

VirtuaTilt – Pinball M Setup

Following some basic instructions to have your new VirtuaTilt up and running with Pinball M and its new DOFLinx support (full feedback!).

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

NOTE: Latest DOFLinx is required for Pinball M.

Please always refer to official DOFLinx guides available at:

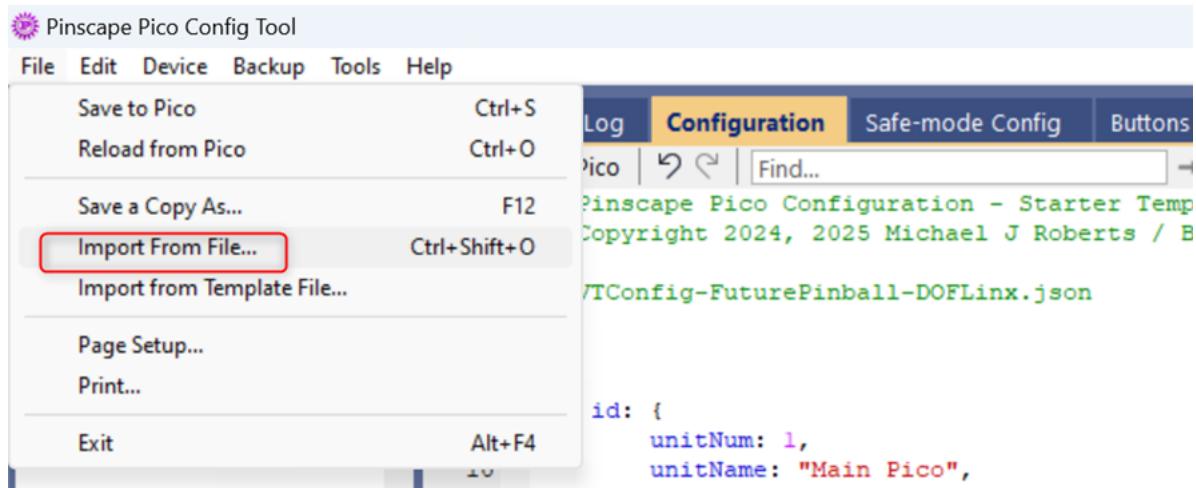
<https://doflinx.github.io/docs/>

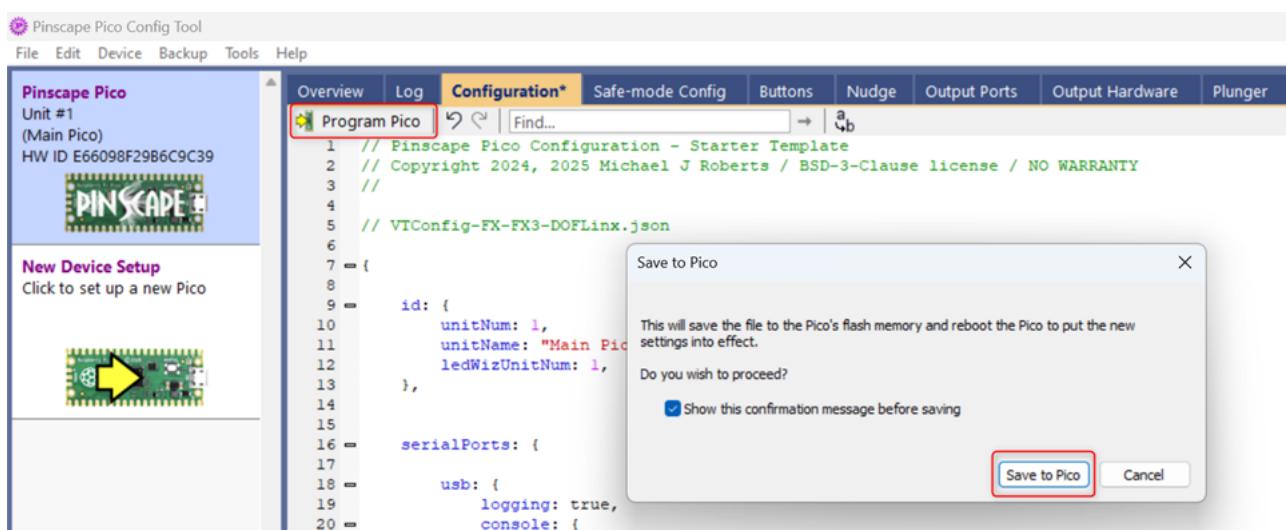
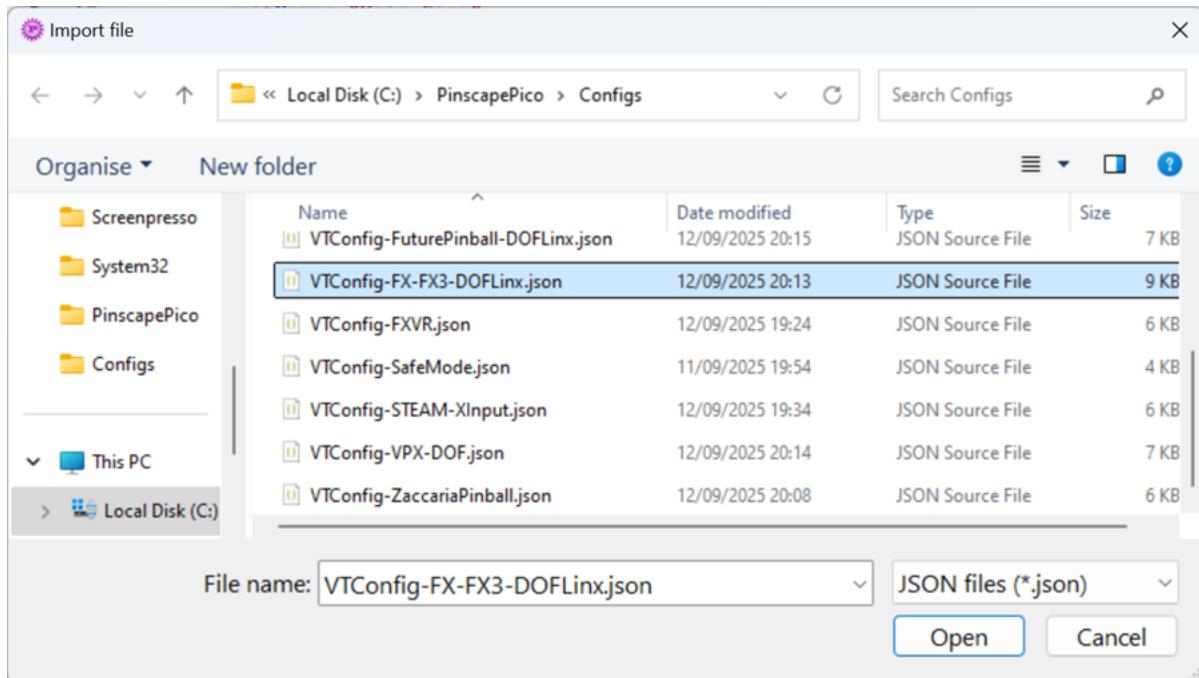
https://doflinx.github.io/docs/getting-started/08_PinballM.html

DOFLinx Setup

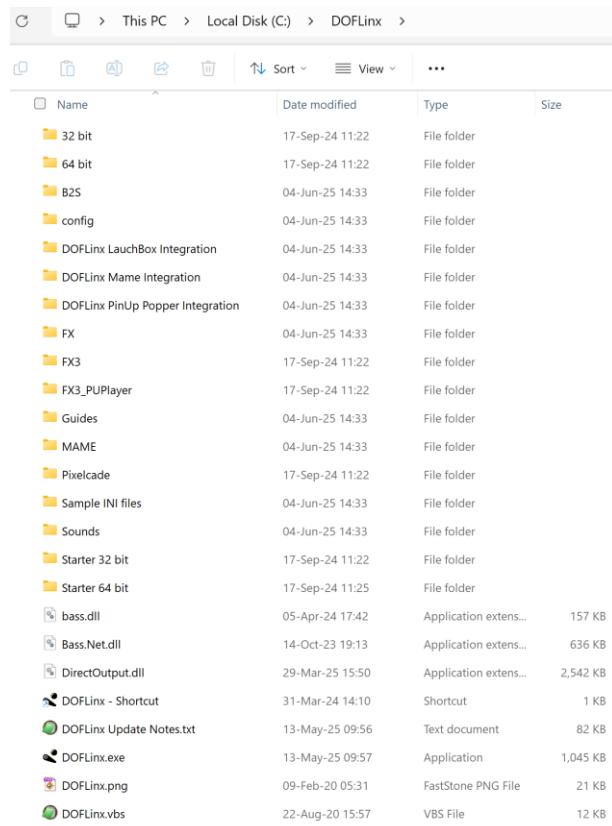
PREREQUISITES:

