

VIRTUATILT – PINBALL FX SETUP

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

NOTE: Pinball FX has many limitations and setup is very complicated; be prepared for troubleshooting if something goes wrong.

Please always refer to official DOFLinx guides available in the application zipfile:

<https://www.vpforums.org/index.php?app=downloads&showfile=12318>

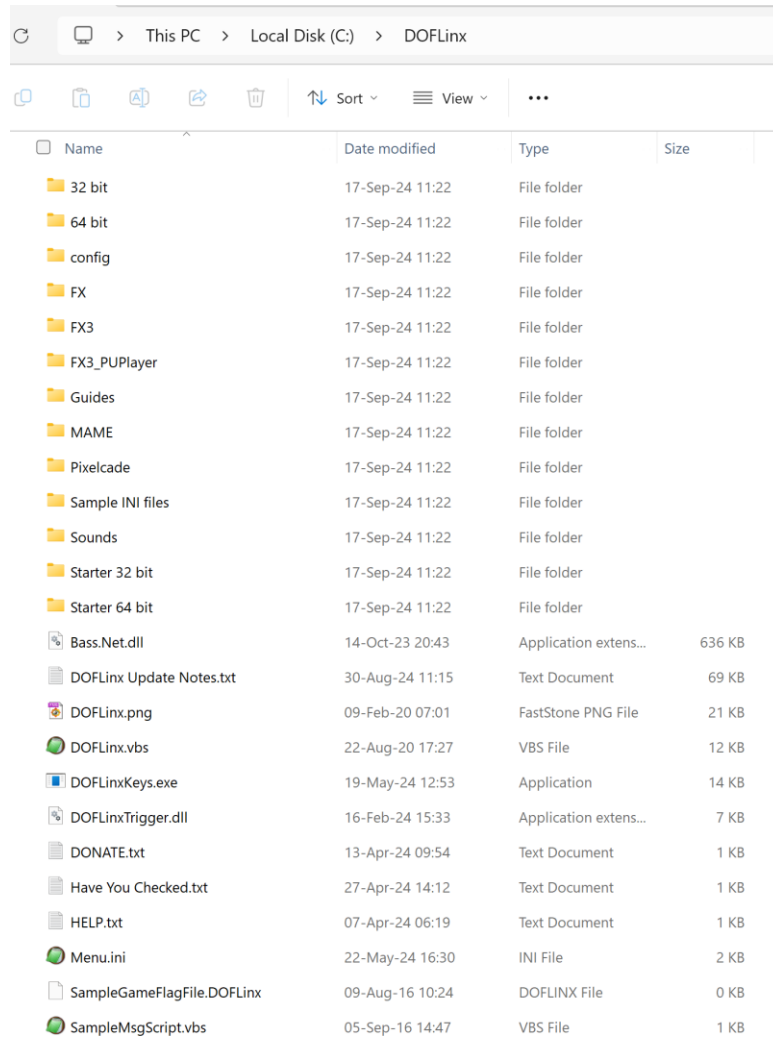
↑ DOFLinx V8.11.zip - ZIP archive, unpacked size 54,912,616 bytes

Name	Size
..	
32 bit	5,030,264
64 bit	5,224,480
config	5,625
FX	440,112
FX3	788,802
FX3_PUPlayer	958,605
Guides	16,098,931
MAME	252,794
Pixelcade	63,190
Sample INI files	59,746
Sounds	14,508,402
Starter 32 bit	5,045,061
Starter 64 bit	5,239,277
Bass.Net.dll	651,264
DOFLinx Update Notes.txt	70,631
DOFLinx.png	20,850
DOFLinx.vbs	11,390
DOFLinxKeys.exe	13,824
DOFLinxTrigger.dll	7,168
DONATE.txt	352
Have You Checked.txt	257
HELP.txt	138
Menu.ini	1,253
SampleGameFlagFile.DOFLinx	0
SampleMsgScript.vbs	190
What can DOFLinx do.docx	19,263
What can DOFLinx do.pdf	400,747

