

VIRTUATILT – FUTURE PINBALL SETUP

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

NOTE: Future Pinball emulator is very old and has many limitations; be prepared for troubleshooting if something goes wrong.

PREREQUISITES:

- DirectOutput Framework (**DOF**) already installed and working (refer to VirtuaTilt Setup Config document)
- DOFlinx **NOT** running
- Windows System Language and Keyboard set to **English (MANDATORY)**

Installation

Download the **FP and BAM Essentials AIO package** here:

<https://vpuniverse.com/files/file/14807-future-pinball-and-bam-essentials-all-in-one-complete/>

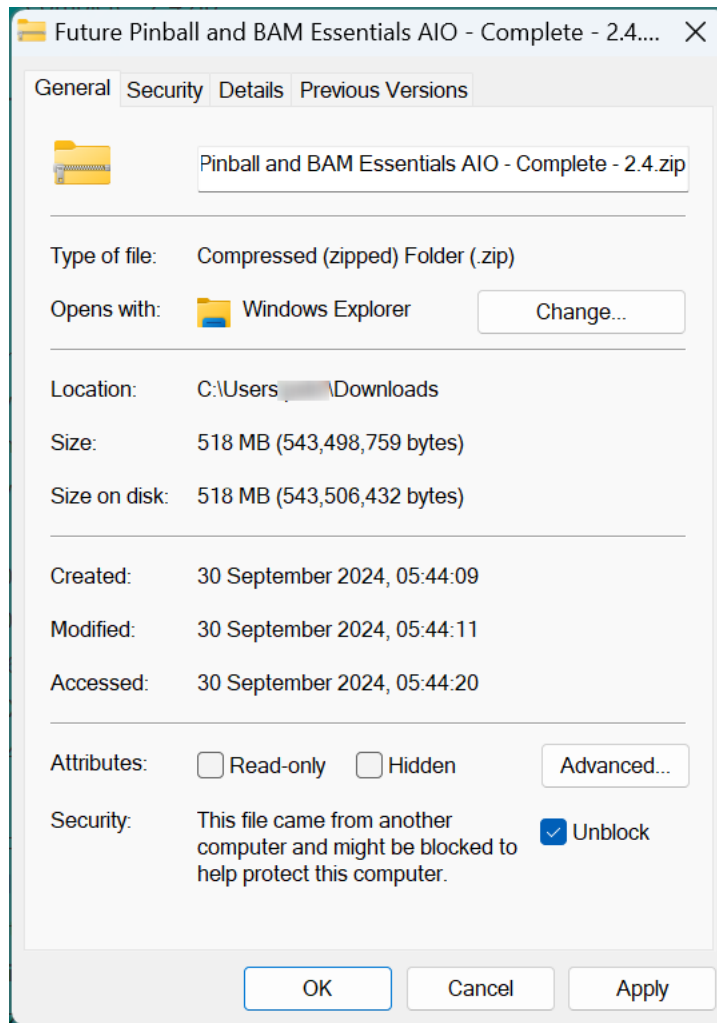
The FP and BAM Essentials AIO package includes a complete install of Future Pinball, the latest BAM update, the latest BAM Open-VR update, and a collection of essential files. This covers desktop, cabinet, and VR players.

Installing this package makes setting up Future Pinball and BAM easy at any time with everything you need, ready to go in one folder.

This can be used for a new install or an update. If you already have a working Future Pinball and BAM setup, then this package will get you updated with everything you need to play the latest and greatest Future Pinball tables!

