

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 \(github.com\)](https://github.com/DOFLinx/DOFLinx/releases)

NOTE: Latest DOFLinx is required for Infected Mushroom Pinball.

Please always refer to official DOFLinx guides available at:

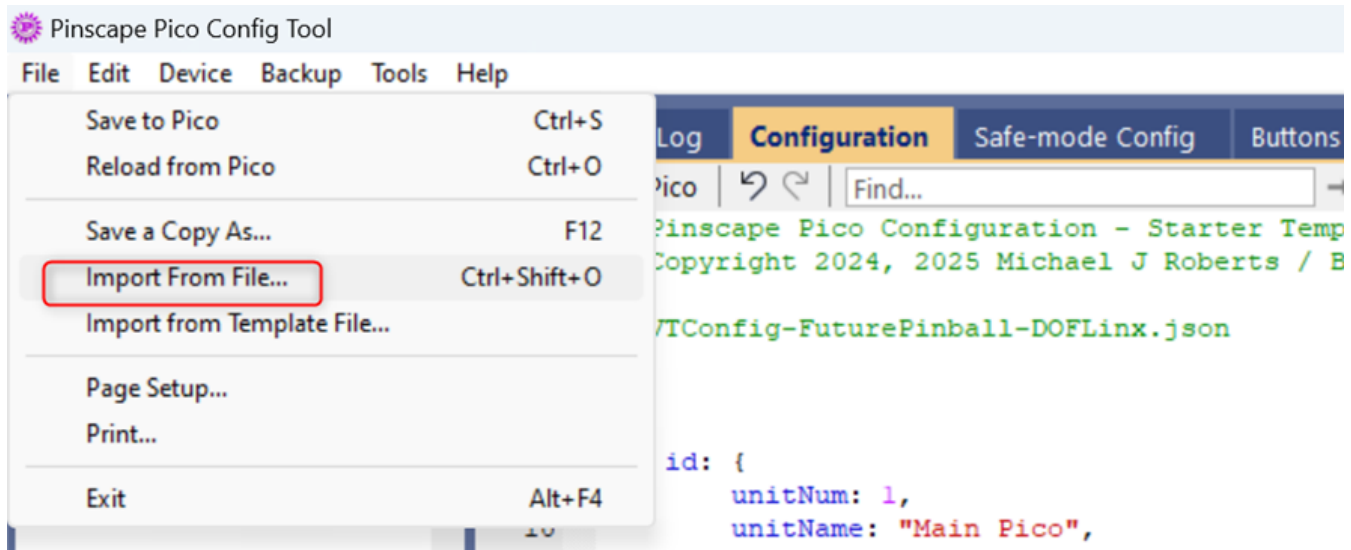
<https://doflinx.github.io/docs/>

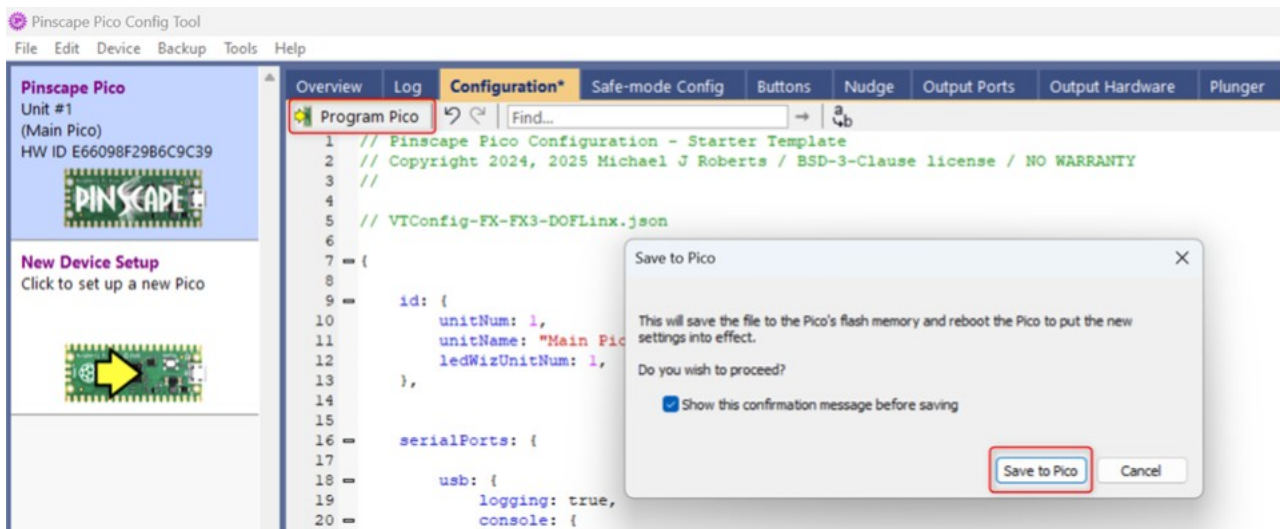
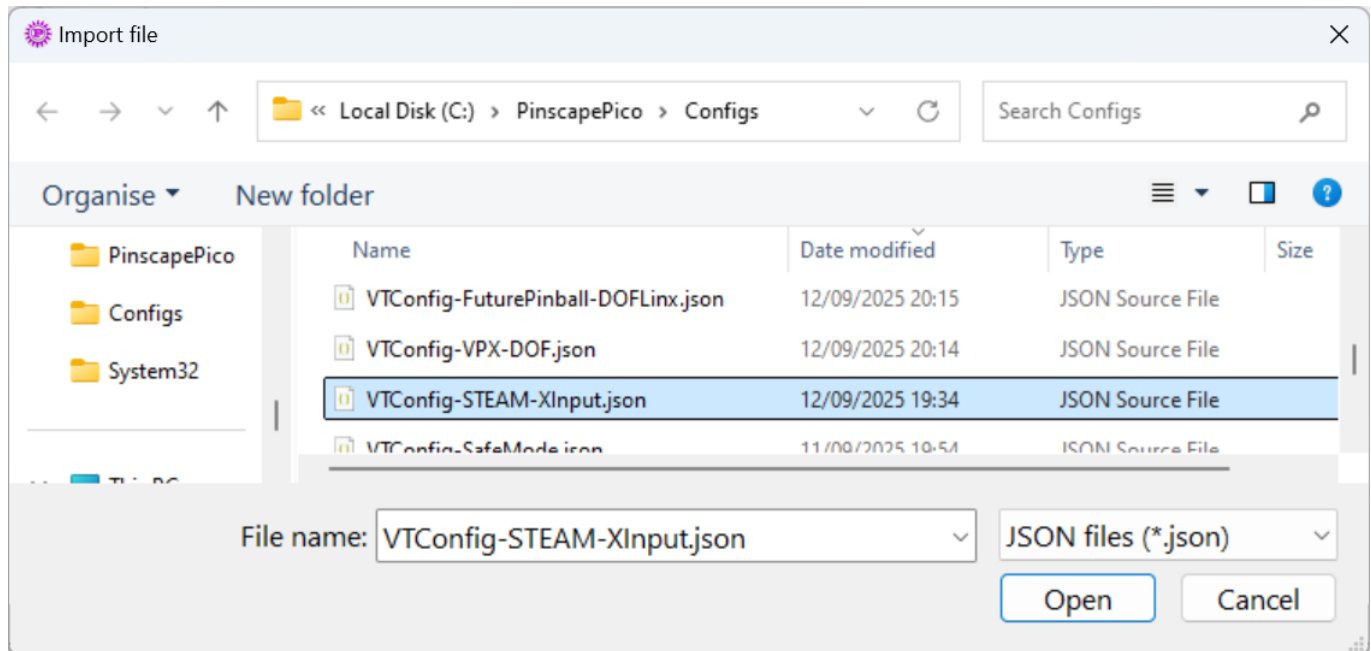
https://doflinx.github.io/docs/getting-started/08_PinballM.html

DOFLinx Setup

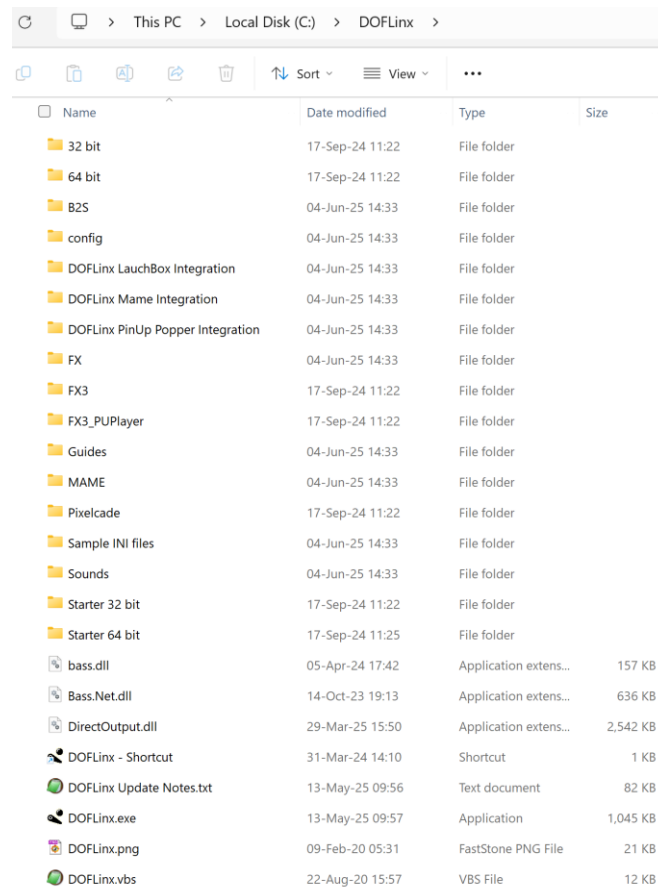
PREREQUISITES:

- **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**:

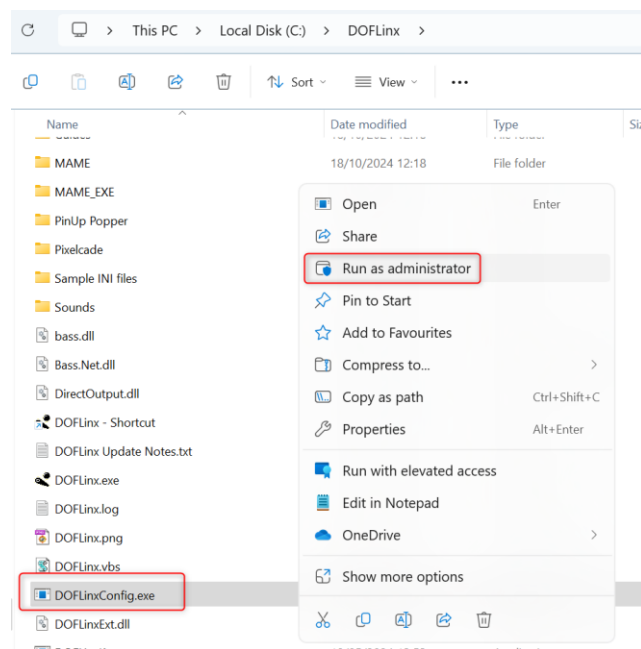


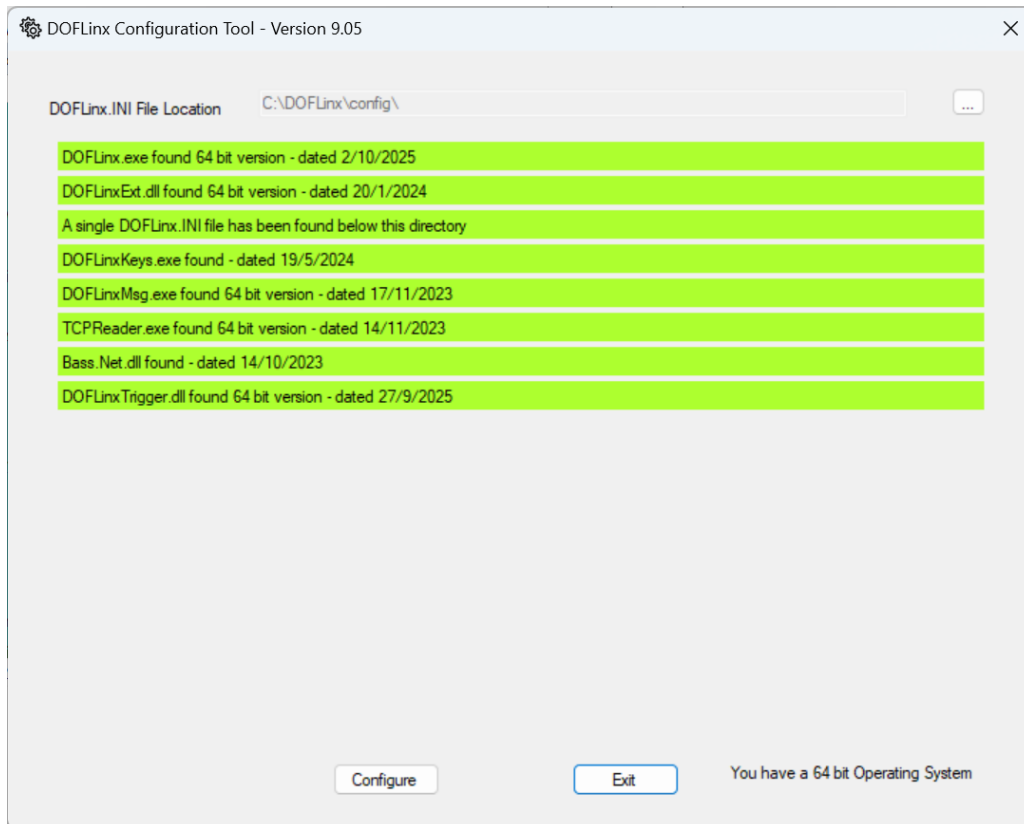


Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):