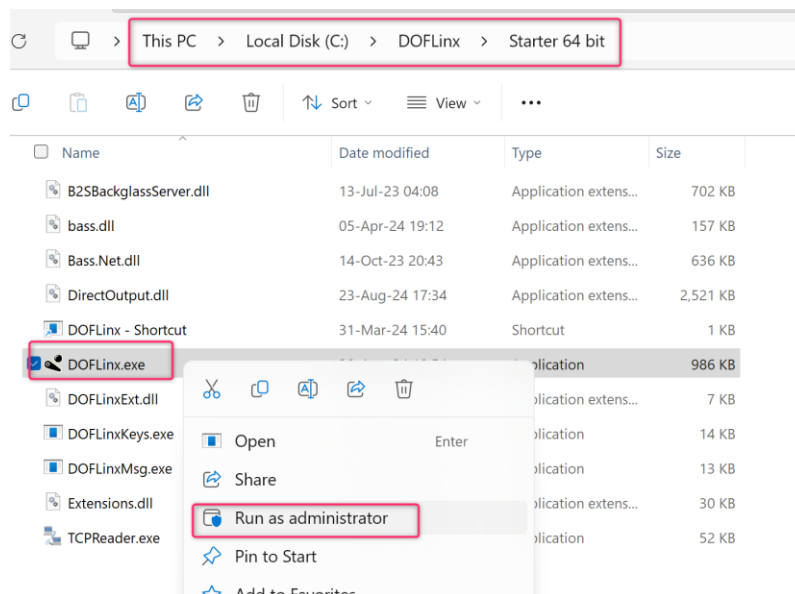
DOFLinx Setup

PREREQUISITES: B2S Server already installed <https://github.com/vpinball/b2s-backglass/releases> and DirectOutput configured.

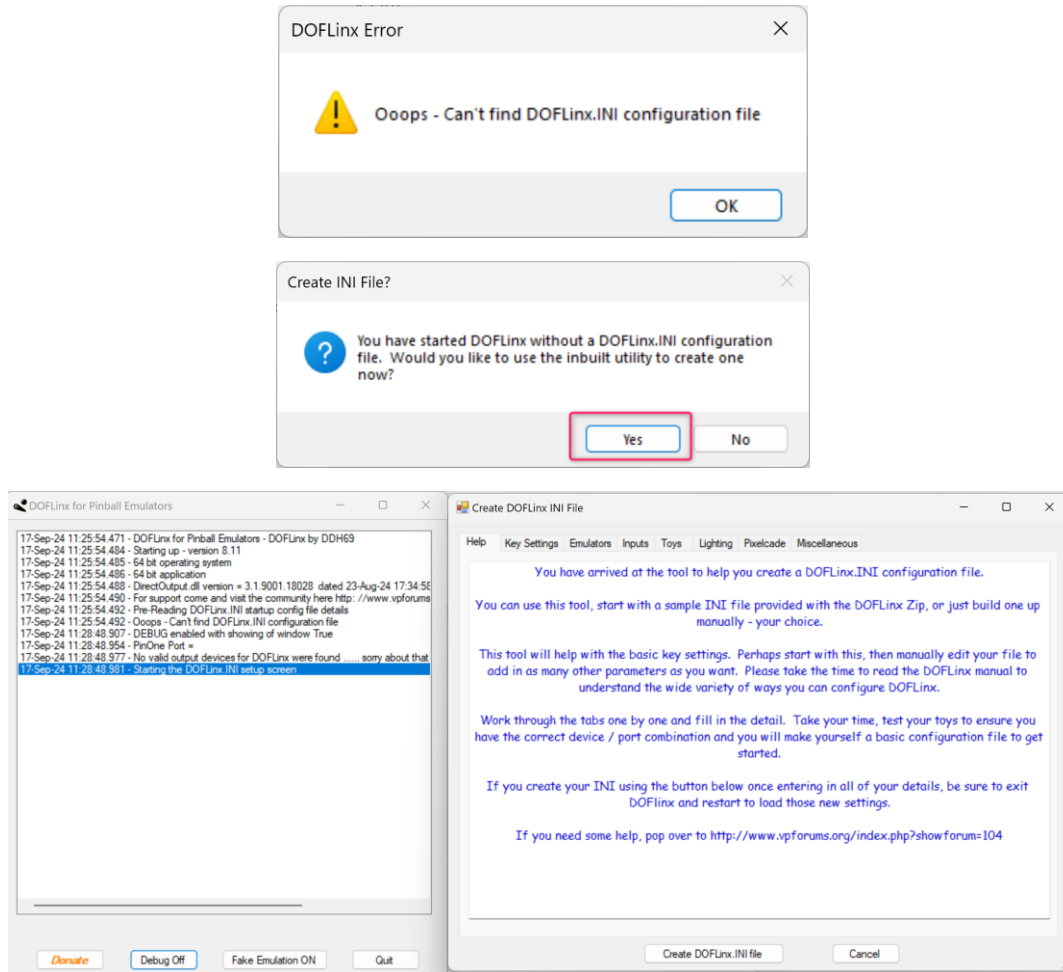
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):