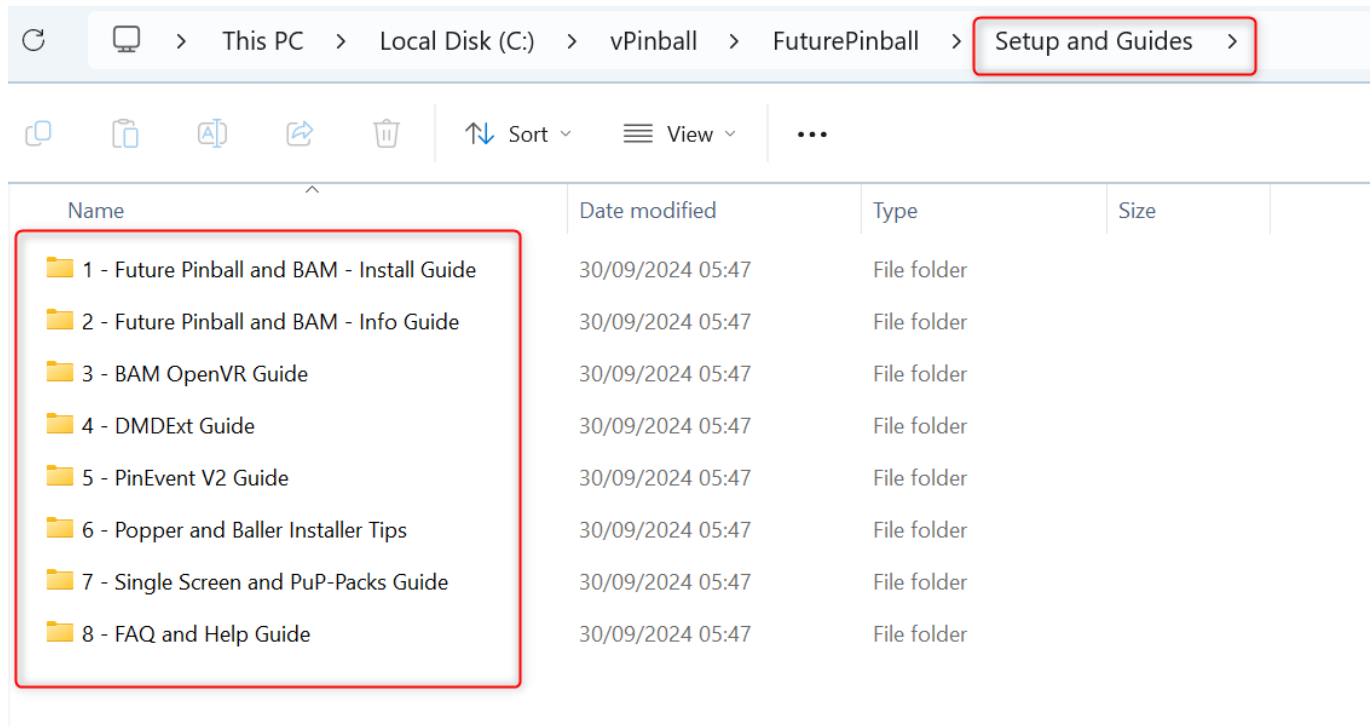
No need to use installers or download files and guides from different locations. No need to patch files. It's all here ready to go in one zip file!

Unblock zipfile and extract it:



<div> > This PC > Local Disk (C:) > vPinball > FuturePinball > </div>				
<div> <div> Sort View ... </div> </div>				
Name	Date modified	Type	Size	
BAM	01/10/2024 08:57	File folder		
BAM-OpenVR	30/09/2024 05:47	File folder		
BAM-OpenVR-OC	30/09/2024 05:47	File folder		
dmdext	02/07/2024 16:20	File folder		
DmdFonts	02/07/2024 16:20	File folder		
Feeds	02/07/2024 16:20	File folder		
fpRAM	01/10/2024 08:54	File folder		
Help	02/07/2024 16:20	File folder		
Libraries	30/09/2024 10:42	File folder		
Scripts	02/07/2024 16:20	File folder		
Setup and Guides	30/09/2024 05:47	File folder		
Tables	01/10/2024 09:11	File folder		
Tools and other Apps	30/09/2024 05:47	File folder		
Tutorials and Examples	30/09/2024 05:47	File folder		
devil.dll	25/12/2008 13:46	Application extension	263 KB	
DmdDevice.ini	02/07/2024 16:27	Configuration settings	12 KB	
dmdext.exe	22/09/2023 03:16	Application	12,889 KB	
dmdext.log.config	02/11/2023 19:56	CONFIG File	2 KB	
DMDExt_FP.BAT	29/06/2023 21:51	Windows Batch File	2 KB	
fmod.dll	09/12/2007 21:22	Application extension	159 KB	
Future Pinball.exe	10/07/2022 07:57	Application	27,879 KB	
Future Pinball.exe.Backup	31/12/2010 18:23	BACKUP File	27,879 KB	
ilu.dll	25/12/2008 13:46	Application extension	27 KB	
ilut.dll	25/12/2008 13:46	Application extension	16 KB	
libcurl.dll	24/11/2006 03:42	Application extension	612 KB	
NewTable.fpt	06/01/2008 20:19	Future Pinball Table	222 KB	
Newton.dll	09/12/2007 21:22	Application extension	436 KB	
OpenGL32.dll	05/05/2021 03:19	Application extension	534 KB	
SciLexer.dll	23/12/2008 01:36	Application extension	398 KB	