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput** configured (have a look at **VirtuaTilt-RP2040_SetupGuide_v1.x.pdf**)
- **guide**)
- **VTConfig-FX-FX3-DOFLinx.json** profile loaded in **Pinscape Pico Config Tool**

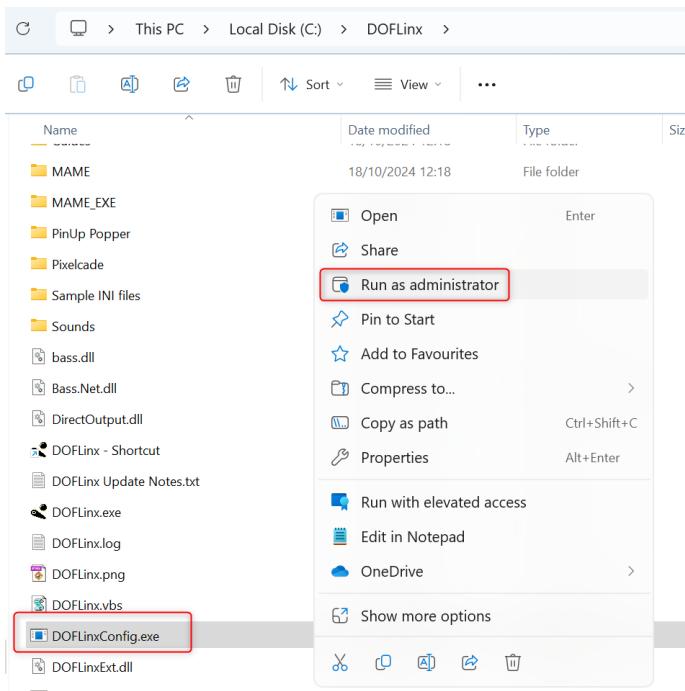


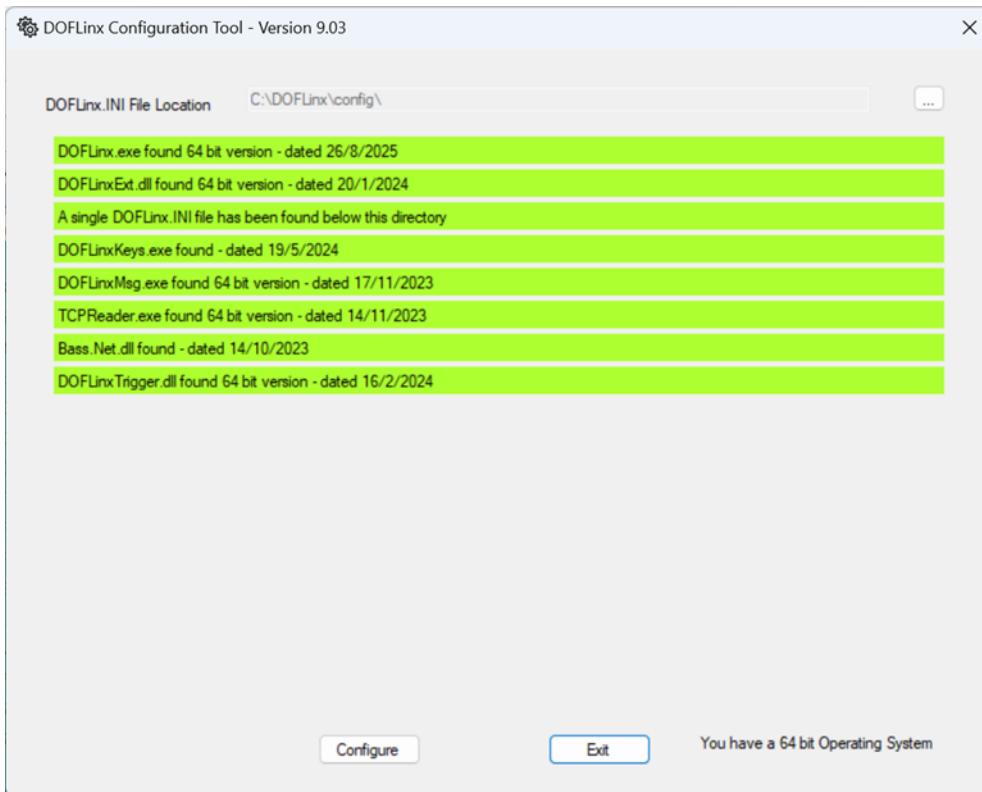


Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):

