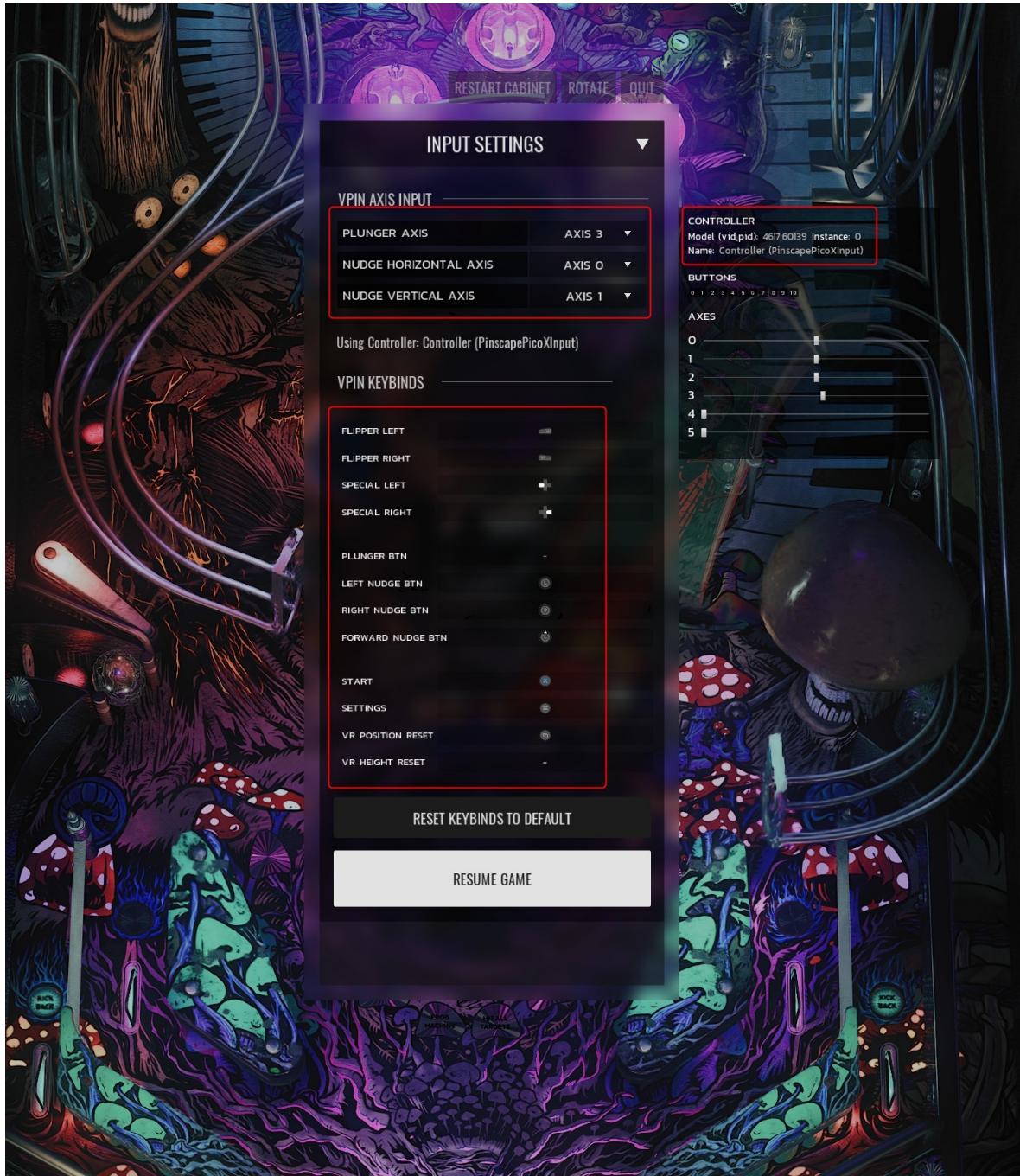


Disable everything under "External Gamepad Settings" with the except of **"Game Rumble"** and **"Enable Steam Input for generic controllers"**:



Start Infected Mushroom Pinball in **VPIN CABINET** mode, go to Input Settings and ensure that Pinscape PicoXInput appears in controller name:





Select **Axis3** for Plunger (check if axis is correct by pulling plunger), **Axis0** for Nudge Horizontal and **Axis1** for Nudge Vertical.

Map Keybinds as you like and enjoy!

## 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
#####
DEBUG=0

COLOUR_FILE=C:\DirectOutput\directoutputconfig120.ini
DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\GlobalConfigPico1.xml
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\

PATH_FX2=C:\DOFLinx\FX2
PATH_FX2_B2S=C:\DOFLinx\B2S
PATH_FX3=C:\DOFLinx\FX3
PATH_FX3_B2S=C:\DOFLinx\B2S
PATH_FX=C:\DOFLinx\FX
PATH_FX_B2S=C:\DOFLinx\B2S
PATH_MAME=C:\DOFLinx\MAME
PATH_LINUX=C:\DOFLinx\Linux
PATH_LINUX_B2S=C:\DOFLinx\B2S
FP_ATTEMPT_LINK=1
MAME_FOLDER=C:\MAME
PATH_PIXELCADE=C:\Pixelcade
PATH_HI2TXT=C:\HI2TXT\

PROCESSES=Pinball FX2,Pinball FX3,PinballFX-Win64-Shipping,Mame,Future Pinball
MAME_PROCESS=Mame
PROCESSES_LINUX=PinballM-Win64-Shipping,IMPinball,IMPinball-Win64-Shipping

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_DL=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
```

```
#!!!!!!!!!!!!!!
```