Follow official Install guide available in the extracted folder to setup BAM for your cabinet configuration (STEPS 1-13):




After you configured FP from the above guides, launch your **Start FP – xxxxx.bat** and edit **Game/Keys and Controls** preferences:



Select and Enable **Pinscape Controller**:

Game Keys and Controls

Game Keys (Definable)



To change a keys setting, click on its button and press the key you want to use.

Game Controls (Fixed)

ESC	Return to Editor	Pause / Break	Pause / High Score Display
F1 - F8	Change Camera View	Tab (Held Down)	Look at Backbox
F9	Display Frame Rate and Statistics	Page Up / Down	Music Volume Up/Down
F10	Wireframe Mode On/Off	Home / End	Sound Volume Up/Down
Numpad /	Test Roller On/Off	Scroll Lock	Adjust Second Monitor Position
Numpad -	Alternate Physics/Render Mode		

TrackIR Controller

☐ Enable TrackIR Player Height: F11 ... Enable Track IR Camera (on by Default)

Pinball Test Roller (uses Analog Axis controls)

Force: +1 Damping: +0.6

Mouse/Joyypad Controllers

☒ Enable Mouse/Joyypad: **Mouse**

Deadzone: **Mouse**

Pinscape Controller

Set as Defaults Reset to Defaults

Button Actions

Left Flipper	-none-	Left 2nd Flipper	-none-
Right Flipper	-none-	Right 2nd Flipper	-none-
Insert Coin 1	-none-	Insert Coin 2	-none-
Start Game	-none-	Insert Coin 3	-none-
Special 1	Right	Test	-none-
Special 2	Middle	Service	-none-
Exit Table	-none-	Volume Up	-none-
Digital Plunger	Left	Volume Down	-none-
Pause	-none-	Music Up	-none-
Toggle HUD	-none-	Music Down	-none-
Pinball Roller	-none-	Look at Backbox	Button 5
Change Camera	Button 4		