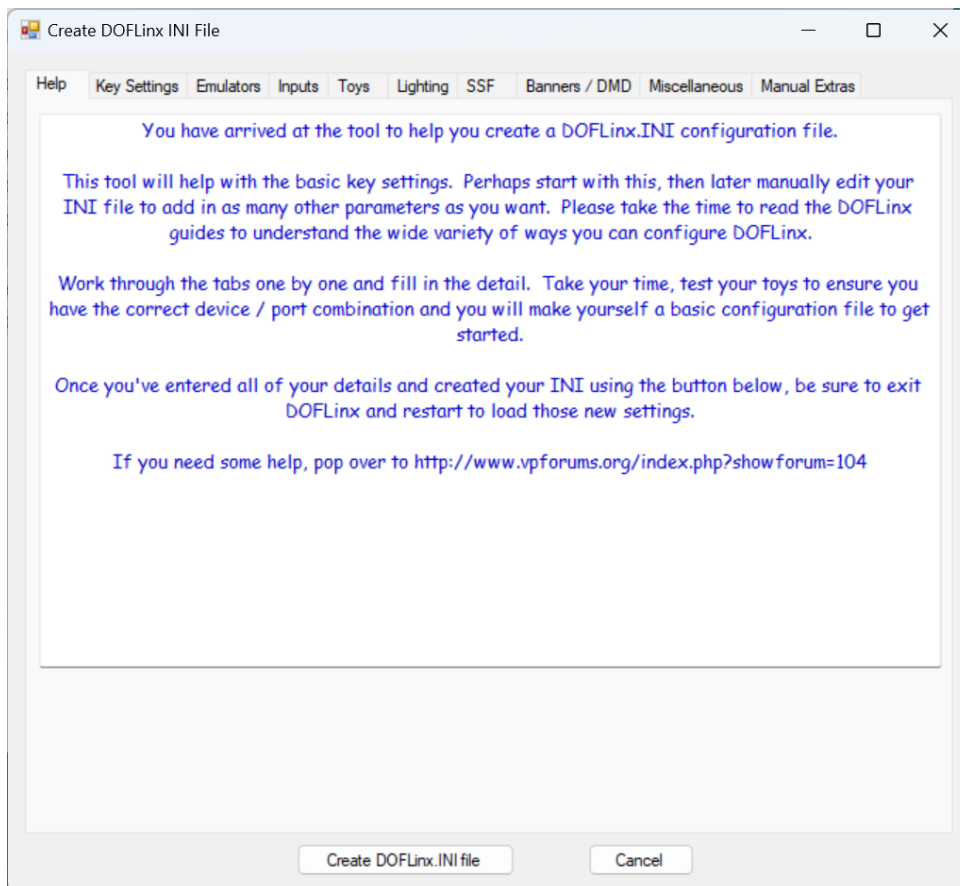


Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

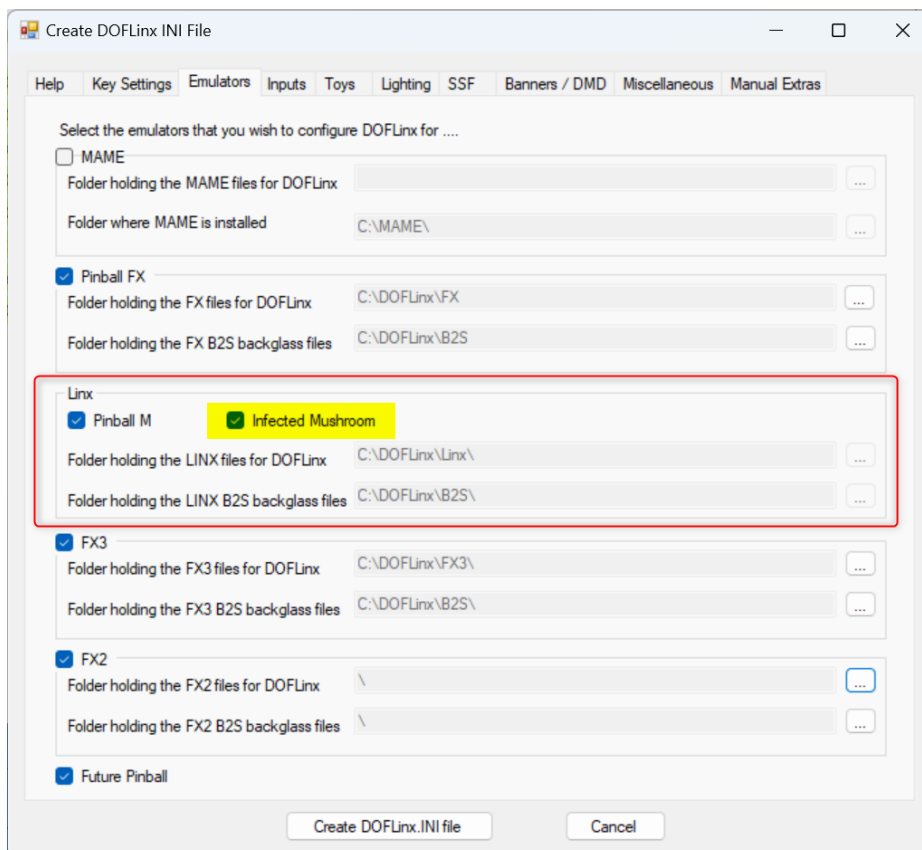
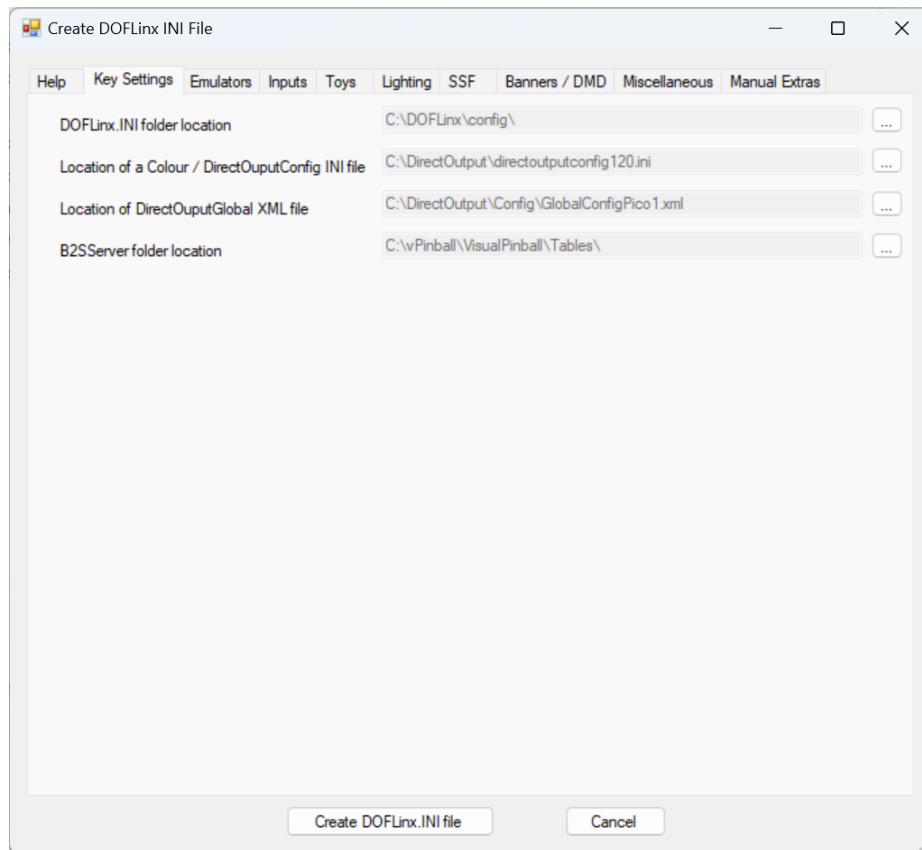




Turn on your VirtuaTilt power switch and click on **Configure** button and **work through all settings:**



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



Create DOFLinx INI File

Help Key Settings Emulators Inputs Toys Lighting Pixelcade Miscellaneous

For each one of these input buttons you have, click in the box next to the name, then press the button once when requested.
This will collect the keyboard code required. If you don't have the button, just ignore it.
If your button has a LED, select the device / port. If it has no LED leave the device / port as 0 / 0.
If you have RGB buttons, select the default colour you would like it to be as well.

	Device	Port	Colour	Test		
L Flipper	A0	Clear	0	0	MONO	Test
R Flipper	A1	Clear	0	0	MONO	Test
L Magna	A2	Clear	0	0	MONO	Test
R Magna	A3	Clear	0	0	MONO	Test
Start	31	Clear	0	0	MONO	Test
Extra Ball	32	Clear	0	0	MONO	Test
Exit	1B	Clear	0	0	MONO	Test
Coin	35	Clear	0	0	MONO	Test
Launch	0D	Clear	0	0	MONO	Test
Fire		Clear	0	0	MONO	Test
Pause		Clear	0	0	MONO	Test
Reset		Clear	0	0	MONO	Test

Player 1 ☐ Clear 0 0 MONO Test

Player 2 ☐ Clear 0 0 MONO Test

Cheat ☐ Clear 0 0 MONO Test

Menu ☐ Clear 0 0 MONO Test

Button 1 ☐ Clear 0 0 MONO Test

Button 2 ☐ Clear 0 0 MONO Test

Button 3 ☐ Clear 0 0 MONO Test

Button 4 ☐ Clear 0 0 MONO Test

Button 5 ☐ Clear 0 0 MONO Test

Button 6 ☐ Clear 0 0 MONO Test

Button 7 ☐ Clear 0 0 MONO Test

Button 8 ☐ Clear 0 0 MONO Test

Create DOFLinx.INI file Cancel

Create DOFLinx INI File

Help Key Settings Emulators Inputs Toys Lighting Pixelcade Miscellaneous

Check the boxes for the toys (solenoids, etc) you have and select the correct device / port.
Once you have entered the details test that you have things correct by using the test button.

	Device	Port	Test
<input checked="" type="checkbox"/> Left Flipper	1	3	Test
<input checked="" type="checkbox"/> Right Flipper	1	4	Test
<input checked="" type="checkbox"/> Left Slingshot	1	1	Test
<input checked="" type="checkbox"/> Right Slingshot	1	1	Test
<input checked="" type="checkbox"/> Mid Left	1	1	Test
<input checked="" type="checkbox"/> Mid Centre	1	1	Test
<input checked="" type="checkbox"/> Mid Right	1	1	Test
<input checked="" type="checkbox"/> Back Left	1	1	Test
<input checked="" type="checkbox"/> Back Centre	1	1	Test
<input checked="" type="checkbox"/> Back Right	1	1	Test
<input type="checkbox"/> Strobe	0	0	
<input type="checkbox"/> Beacon	0	0	

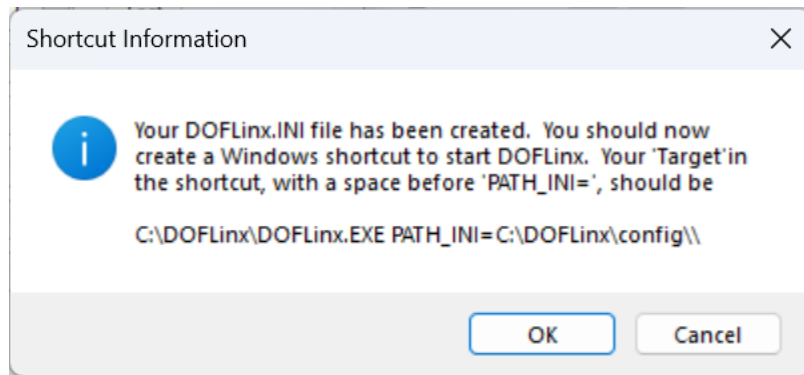
	Device	Port	Test
<input type="checkbox"/> Shaker	0	0	Test
<input checked="" type="checkbox"/> Gear Motor	1	2	Test
<input checked="" type="checkbox"/> Knocker	1	1	Test
<input type="checkbox"/> Fan	0	0	Test
<input type="checkbox"/> Bell	0	0	Test
<input type="checkbox"/> Chime #1	0	0	Test
<input type="checkbox"/> Chime #2	0	0	Test
<input type="checkbox"/> Chime #3	0	0	Test

☐ DOFLinx to flash (pulse power) this device? Test

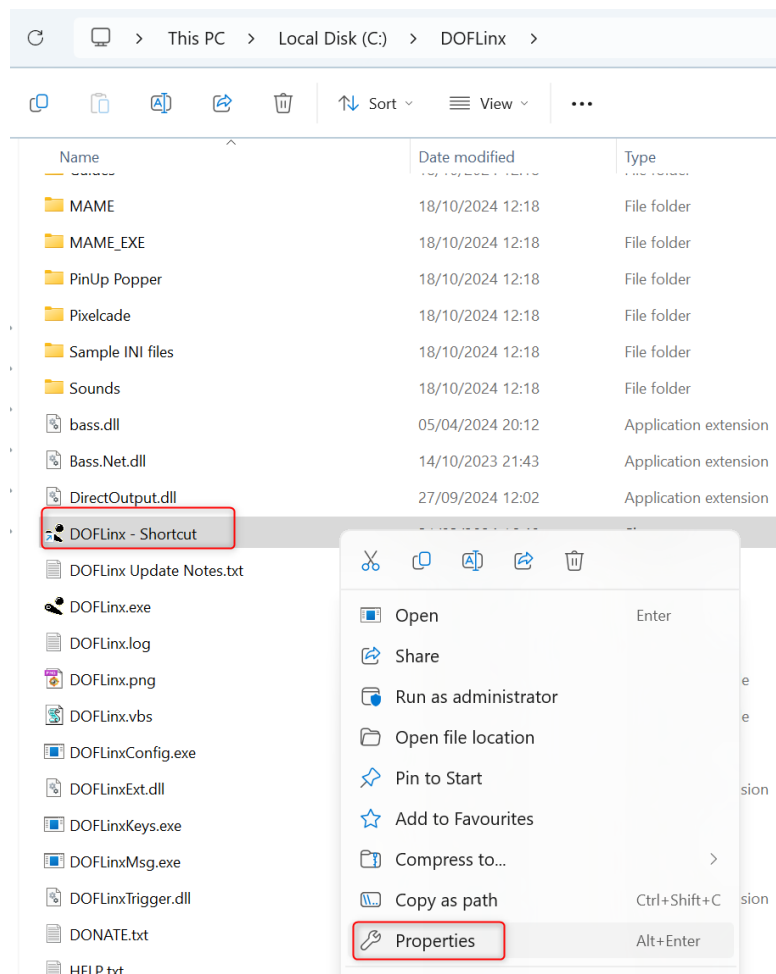
☐ DOFLinx to flash (pulse power) this device? Test