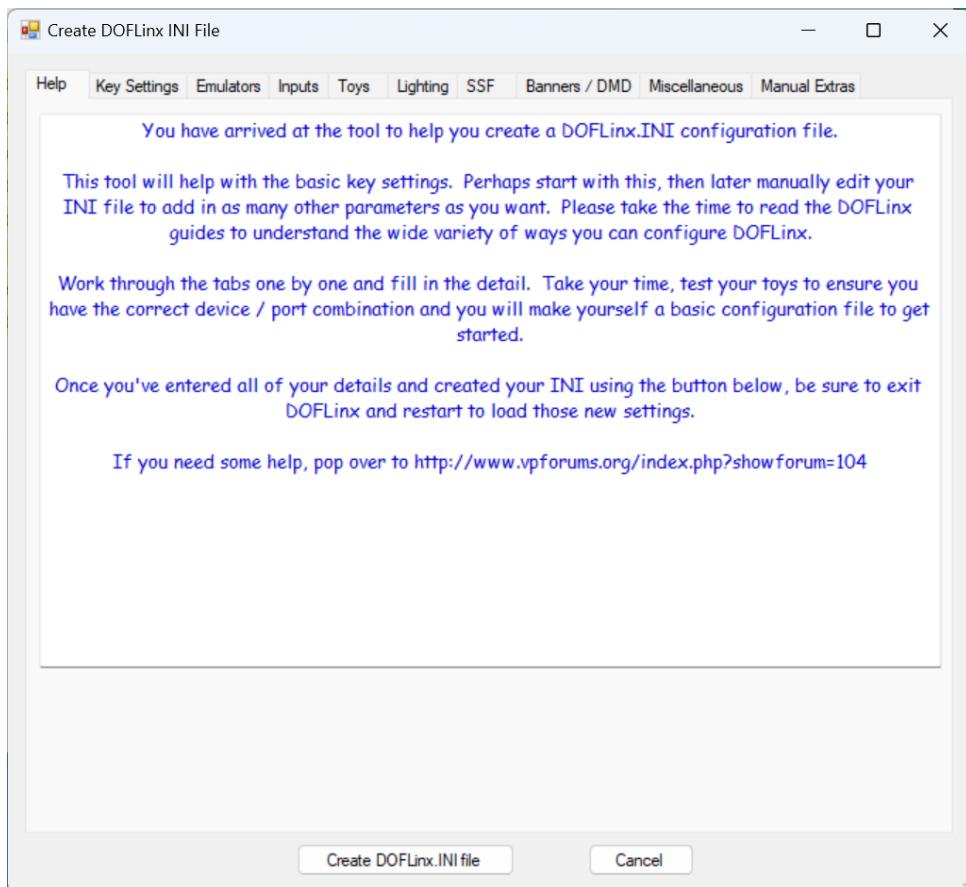


Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

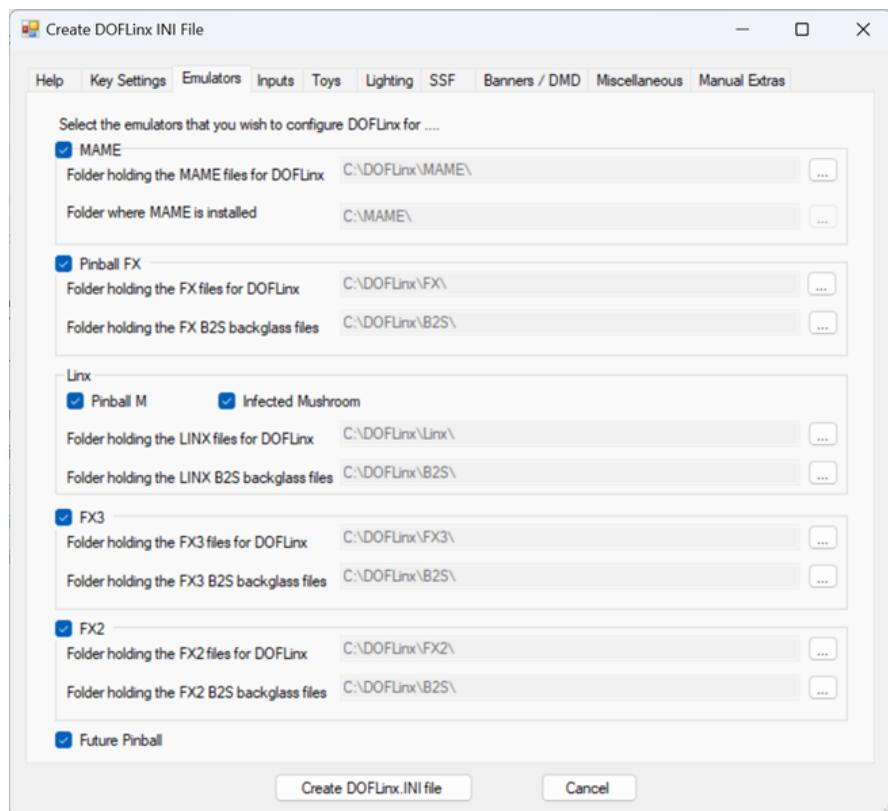
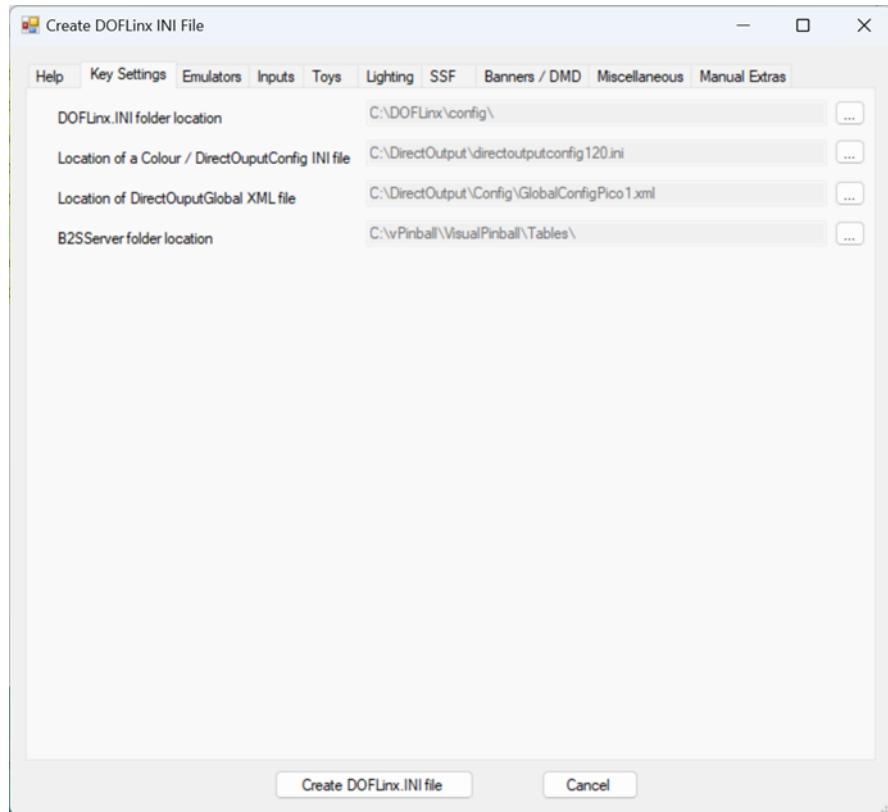


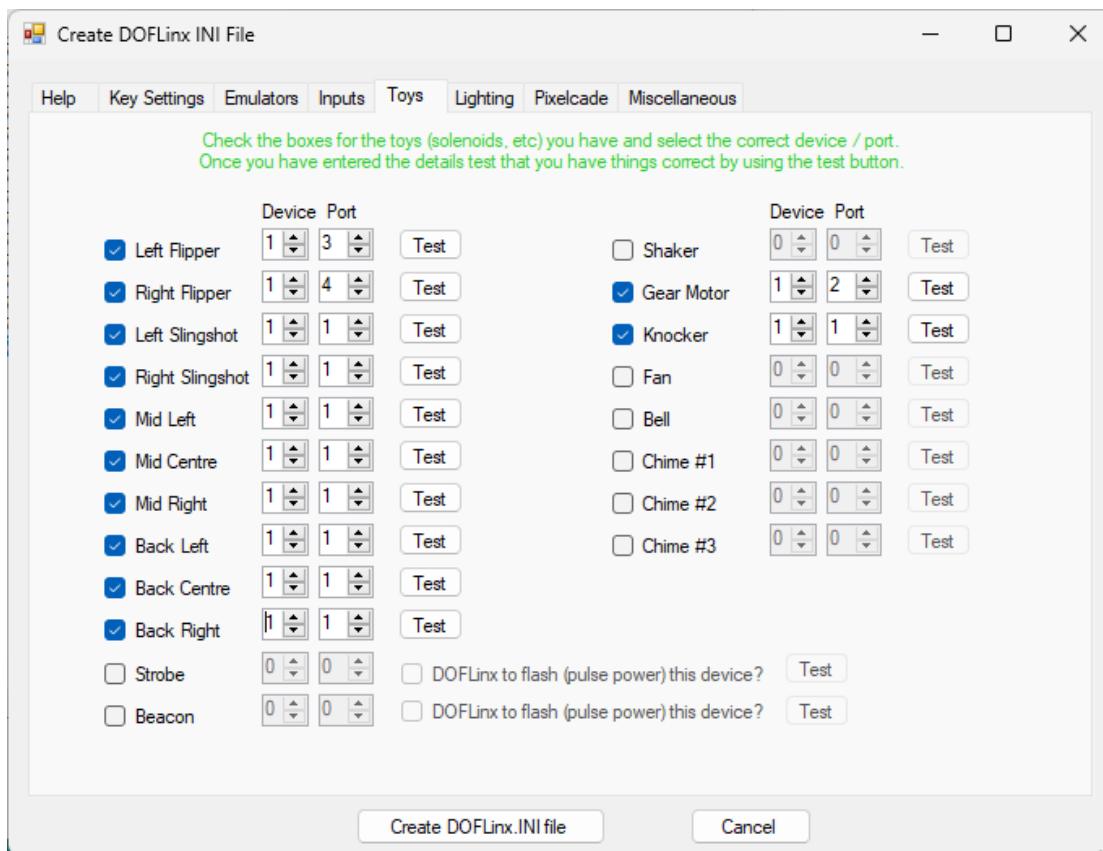
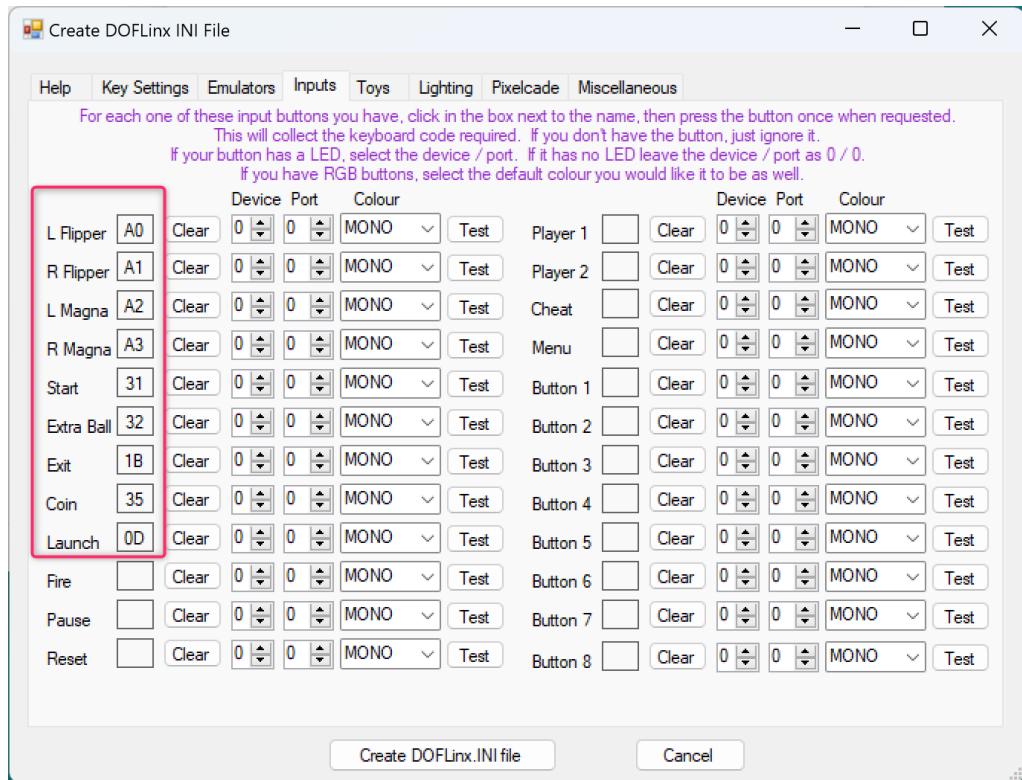