Analog Plunger, Nudge and Test Roller

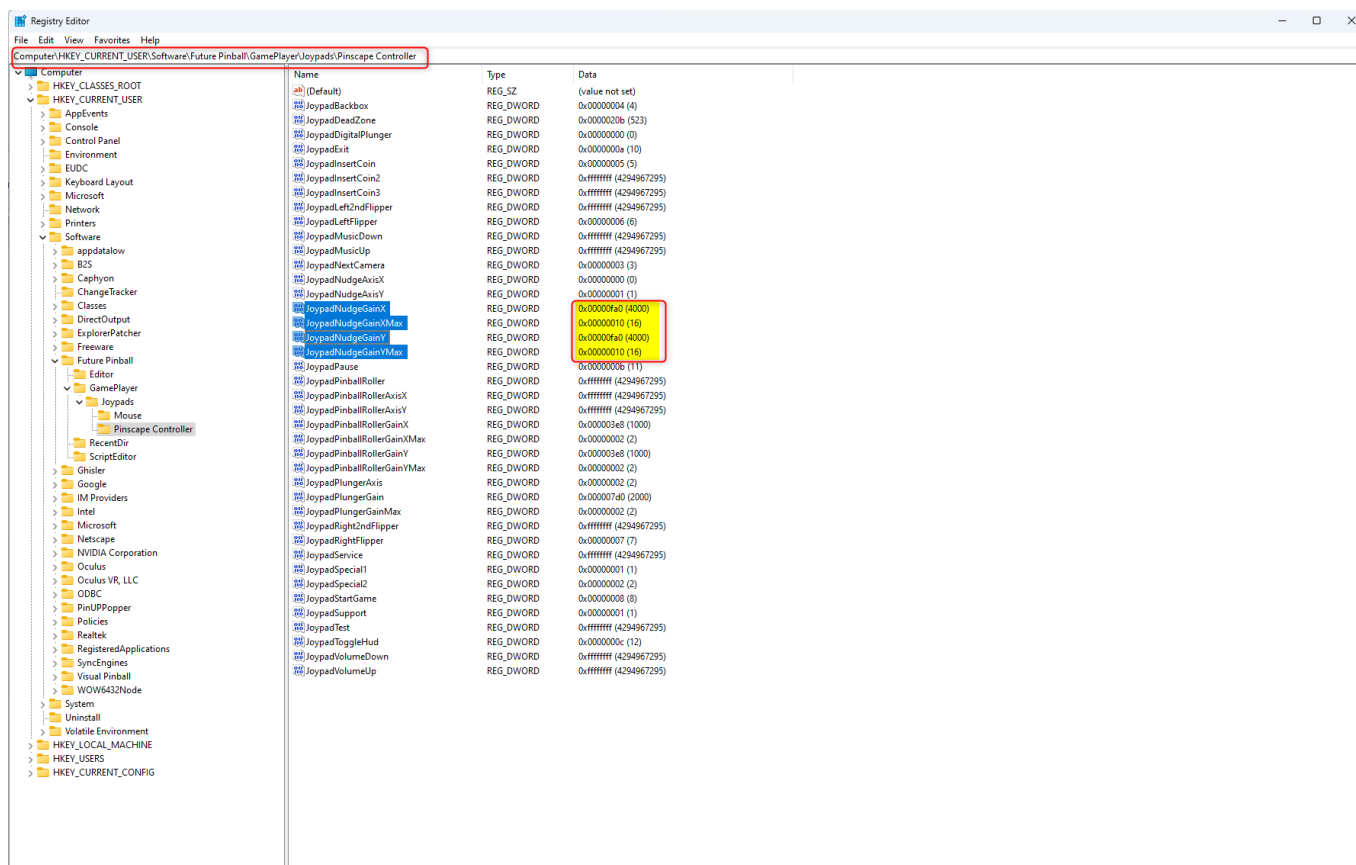
Plunger	Up-Down	Gain	<input type="range"/> -1
NudgeX	-none-	Gain	<input type="range"/> +0
NudgeY	-none-	Gain	<input type="range"/> +0
Test Roller X	-none-	Gain	<input type="range"/> +1
Test Roller Y	-none-	Gain	<input type="range"/> +1