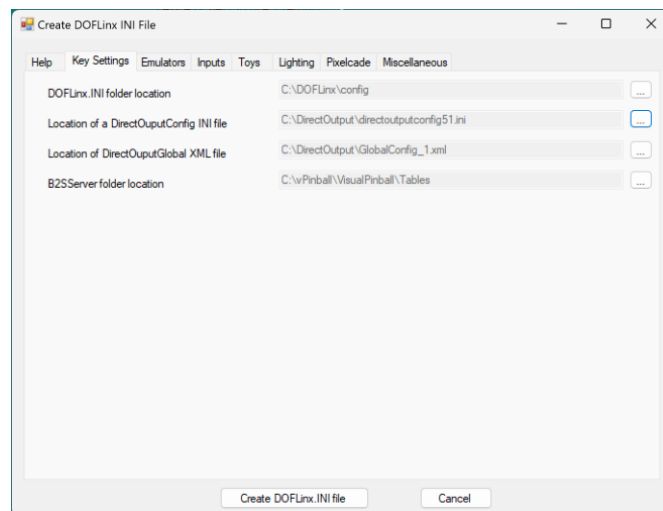
Run **Doflinx.exe** file in **DOFLinx\Starter 64 bit** folder as administrator:

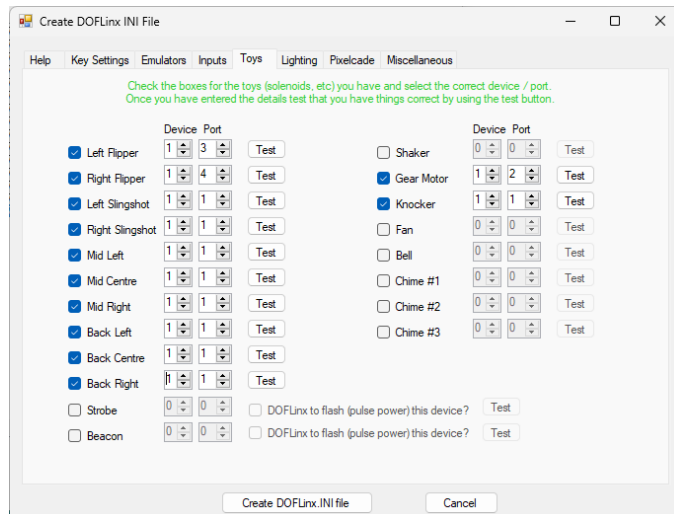
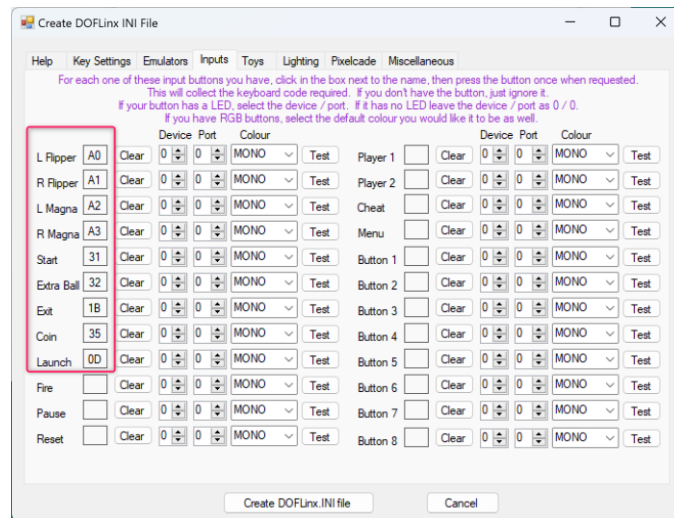
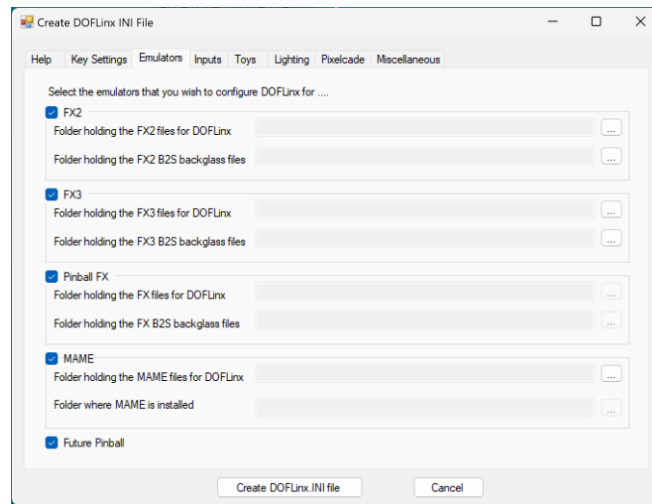