Turn on your VirtuaTilt power switch and click on **Configure button** and work through all settings:

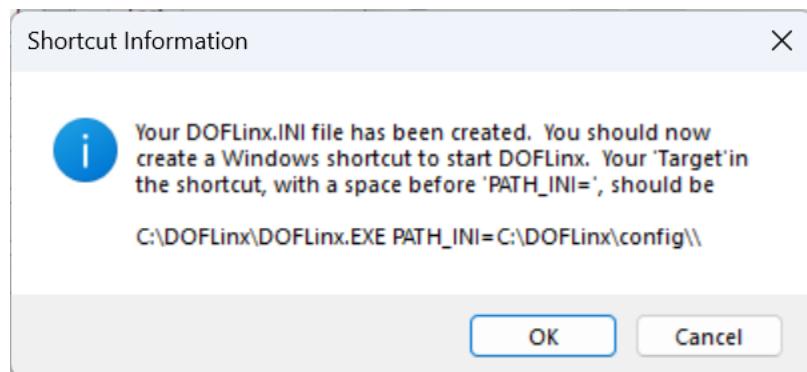


You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:

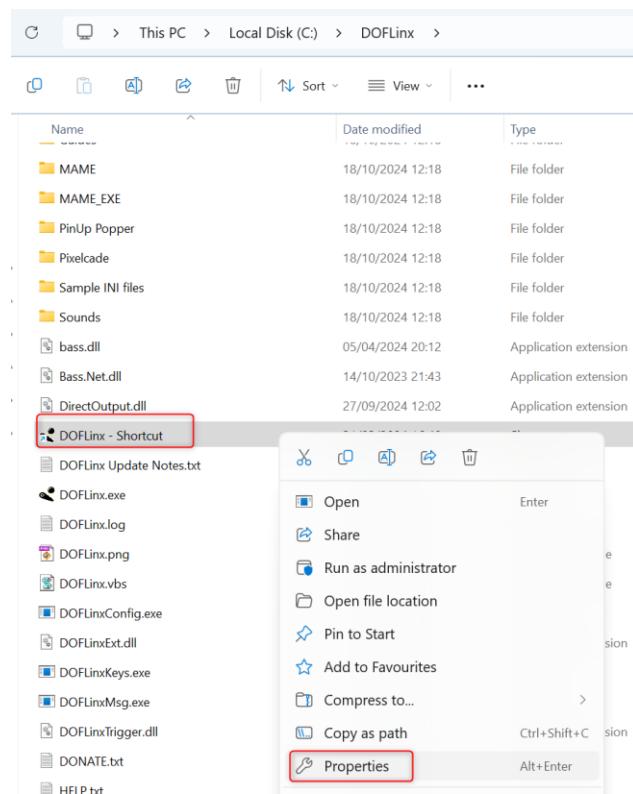


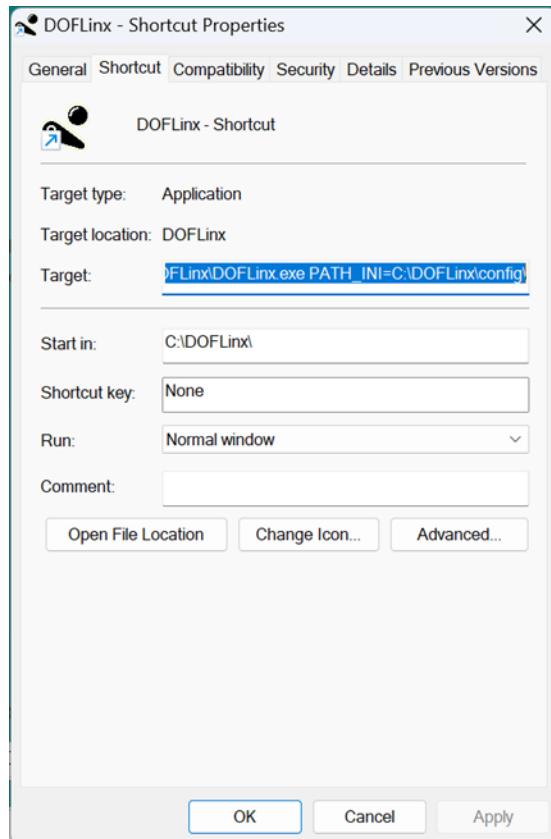


Click on “Create DOFLinx .INI File” when you’re done:



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



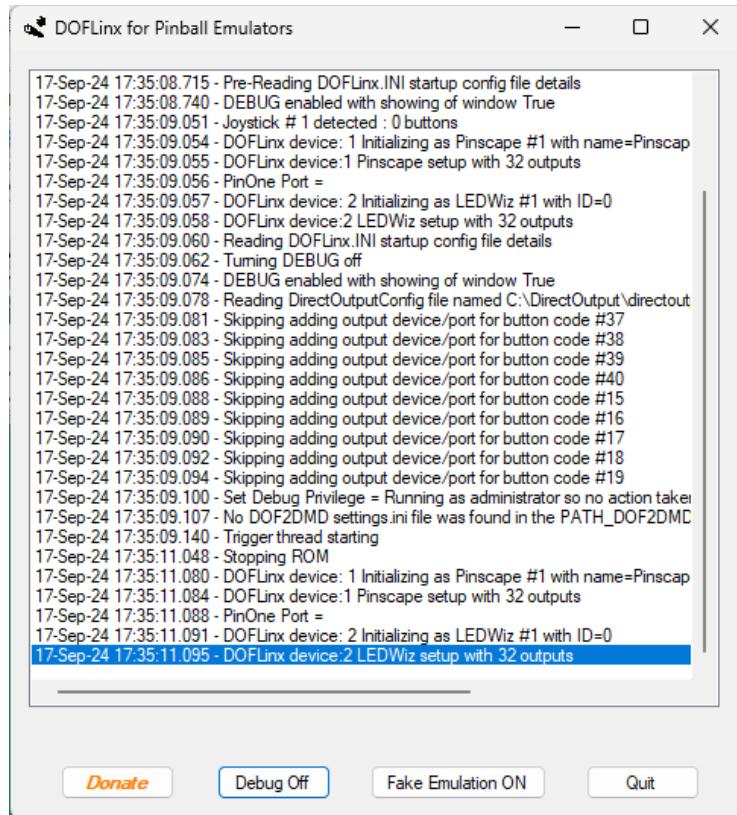


For automatic startup at every boot, put the shortcut in Startup folder:

The screenshot shows the Windows Run dialog box with 'shell:startup' entered in the Open field. Below it is a File Explorer window showing the contents of the Startup folder.