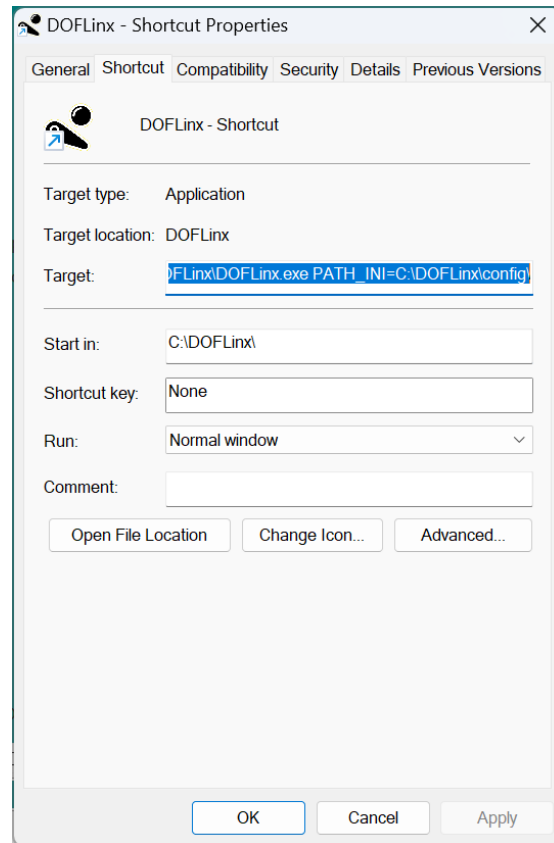
Create DOFLinx.INI file Cancel

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

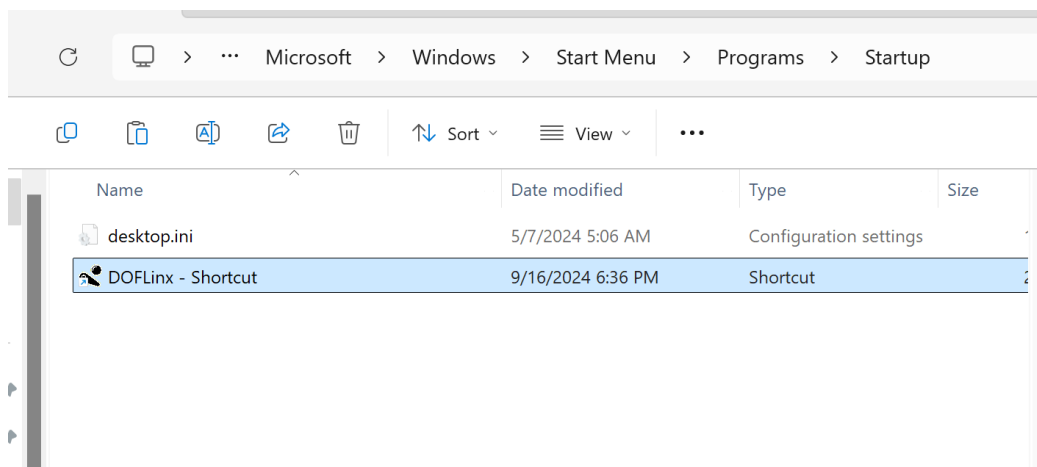
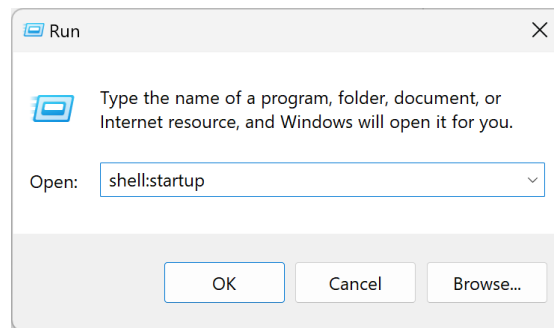


Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:

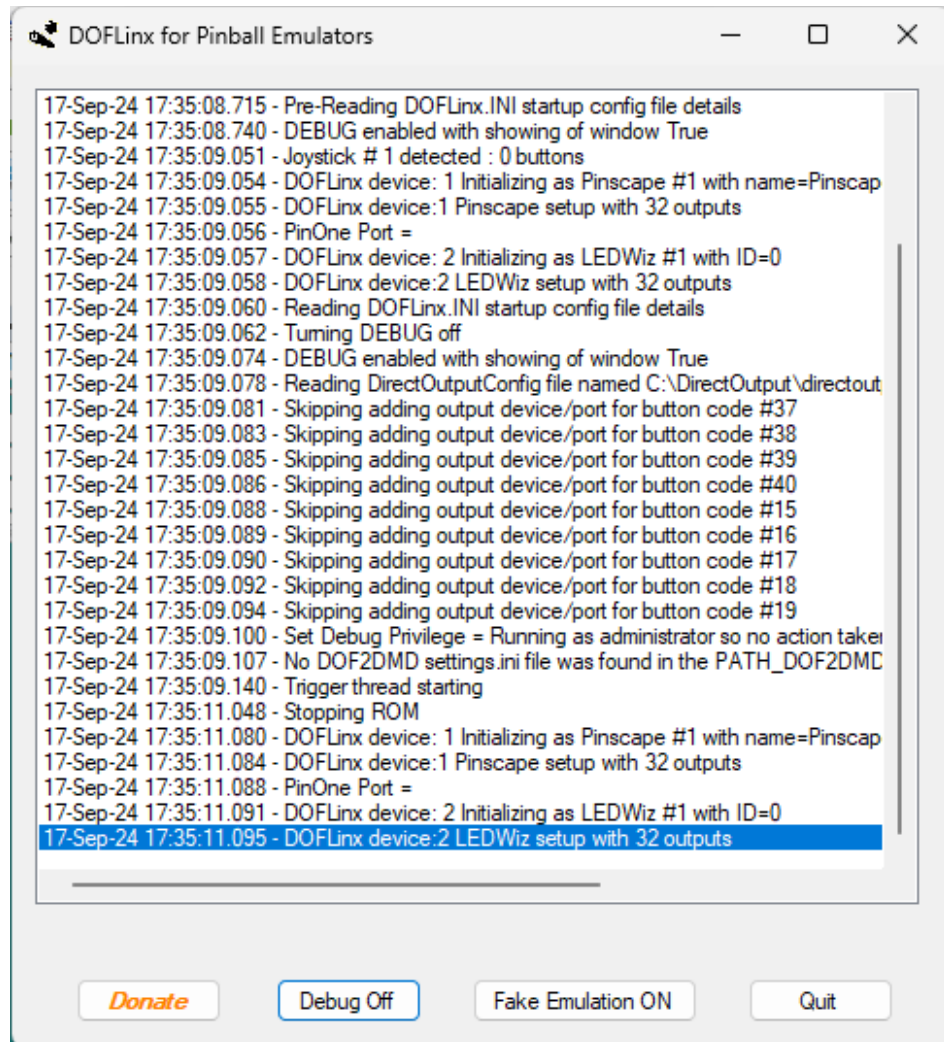




For automatic startup at every boot, put the shortcut in Startup folder:

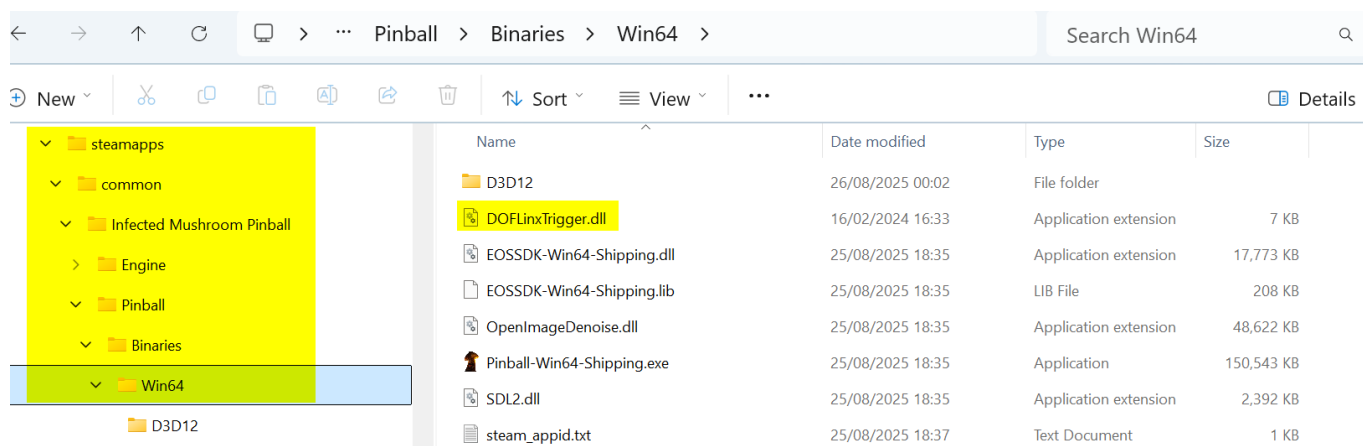


Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug logs (launch DOFLinx - Shortcut to check):