The first time you launch it it will popup an error and will ask to configure a new **DOFLinx.ini** file:

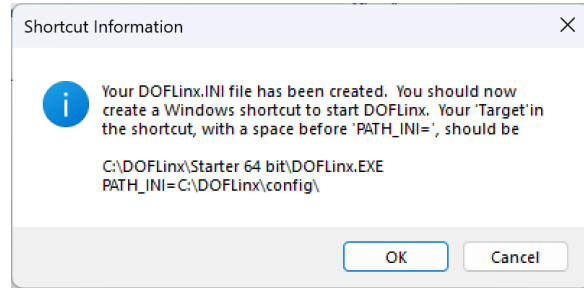


You need to configure **Key Settings, Emulators, Inputs and Toys** tabs:

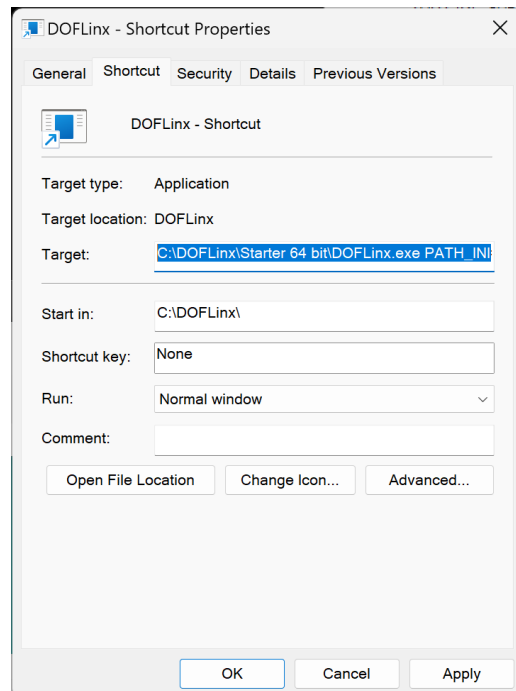
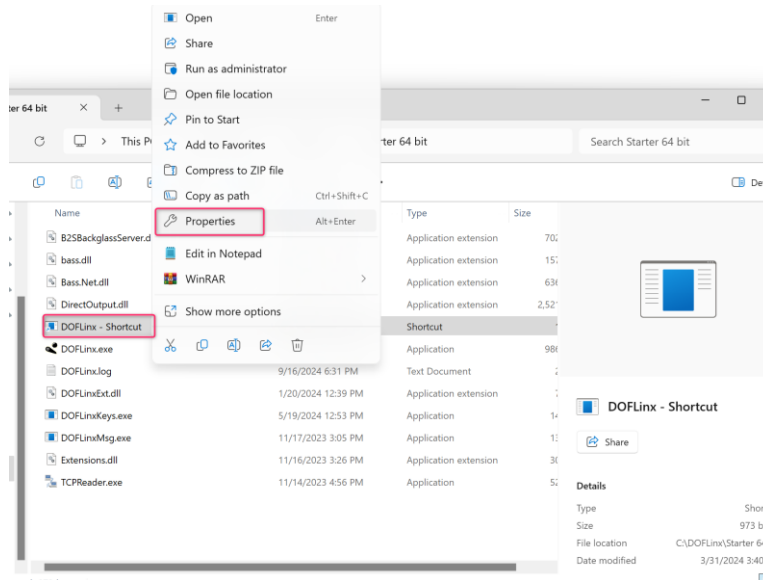