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):



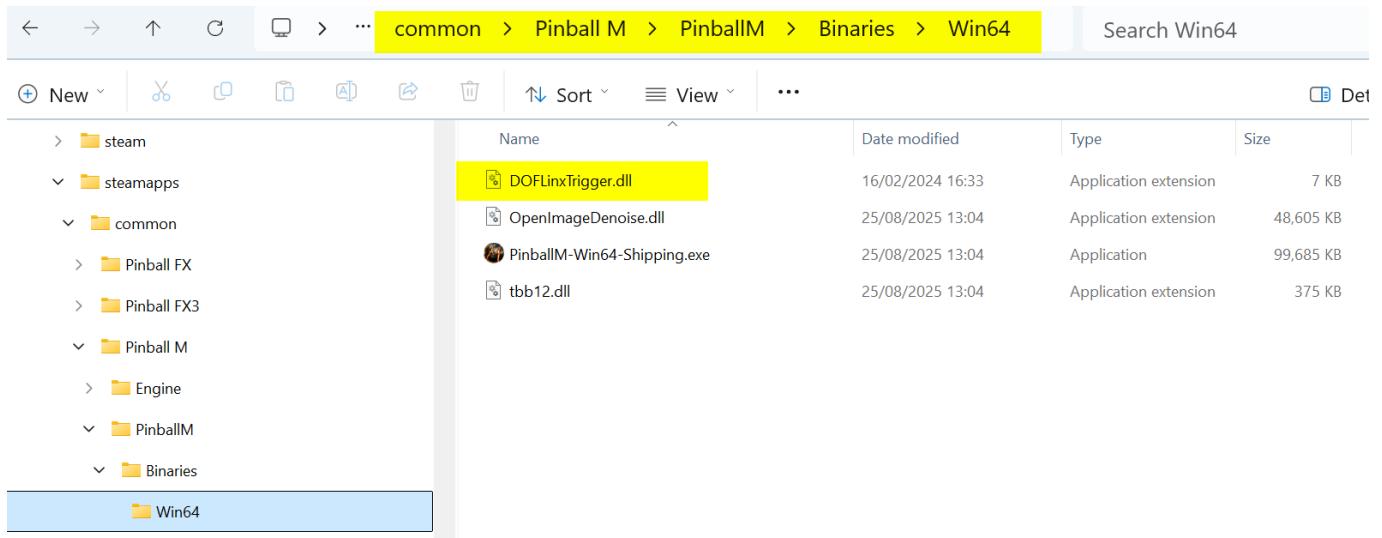
Accelerometer/Analog Plunger configuration

Pinball M emulator do not support analog plunger natively. However, new VirtuaTilt has native support for accelerometer and plunger (**X360CE** emulator is not needed anymore)!

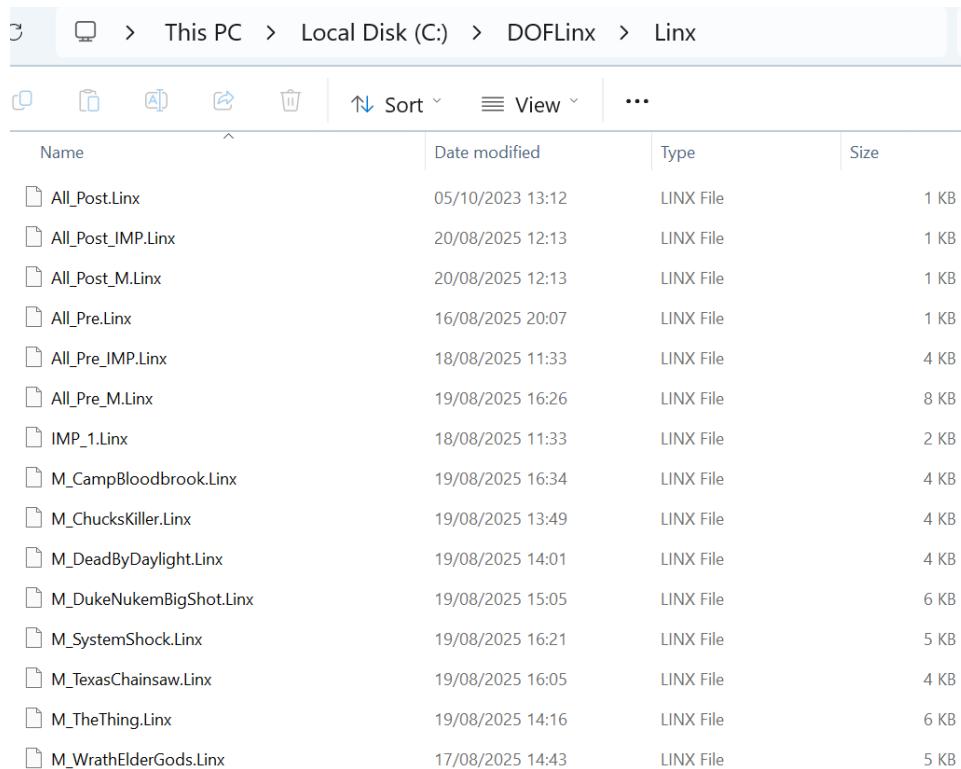
Enabling Pinball M for DOFLinx

Copy **DOFLinxTrigger.dll** from where you unzipped the DOFLinx download to the same folder

as PinBallM-Win64-Shipping.exe (**C:\Program Files (x86)\Steam\steamapps\common\Pinball M\PinballM\Binaries\Win64**)



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



Edit your **DOFLinx.INI** to make Pinball M activate DOFLinx by adding in the **PROCESSES=** line **PinballM-Win64-Shipping**, so if you want for example MAME and PinballM to activate DOFLinx you would have:

PROCESSES=Mame,PinballM-Win64-Shipping

Note: **PinballM-Win64-Shipping** is the process to monitor for, but you still run **PinballM.exe** to start PinballFX.

Be sure to have the **PATH_LINUX=** and **PATH_LINUX_B2S=** parameters pointing to the place you put the Pinball M files.

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

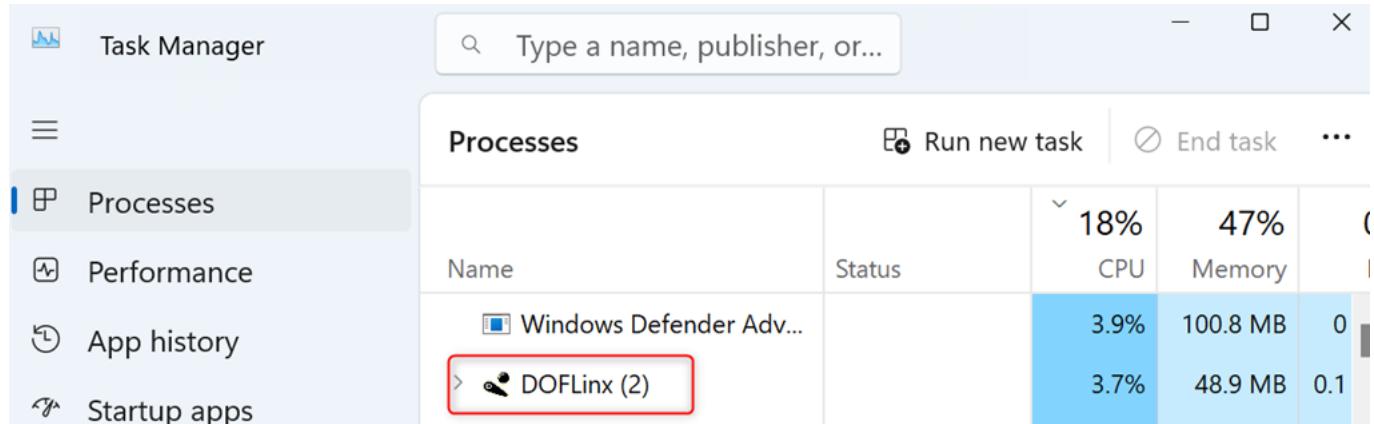
```
PATH_PIXELCADE=C:\Pixelcade\  
PATH_HI2TXT=C:\HI2TXT\  
PATH_LINUX=C:\DOFLinx\Linx\  
PATH_LINUX_B2S=C:\DOFLinx\B2S\
```

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

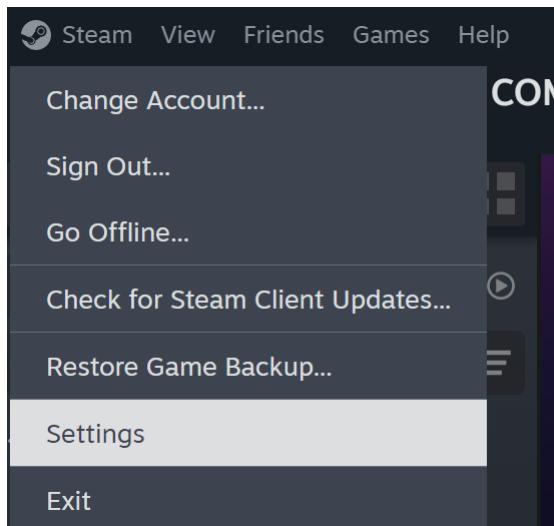
You can get the complete set of active backglasses for Pinball M from

<https://github.com/DOFLinx/B2S-Back-Glasses/releases> and place them in the folder you just set up above.