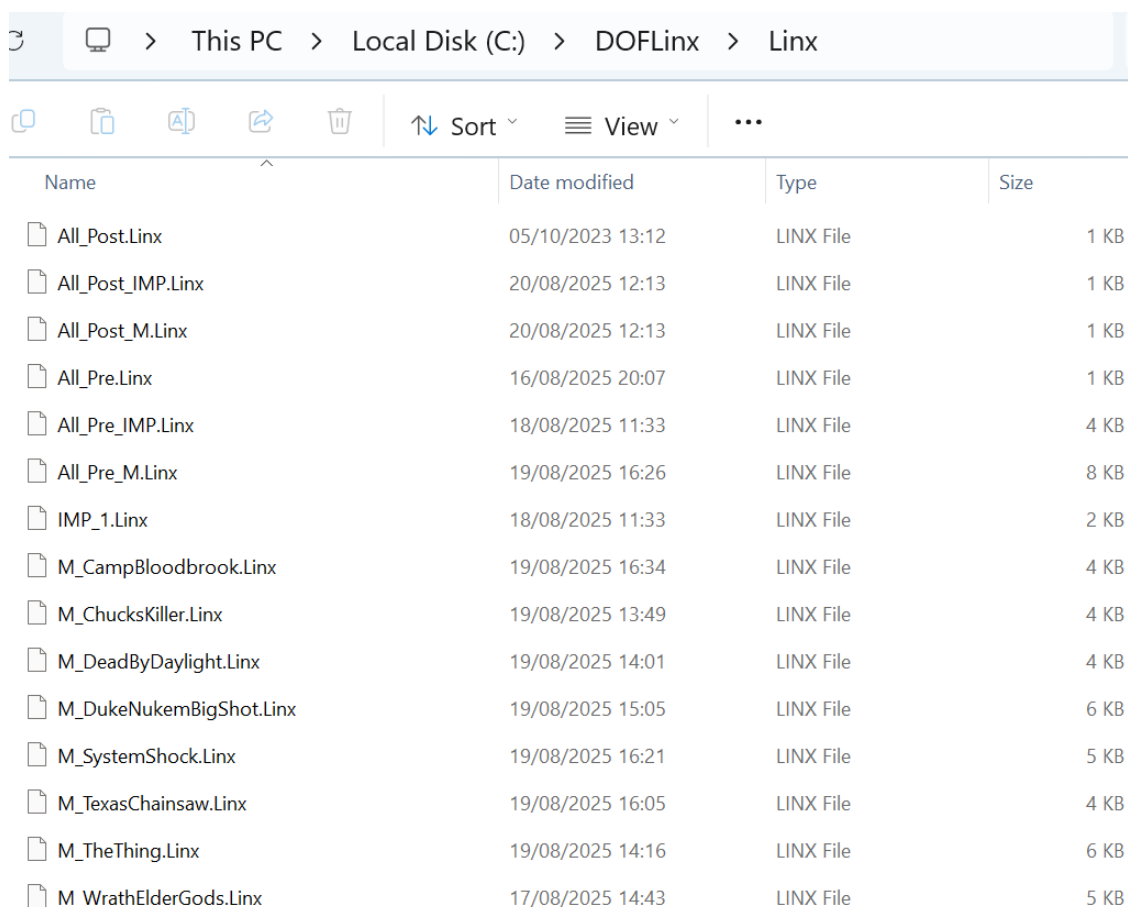


Configure Infected Mushroom Pinball with DOFLinx

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**



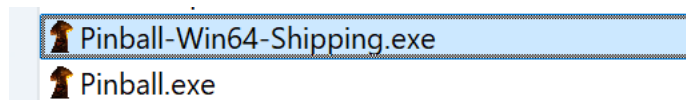
You can download latest VirtuaTilt **DOFLinx.INI** file from our GitHub here:

<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_LINX_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

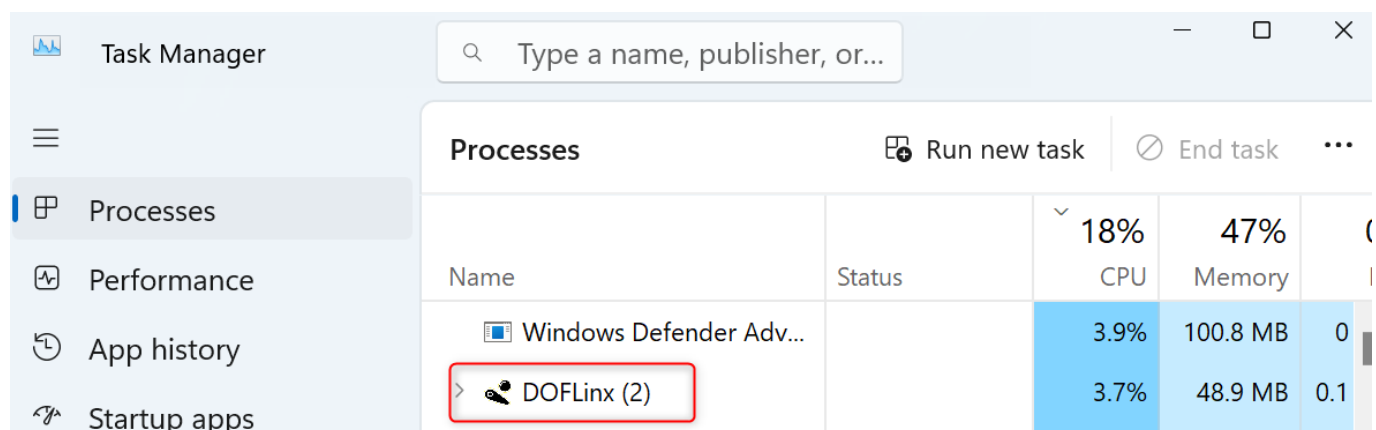
PATH_LINX_B2S=C:\DOFLinx\B2S

MAME_PROCESS=Mame

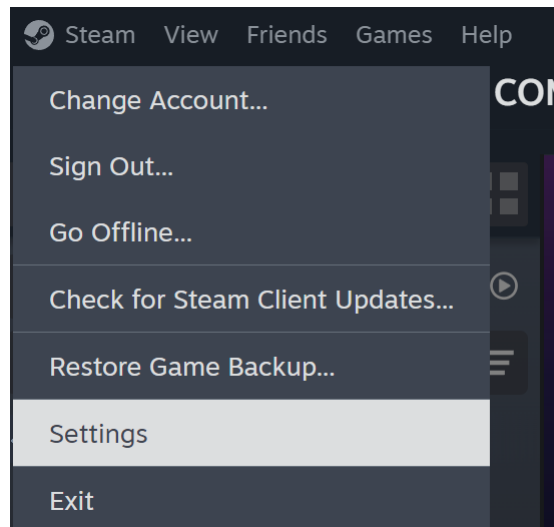
PROCESSES=PinballFX-Win64-Shipping,Pinball FX3,Pinball FX2,Future Pinball

PROCESSES_LINX=PinballM-Win64-Shipping,Pinball-Win64-Shipping

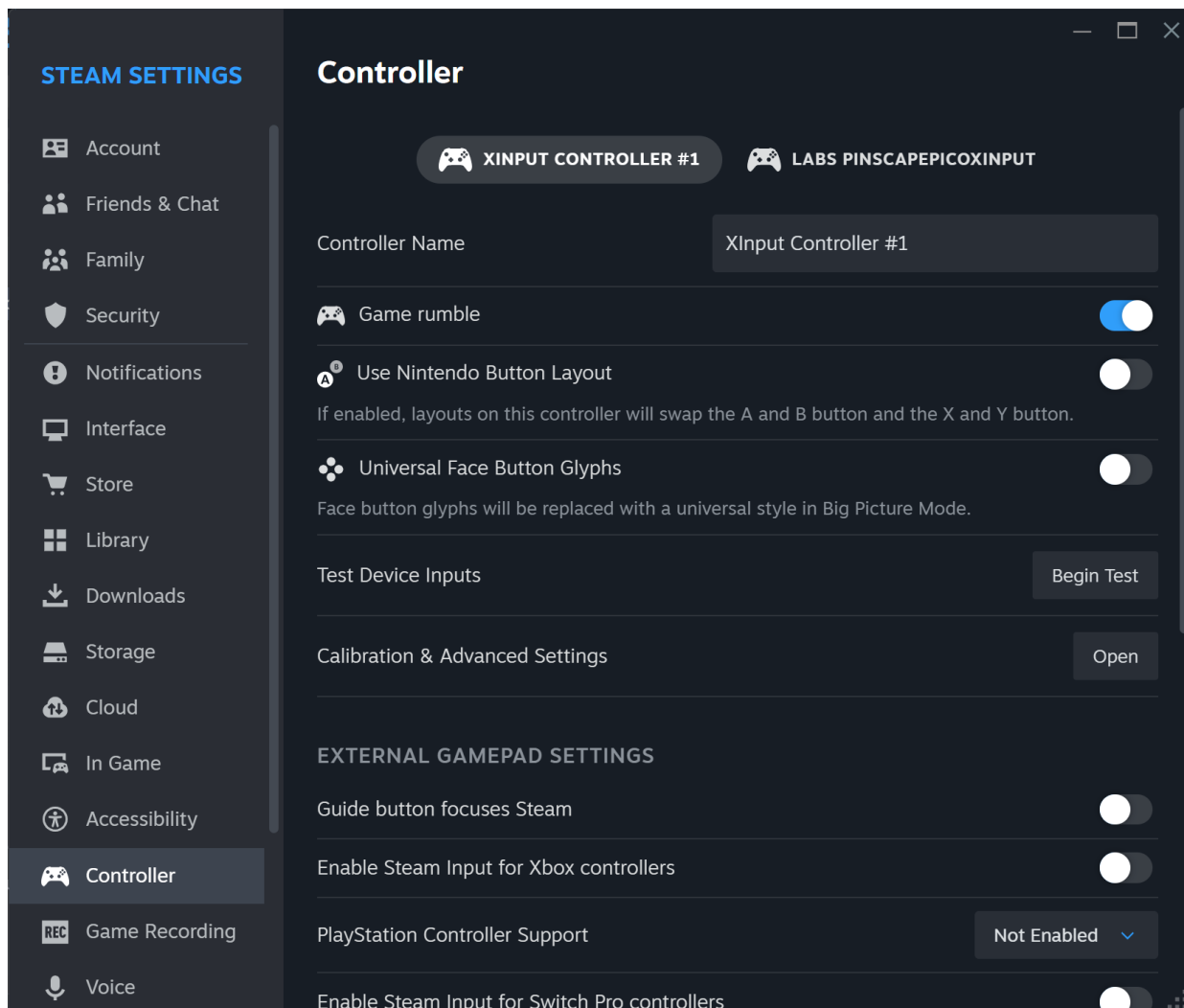
Reboot the machine and check that **DOFLinx process** is running:

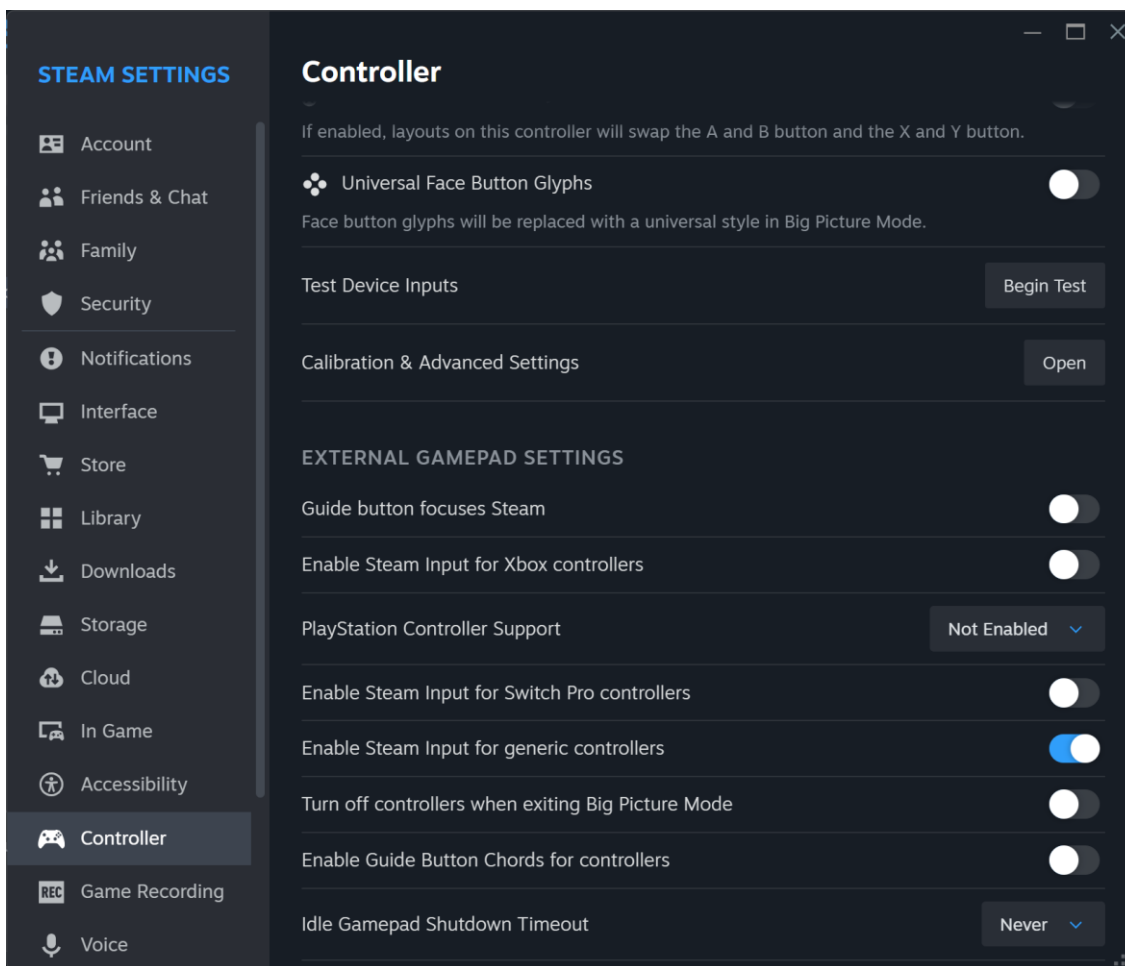


Go to **Steam Settings** → **Controller**

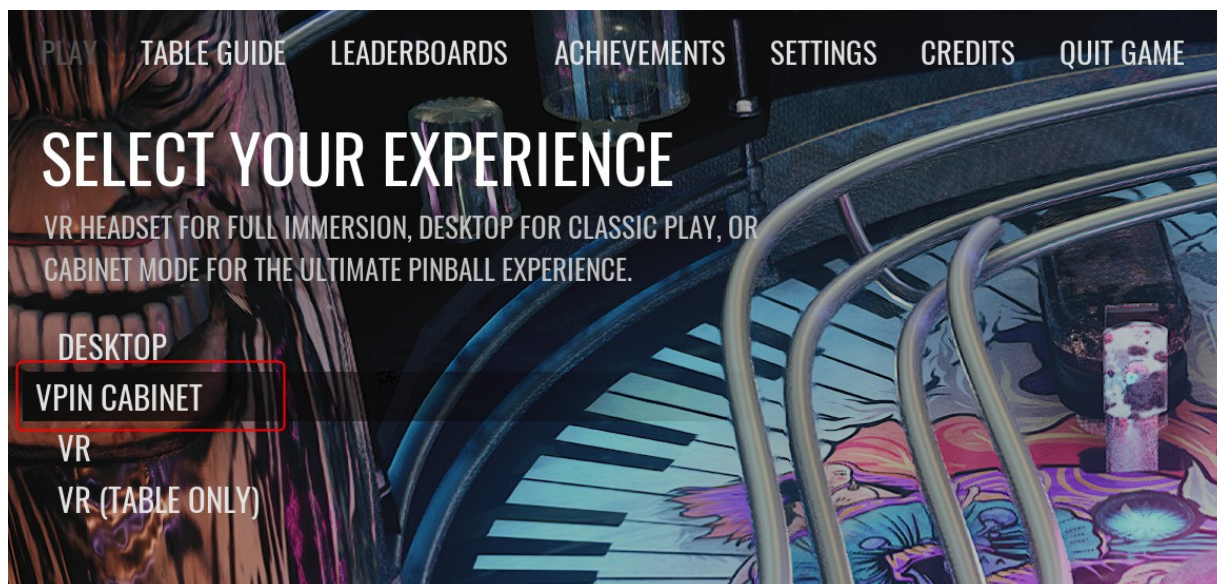


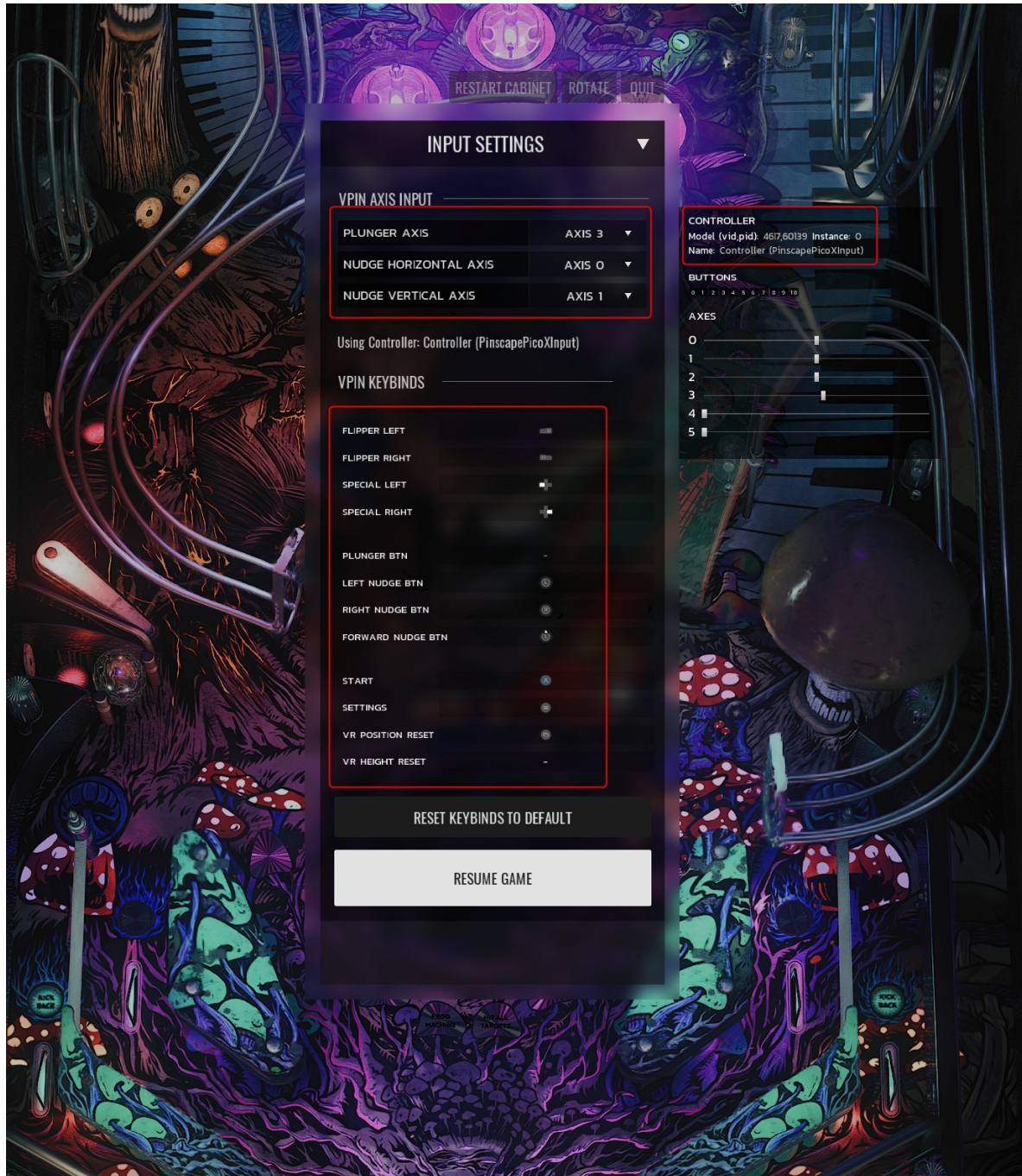
Disable everything under "External Gamepad Settings" with the except of **“Game Rumble”** and **“Enable Steam Input for generic controllers”**:





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.

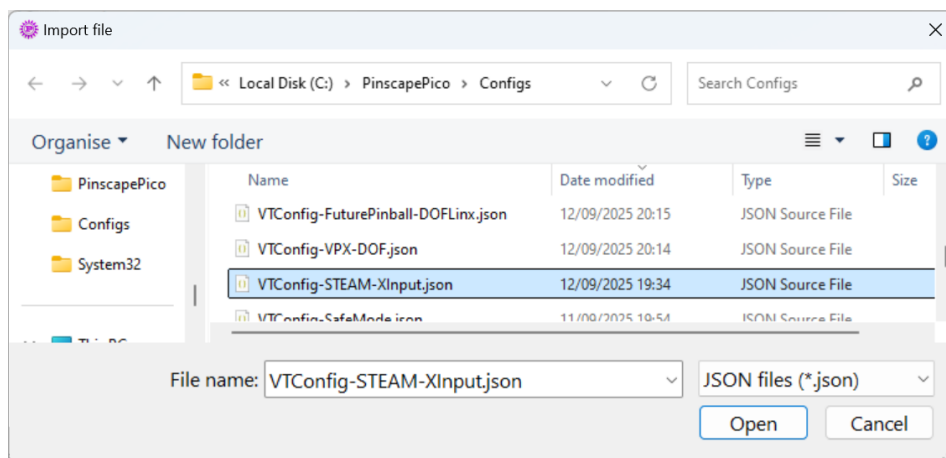