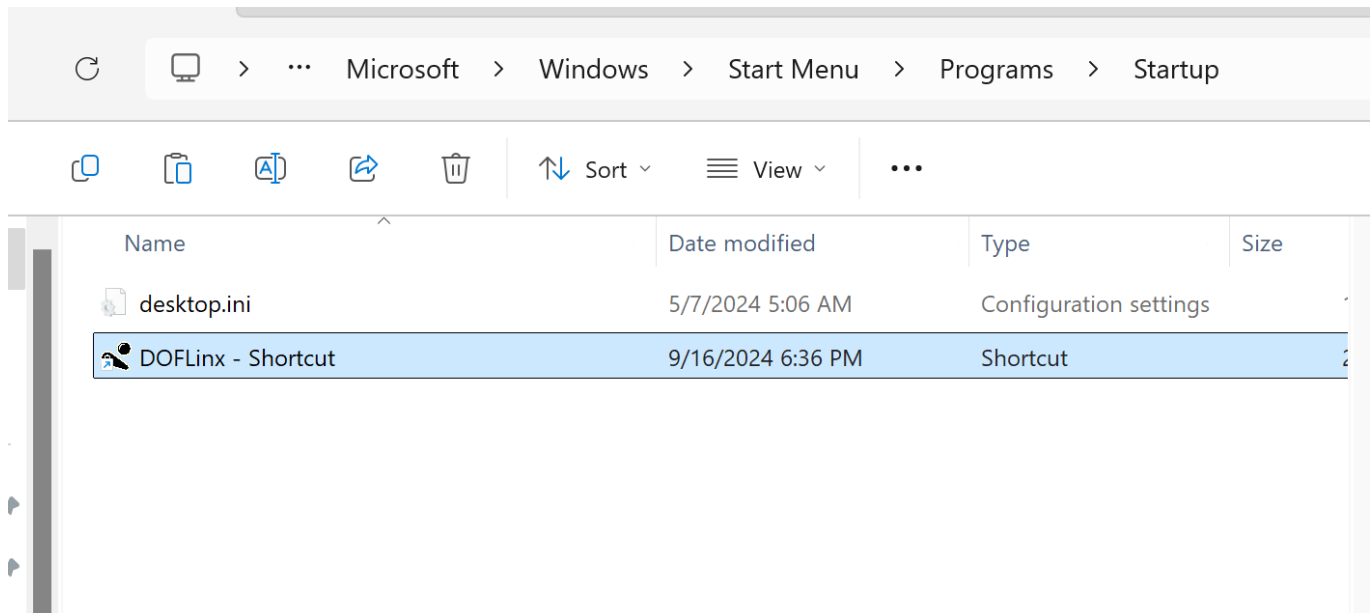
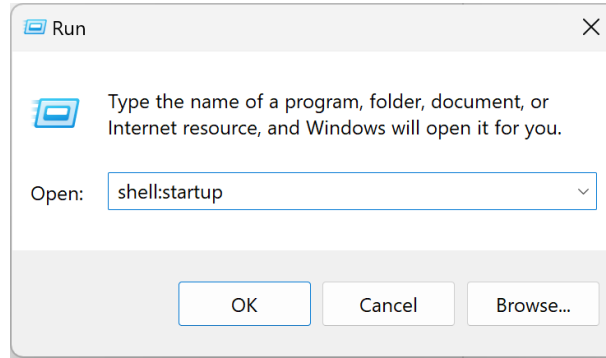
Click on “**Create DOFLinx .INI File**” when you’re done:



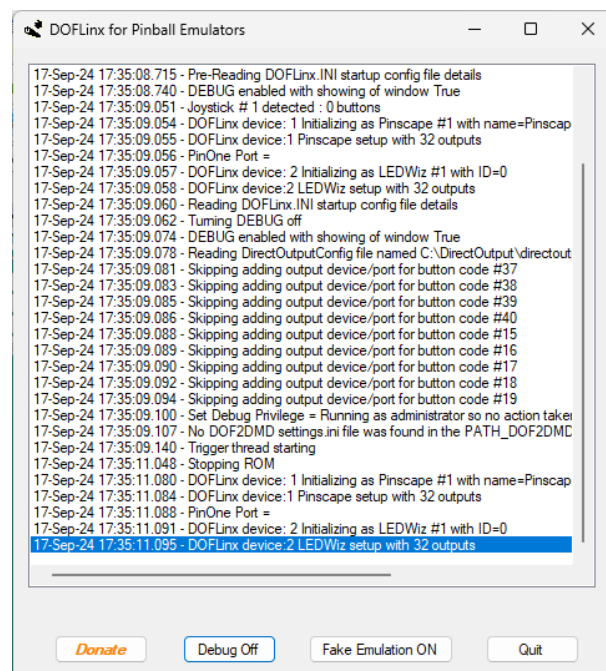
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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



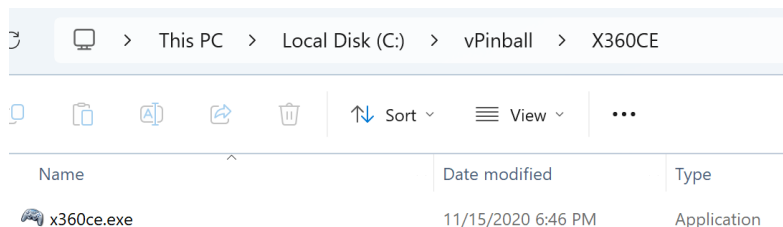
If your DOFLinx.ini is configured correctly you should not have any error in debug log (launch DOFLinx.exe again):