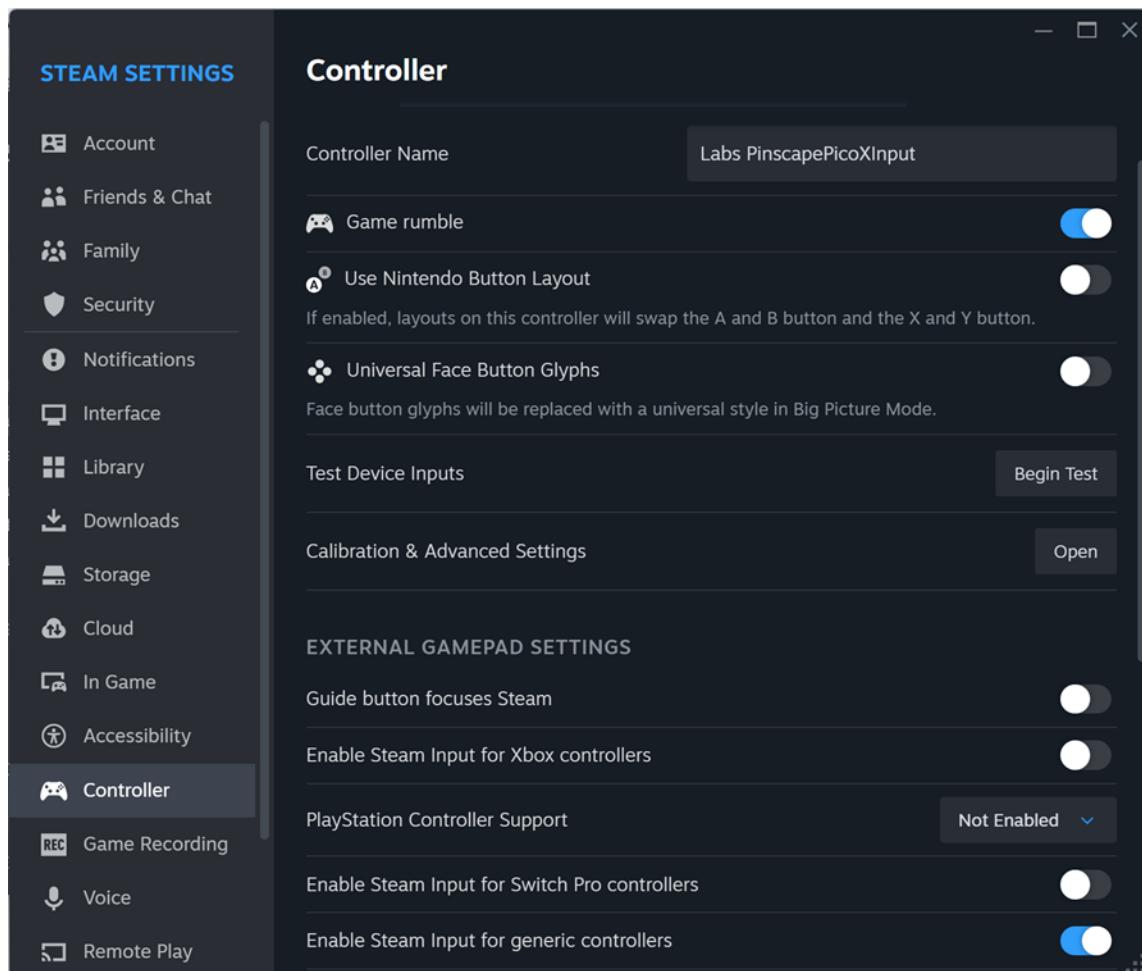
Reboot the machine and check that **DOFLinx process** is running:



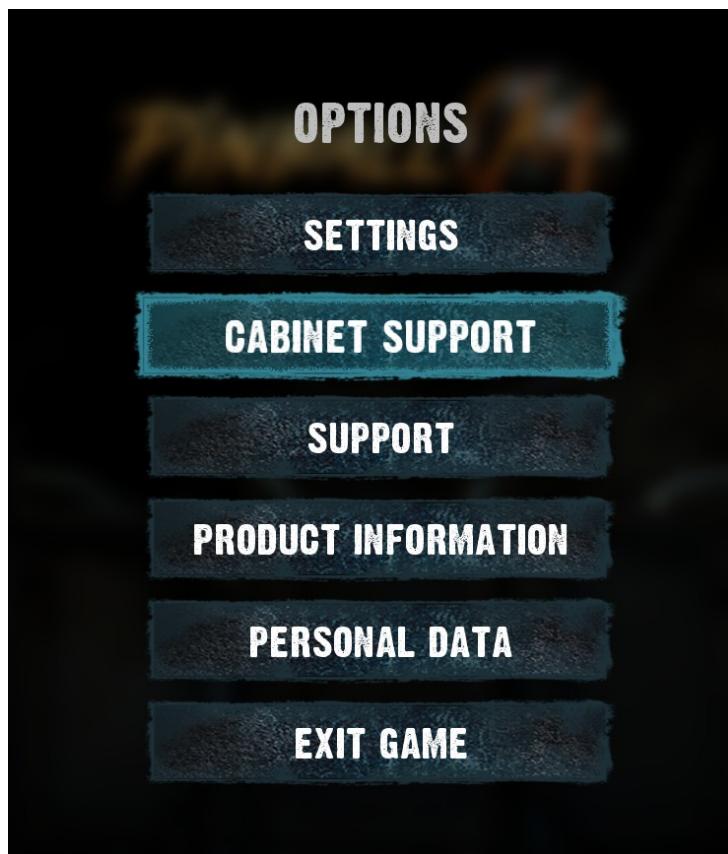
Go to Steam **Settings → Controller**



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



Start Pinball M, go to **Options | Cabinet Support | General** and **activate cabinet mode**:

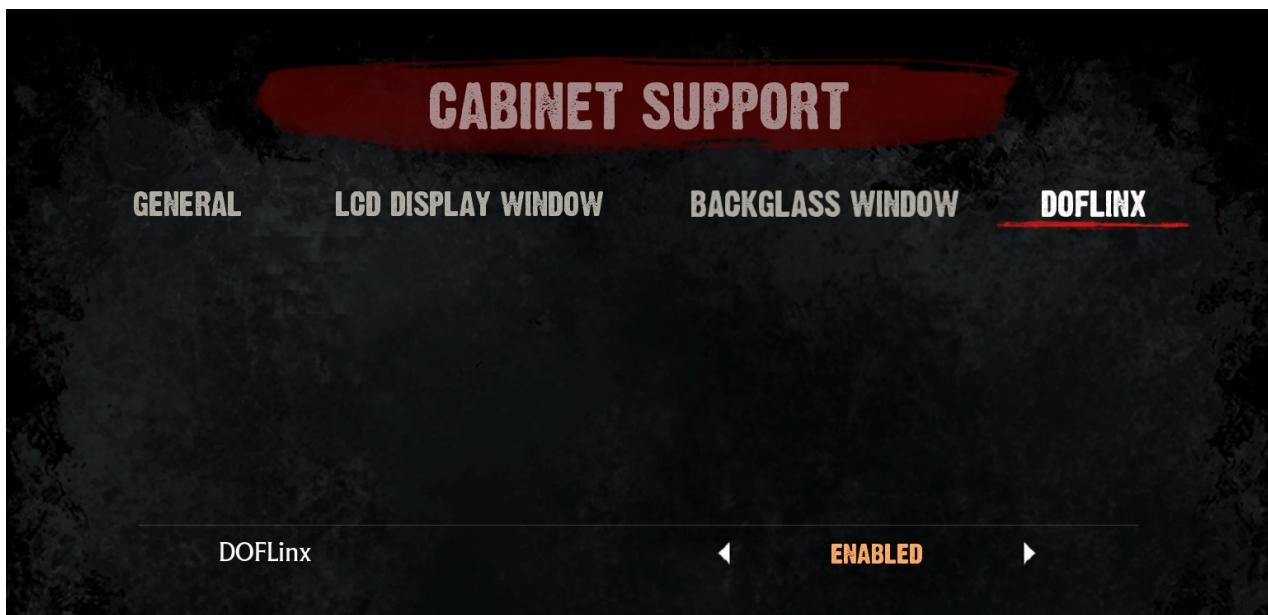


A screenshot of the "Cabinet Support" settings screen. At the top, the title "CABINET SUPPORT" is displayed above four tabs: "GENERAL", "LCD DISPLAY WINDOW", "BACKGLASS WINDOW", and "DOFLINK". The "GENERAL" tab is currently selected. Below the tabs, there is descriptive text: "Activate a special standing UI to fit real-life cabinet hardwares. This feature is best suited for those who have a physical cabinet." and "You can find the option to change the orientation of the screen in the Video Settings.". At the bottom of the screen is a large red button labeled "ACTIVATE".