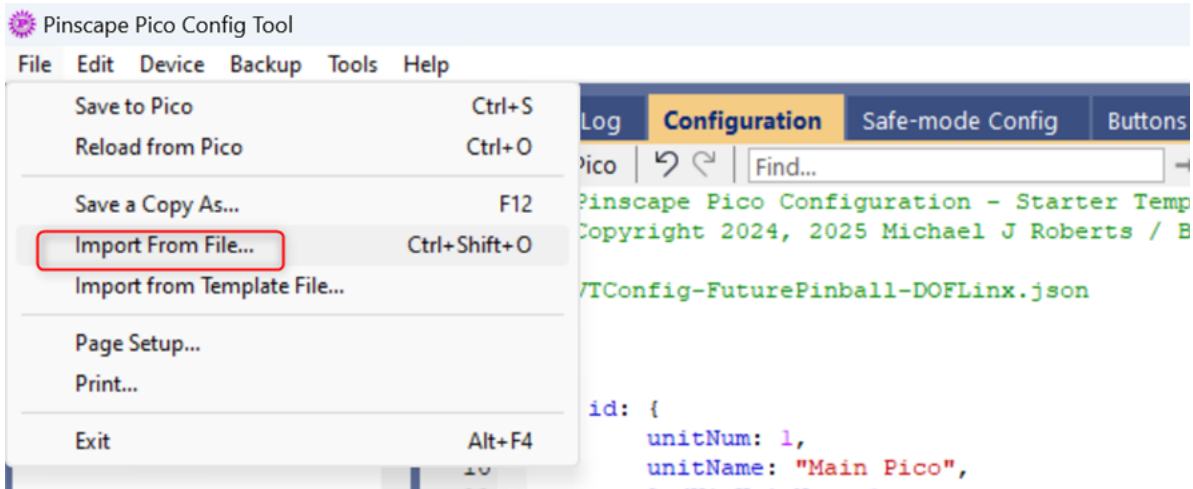
You can check if your DOFLinx configuration is working correctly by selecting **DOF TRIGGERS** from menu and passing your mouse onto triggers. Slingshots/Bumpers solenoid and shaker motor should trigger:

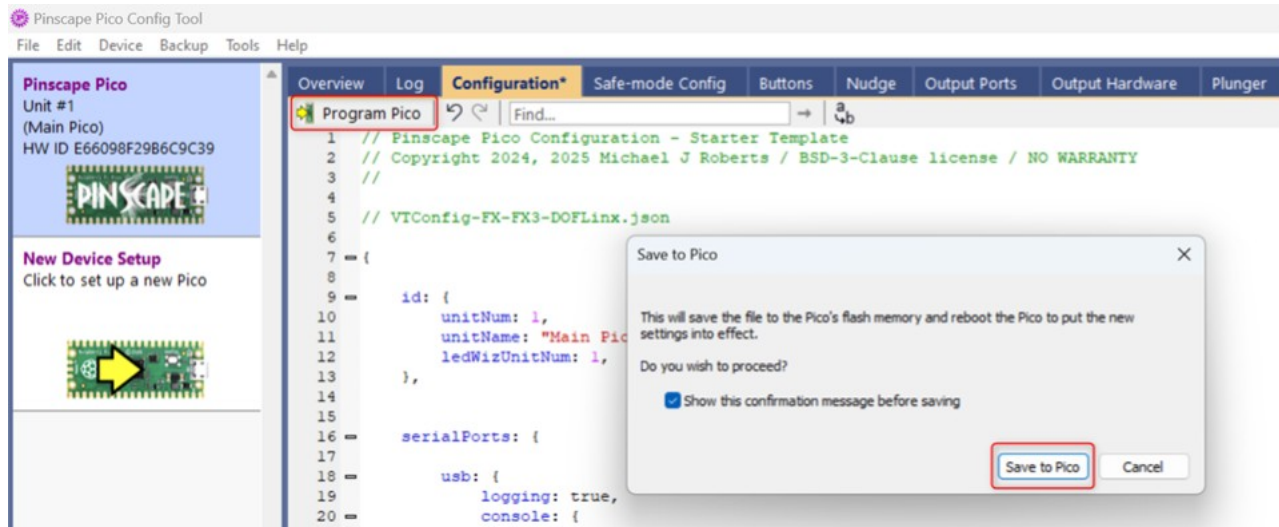


Have fun with DOFLinx full feedback with Infected Mushroom Pinball!

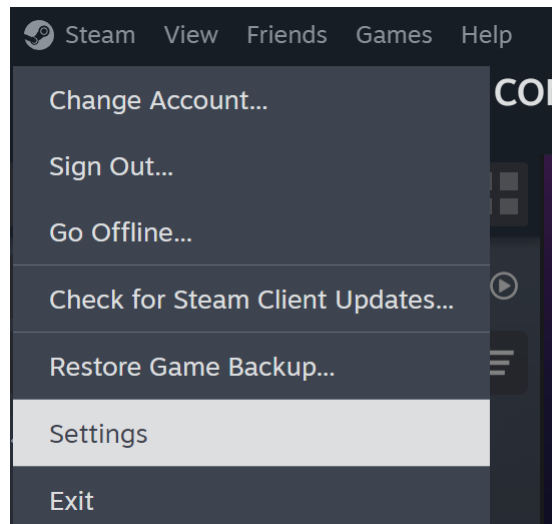
Configure Infected Mushroom Pinball without DOFLinx