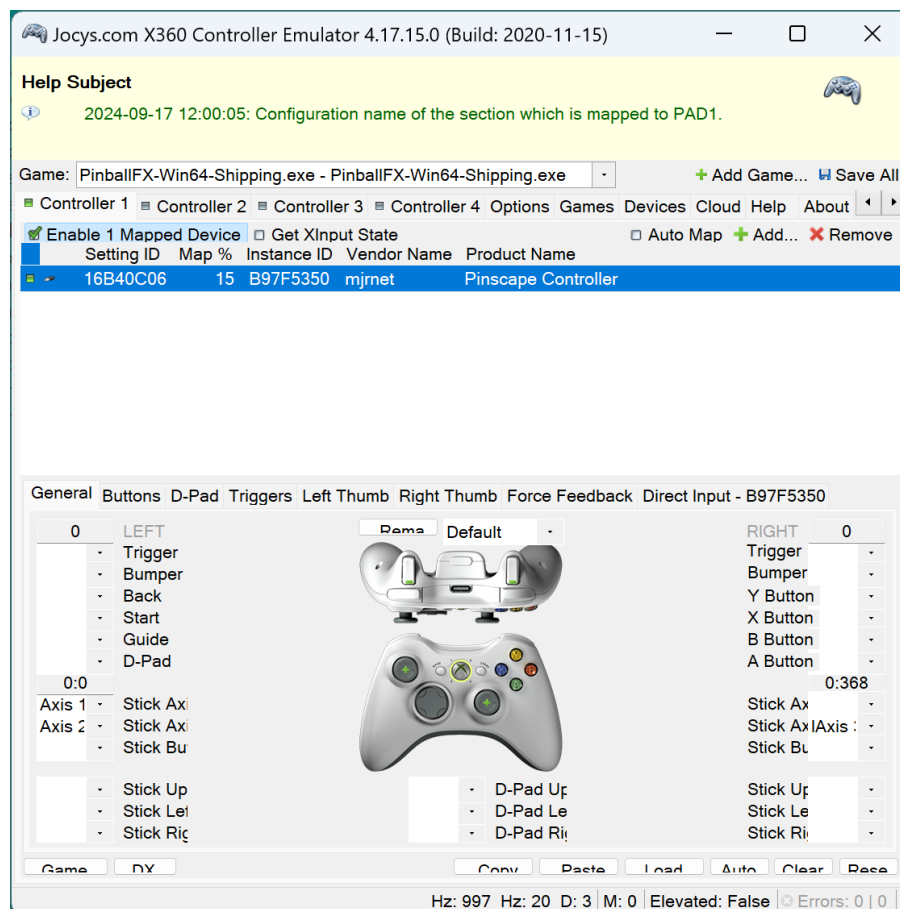
Accelerometer/Analog Plunger configuration

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**:



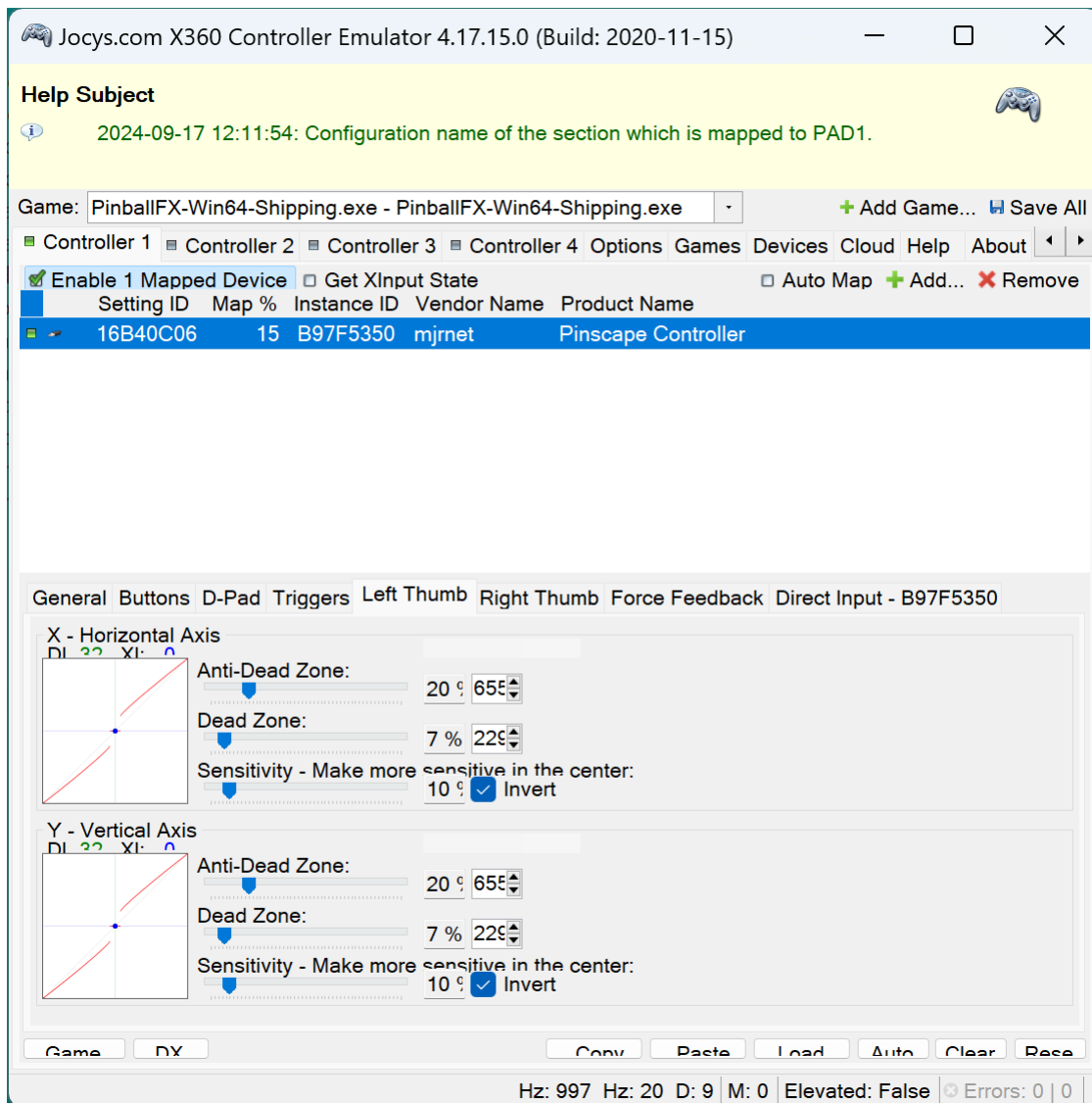
Click on **Add Game** and add the following game (you need to browse to its installation path): **PinballFX-Win64-Shipping.exe**



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**.

On the **Left Thumb** (used for nudging) tab you'll likely want to adjust things for sensitivity. Following are good values to start with VirtuaTilt; you can use them and then modify according to your preferences:



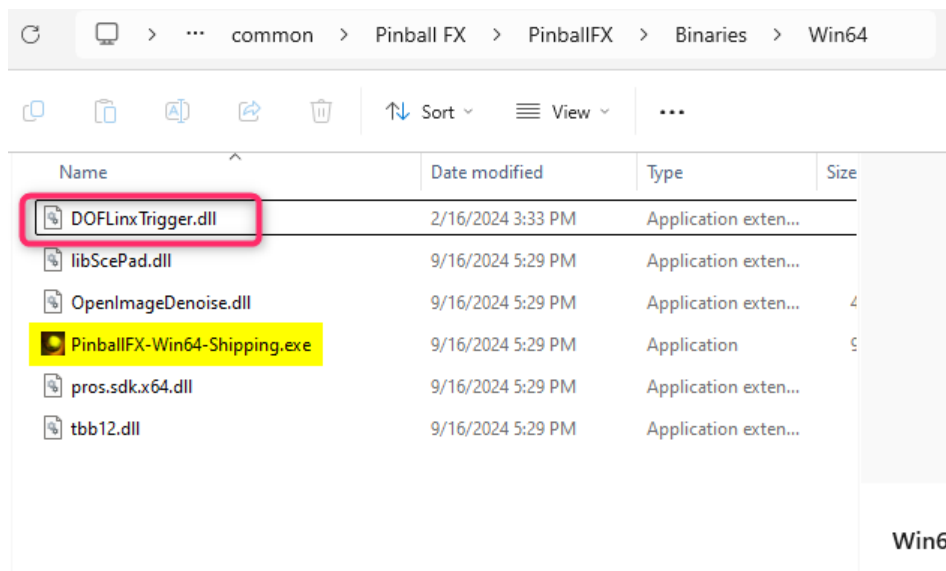
Click on **Save All** after you configured x360ce and leave it running in background.

IMPORTANT: X360CE should be running in background to have plunger/accelerometer functions in Pinball FX. Consider to put in Startup folder.

Enabling Pinball FX for DOFLinx

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

as PinBallFX-Win64-Shipping.exe (**C:\Program Files (x86)\Steam\steamapps\common\Pinball FX\PinballFX\Binaries\Win64**)



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

PROCESSES=Mame64,PinballFX-Win64-Shipping

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

Be sure to have the **PATH_FX=** and **PATH_FX_B2S=** parameters pointing to the place you put the FX files.