OK

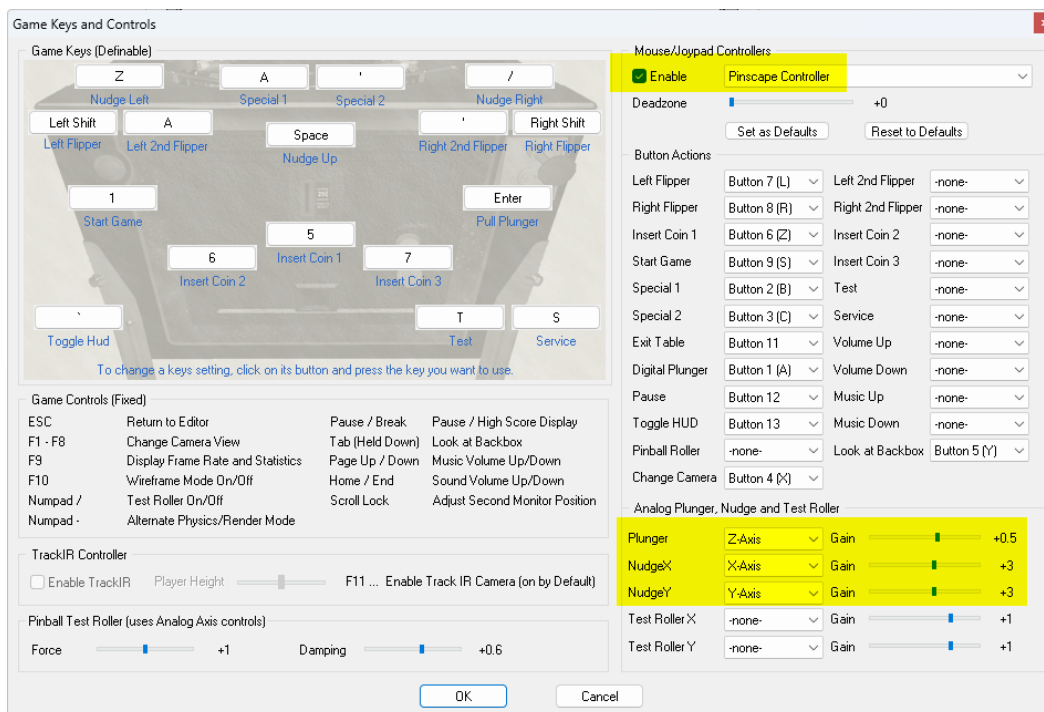
Cancel

Accelerometer/Analog Plunger configuration