Disable the Backglass Window as you will use the DOFLinx active backglasses:

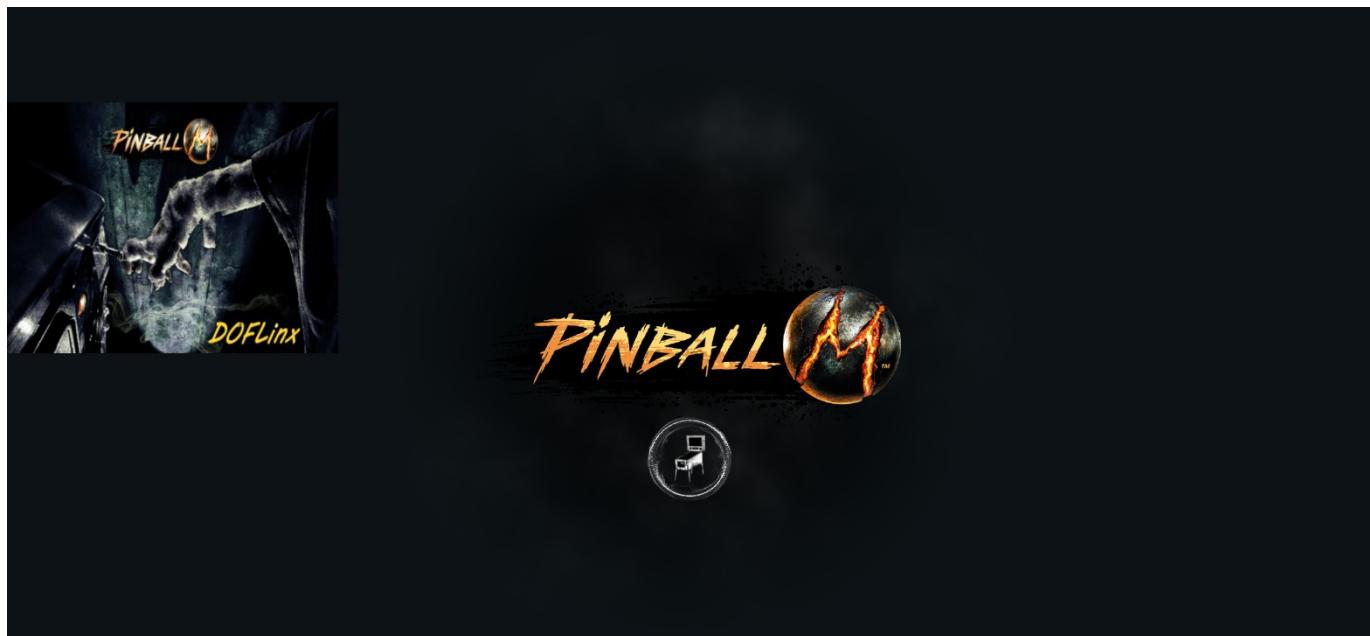


Go to the DOFLinx tab, **enable** it:



Start Pinball M and have fun with full DOFLinx feedback!

If everything was setup correctly you should see DOFLinx logo while loading:



Troubleshooting Tips

If DOFLinx logo is present but DOFLinx feedback is not working, quit the game then kill DOFLinx process in Task Manager and run it again manually from C:\DOFLinx folder. Then restart the game.

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:

```
#####
#####
#
# The config file for DOFLinx Starter MAME, Pinball FX, Pinball M and Infected Mushroom Pinball
# To find out more about each parameter have a read of the included main guide 'DOFLinx Guide'
#
#####
#####
#
# 0 = OFF (normal operation), 1 = ON - When ON a window will appear and a log file will be created in the EXE
# directory.
#
#location of some general files
COLOUR_FILE=C:\DirectOutput\directoutputconfig120.ini
DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\GlobalconfigPico1.xml
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\

#
#location of emulators files
PATH_FX2=C:\DOFLinx\FX2\
PATH_FX2_B2S=C:\DOFLinx\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\
```

PATH_LINX=C:\DOFLinx\Linx\

PATH_LINX_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

#If you want the MAME score screen to appear then set the below to 1

SCORE_SCREEN=0

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

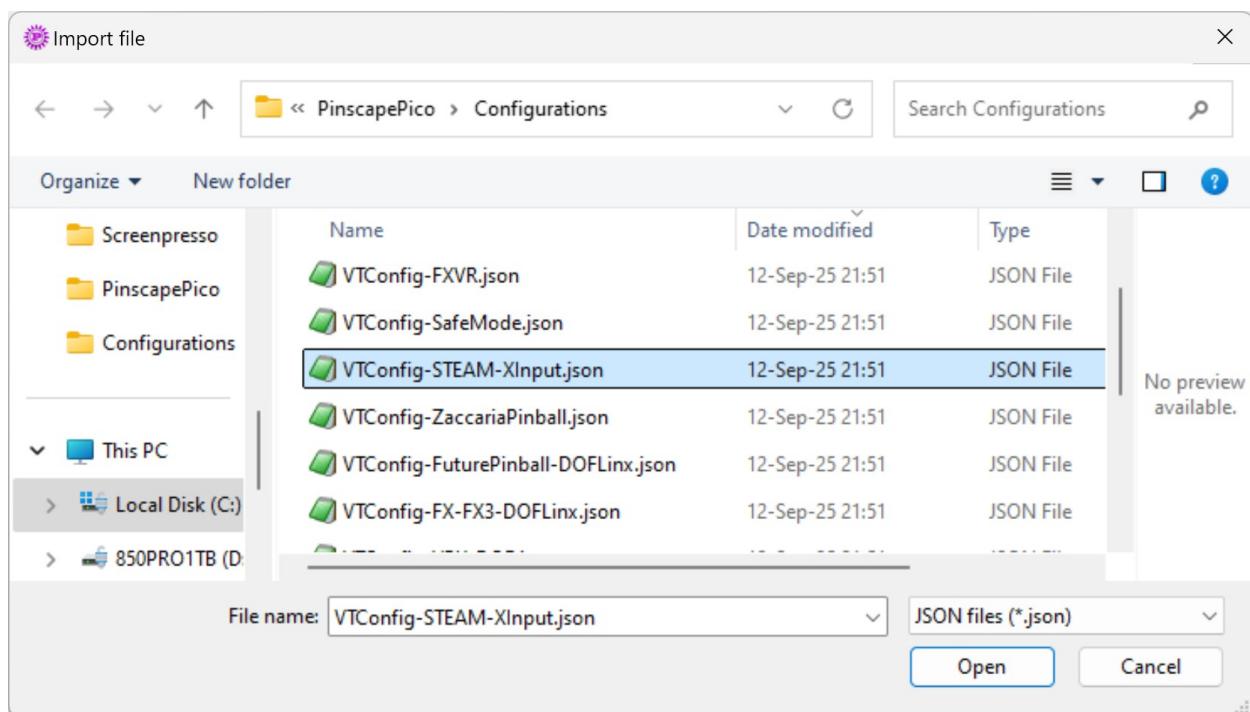
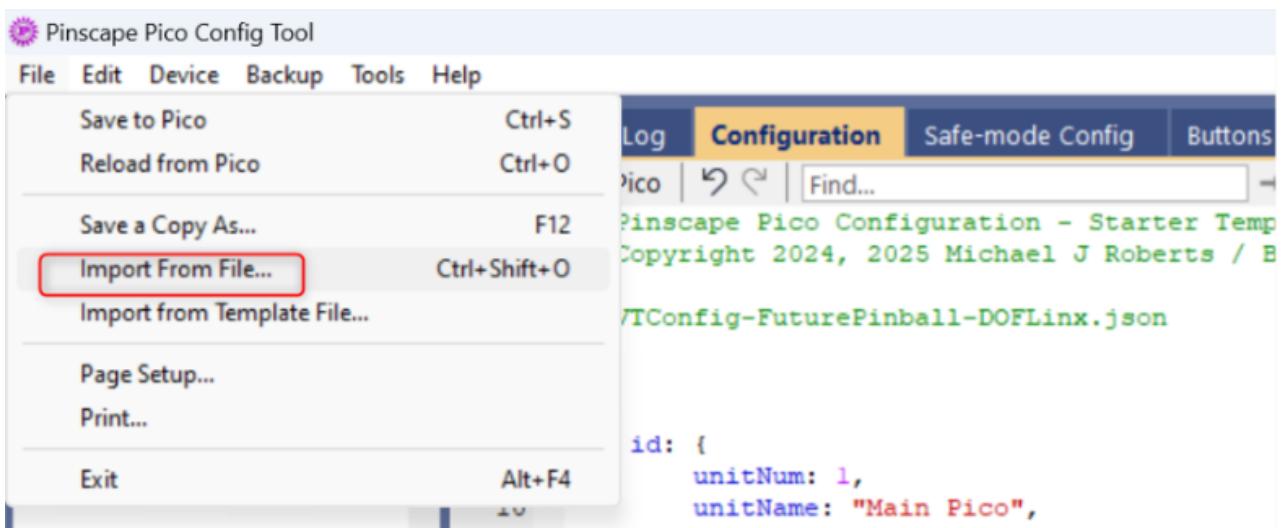
#!!!!!!!!!!!!!!