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

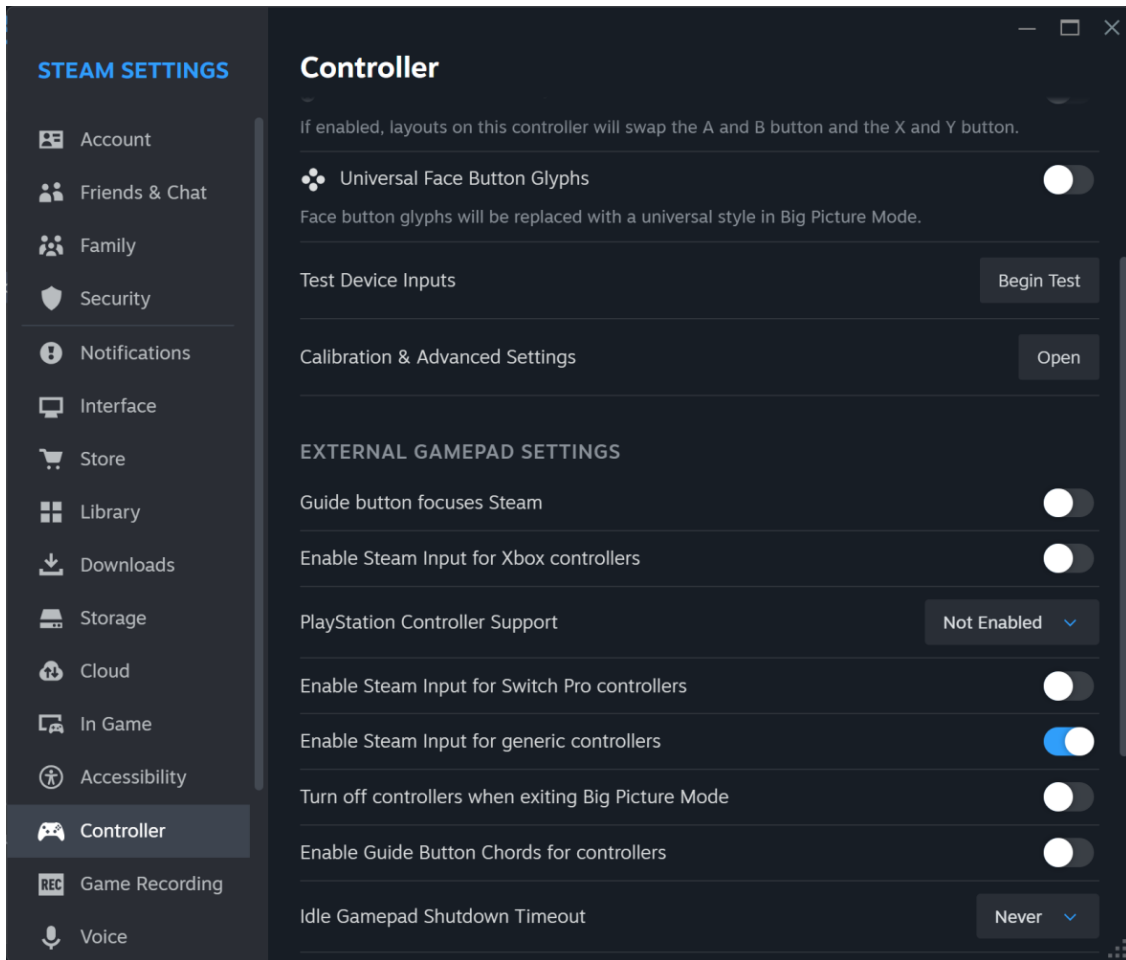




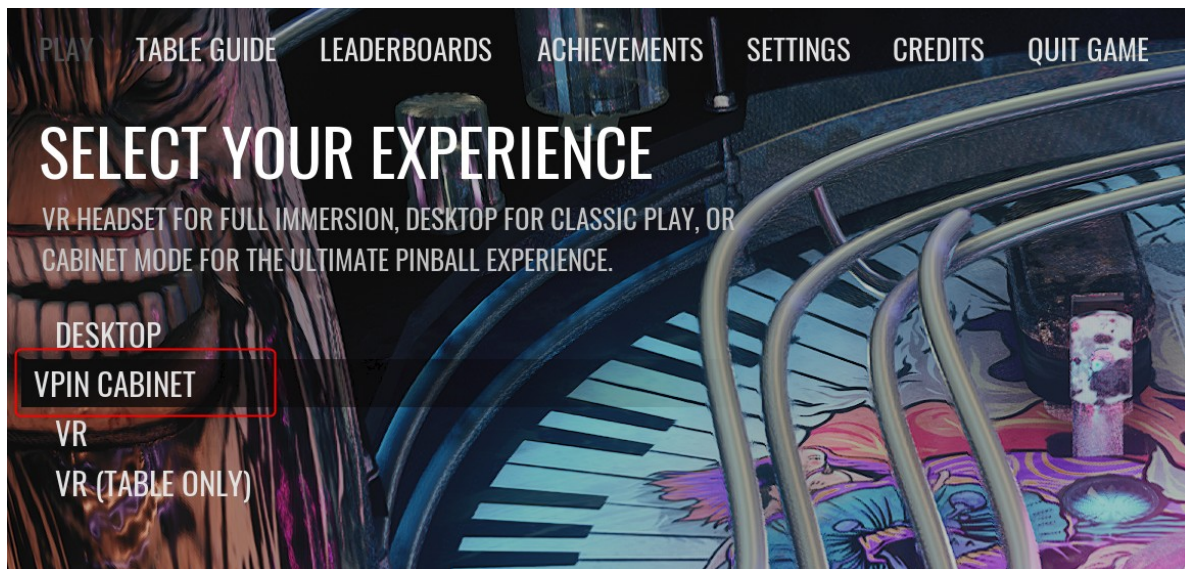
Go to **Steam Settings → Controller**

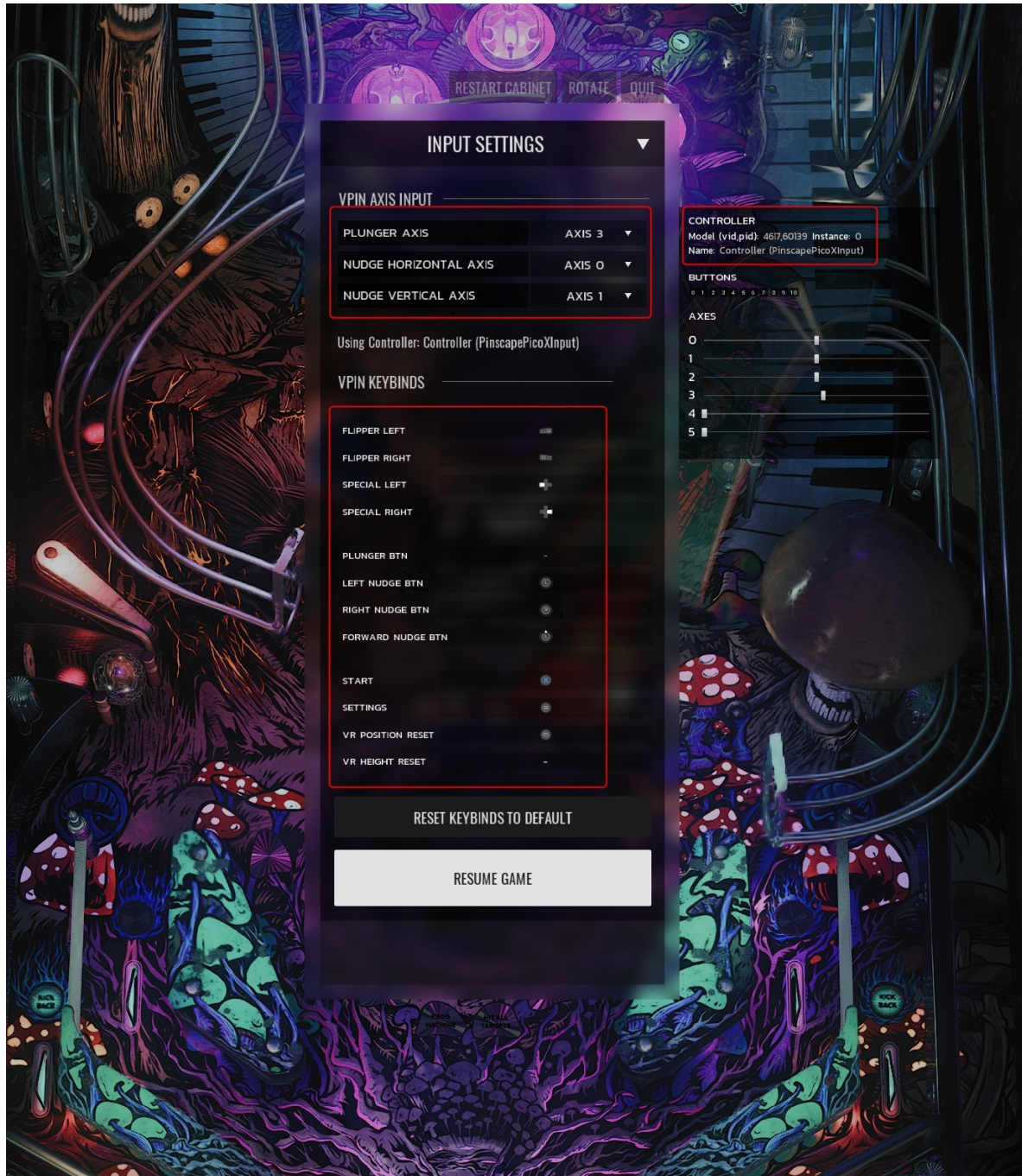


Disable everything under "External Gamepad Settings" with the except of **"Game Rumble"** and **"Enable Steam Input for generic controllers"**:



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_LINX=C:\DOFLinx\Linx
PATH_LINX_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_LINX=PinballM-Win64-Shipping,IMPball,IMPball-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_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

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