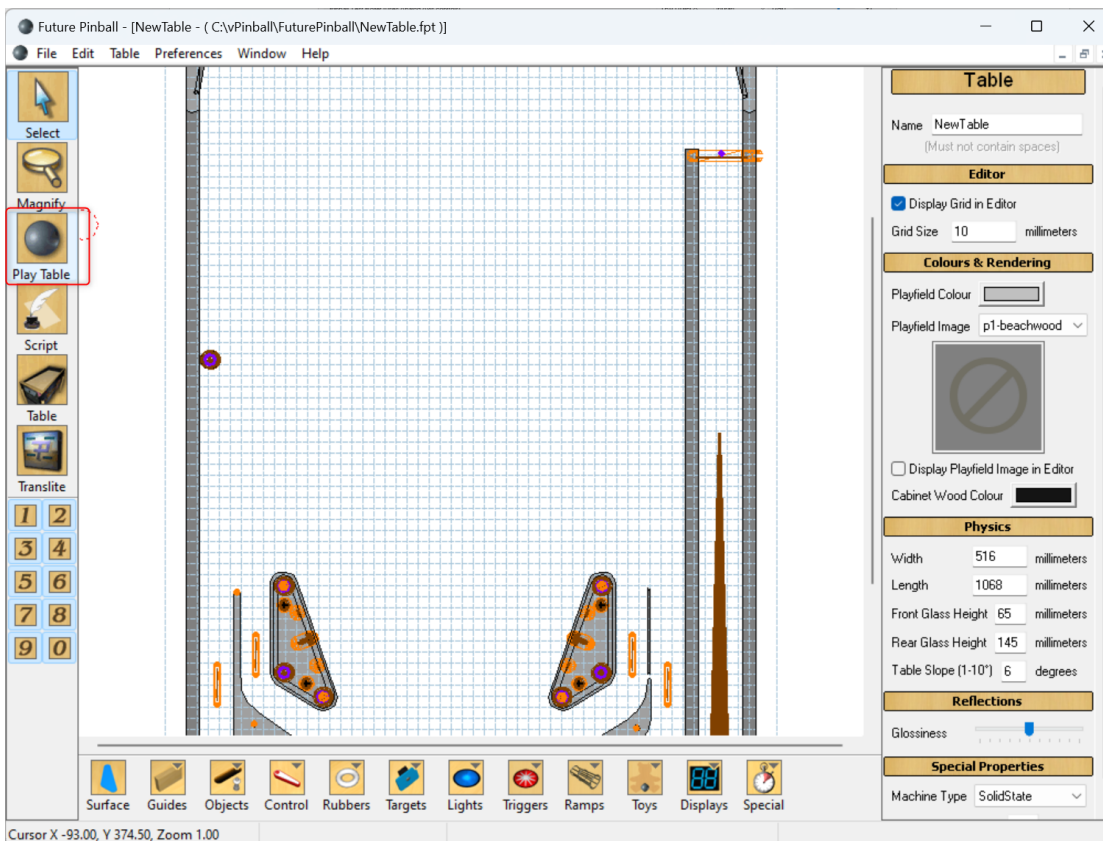
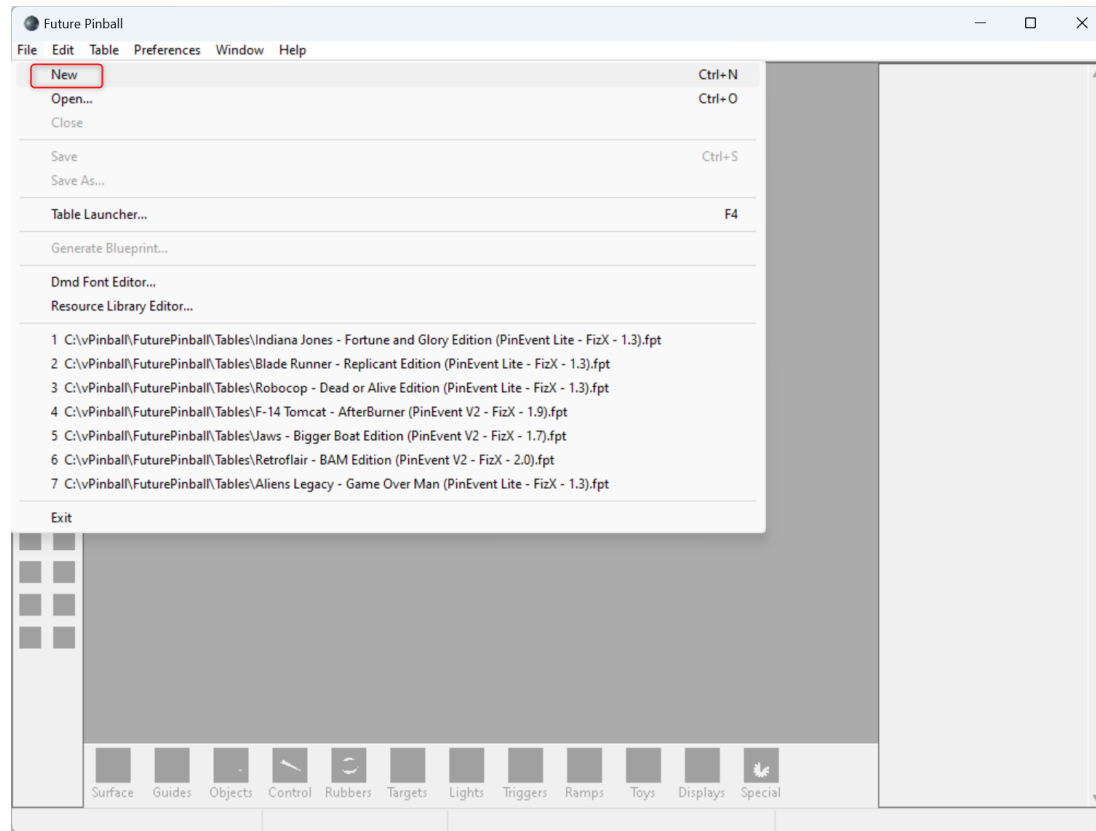
Open Registry Editor and modify following regkeys:



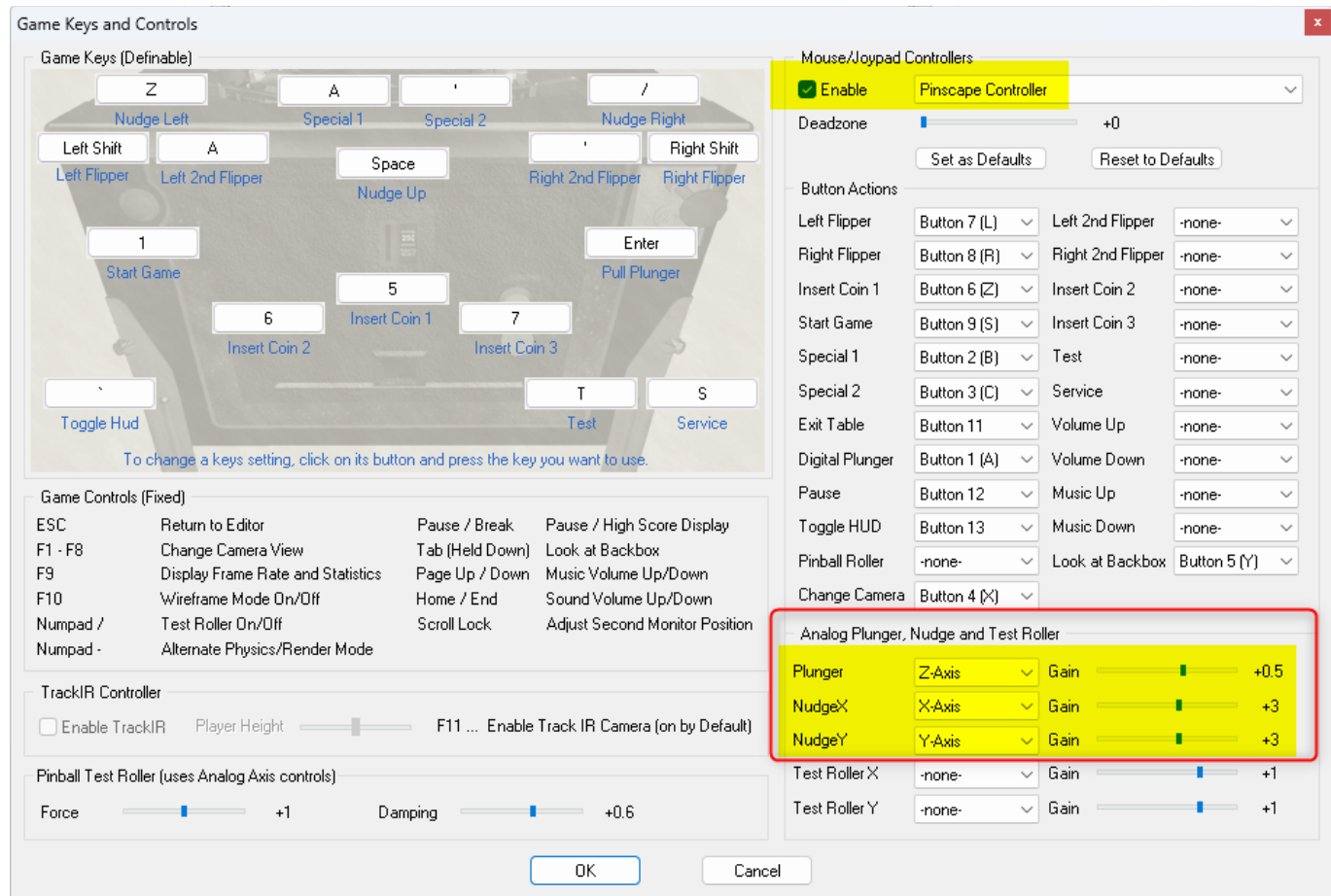
Now configure highlighted settings as in following pic to enable analog plunger and nudging:



VERY IMPORTANT NOTE: **Only few FP tables support analog plunger;** do not waste hours in trying it with different tables! To test if it's working create a new FP Table and play it:

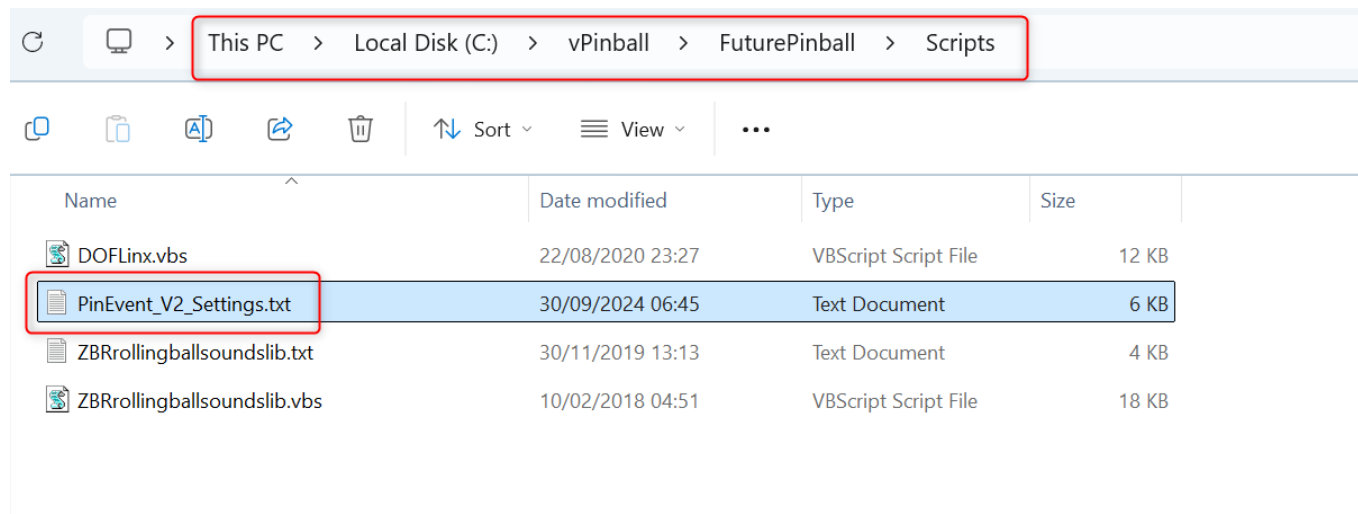


You can now test if analog plunger is working correctly and adjust plunger/nudging parameters in **Game/Keys and Controls** preferences:



DOF Configuration (refer to [5 - PinEvent V2 Guide](#))

Edit **PinEvent_V2_Settings.txt** file and modify highlighted text:



```
'##### DOF, PUP DMD, PUP SFF - Settings #####

' Change each setting to true for the features you want to use, and for each mode you play in.

'***** Desktop Settings *****

if xBAM.Camera.Mode = 0 then
    DOF_enabled = true
    PUP_DMD_enabled = false
    PUP_SSF_enabled = false
End if

'***** Cabinet Settings *****

if xBAM.Camera.Mode = 1 then
    DOF_enabled = true
    PUP_DMD_enabled = true
    PUP_SSF_enabled = true
End if

'***** VR Settings *****

if xBAM.Camera.Mode = 2 then
    DOF_enabled = true
    PUP_DMD_enabled = false
    PUP_SSF_enabled = false
End if
```

```
'##### NIGHT MODE #####

' When Night Mode is toggled, the DOF noise makers (solenoids, etc) are disabled.

' - Set what key you will use to toggle Night mode
' - Consult the Future Pinball manual to know what the keycodes are. Example: 36 = J key
' - Night Mode Options are: 1 = Future Pinball Sound 2 = PUP SSF Sound
```

```
NightMode_Key_enabled = true
NightMode_Key = 36
NightMode_Option = 1
```

```
'##### DOF Settings #####

' Set what will be used for DOF (Direct Output Framework) mechanical feedback for pinball cabinets.
```

```
Flipper_DOF_enabled = true
Slingshot_DOF_enabled = true
Bumper_DOF_enabled = true
Solenoid_DOF_enabled = true
DropTarget_DOF_enabled = true
DropTargetReset_DOF_enabled = true
Target_DOF_enabled = true
Knocker_DOF_enabled = true
Chime_DOF_enabled = true
Bell_DOF_enabled = true
Shaker_DOF_enabled = true
Gear_DOF_enabled = true
Fan_DOF_enabled = true
```

IMPORTANT NOTE:

DOF may not work in Future Pinball if you have double registration of the x86 and x64 DirectOutput object (by the RegisterDirectOutputComObject.exe). Follow these instructions to solve:

<https://www.vpforums.org/index.php?showtopic=51540>

Congratulations! If you followed setup guides and these instructions, you should now be able to play Future Pinball with VirtuaTilt with DOF, nudging and analog plunger.