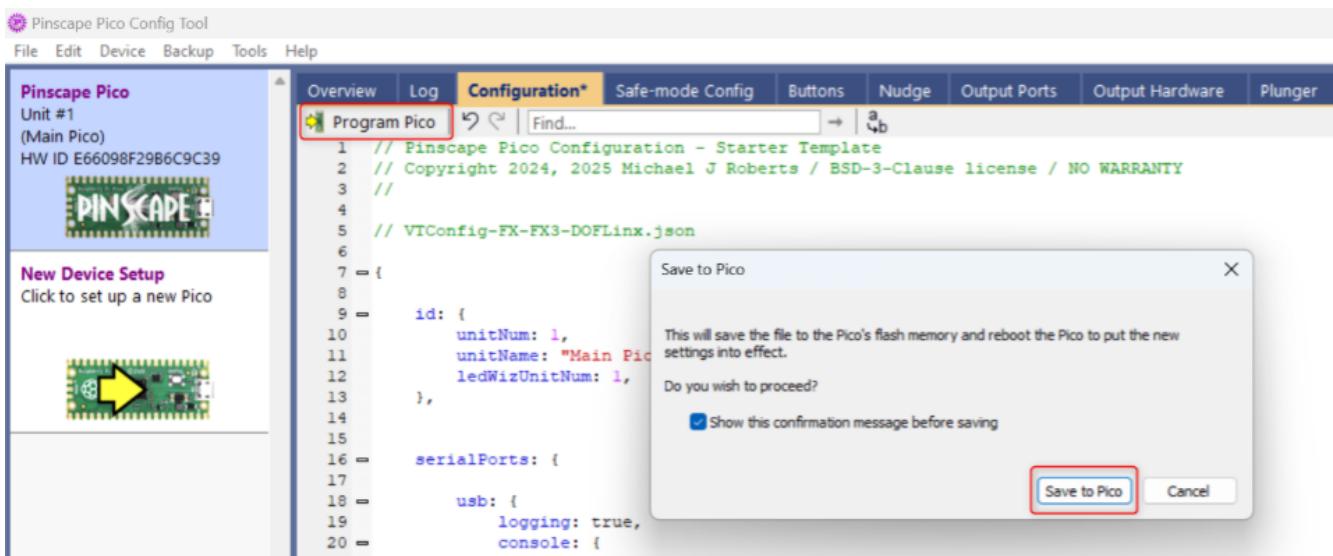
Use VirtuaTilt without DOF/DOFLinx

One of the main features of the new VirtuaTilt is the possibility to use it without going into DOF/DOFLinx configurations and benefit of feedback from solenoids and shaker motor, as well as analog plunger and accelerometer nudging. Just Plug&Play !

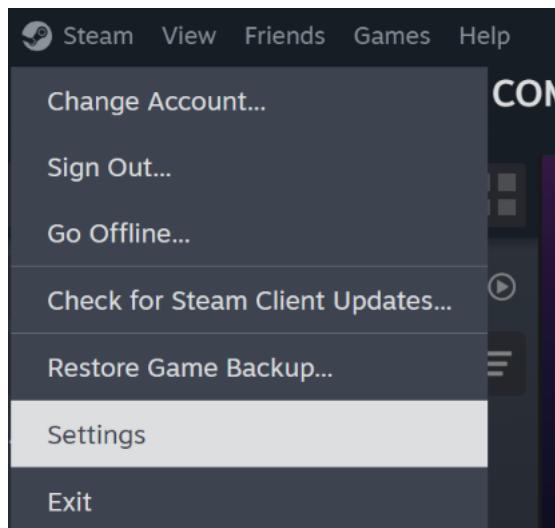
The **XInput mode** is used in Pinscape Pico firmware to achieve that.

What you need to do is load **VTConfig-STEAM-XInput.json** profile in **Pinscape Pico Config Tool** :

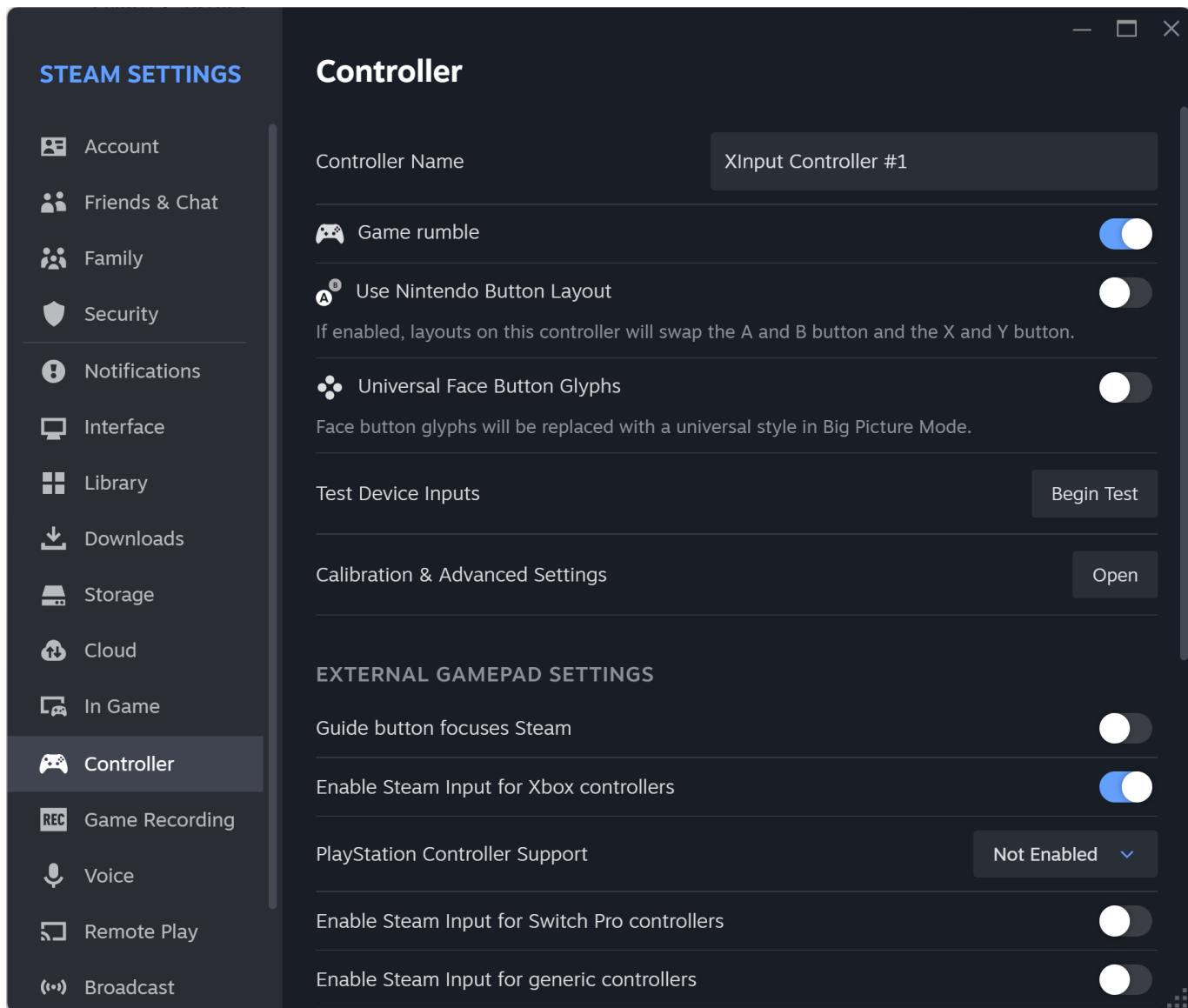




Start Steam and go to **Settings → Controller**



Disable everything under "External Gamepad Settings" with the exception of "**Enable Steam Input for Xbox controllers**" and "**Game rumble**":



That's it! Launch your favorite Virtual Pinball game and have fun.

IMPORTANT NOTE: Xbox drivers for Windows installation is required (see **Xbox Drivers Installation** chapter in Main Setup Guide).