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

You can get the complete set of active backglass for Pinball FX from

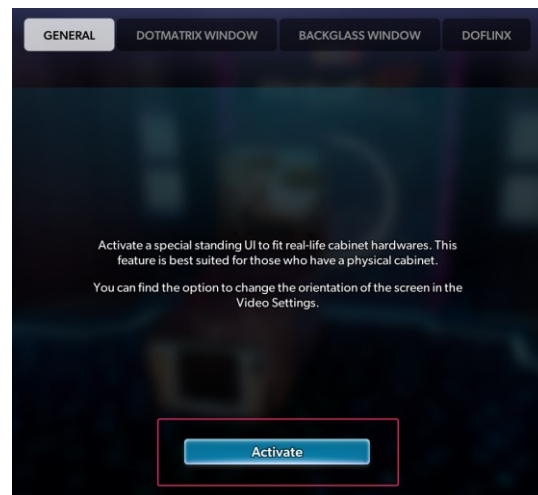
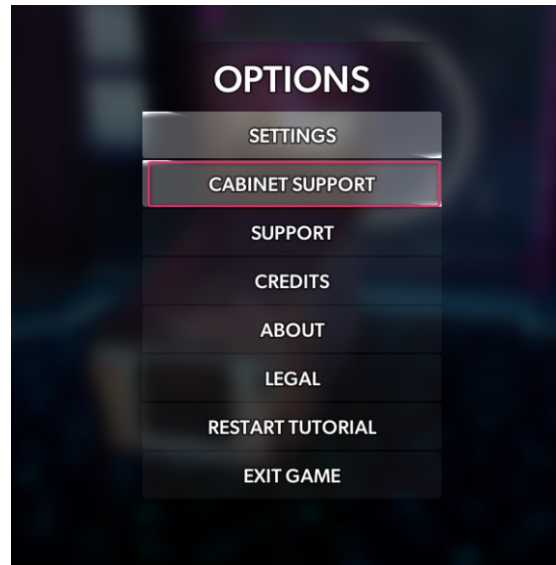
<https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing>

and place them in the folder you just setup above.

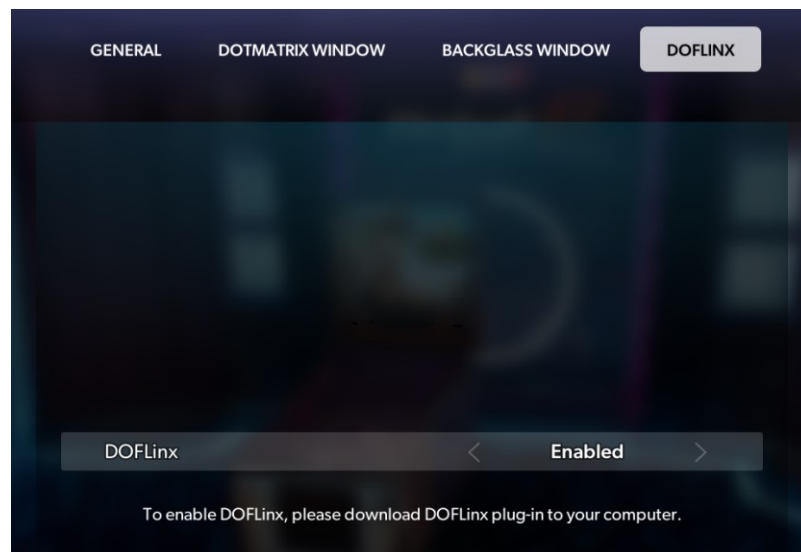
IMPORTANT:

Copy now the contents (all files) of "**C:\DOFLINX\STARTER 64 bit**" to **C:\DOFLINX** and reboot.

Start Pinball FX, go to Settings | Cabinet Support | General and **activate cabinet mode**:



Go to the DOFLinx tab, enable it:



Start Pinball FX and have fun. If everything was setup correctly you should see DOFLinx logo during loading:



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:

```
####
```

```
# System generated DOFLinx.INI file at 6:24:11 PM Monday, September 16, 2024
```

```
####
```

```
DEBUG=1
```

```
DIRECTOUTPUTCONFIG=C:\DirectOutput\directoutputconfig51.ini
```

```
DIRECTOUTPUTGLOBAL=C:\DirectOutput\GlobalConfig_1.xml
```

```
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\
```

```
PATH_FX2=\
```

```
PATH_FX2_B2S=\
```

```
PATH_FX3=\
```

```
PATH_FX3_B2S=\
```

```
PATH_FX=C:\DOFLinx\FX\
```

```
PATH_FX_B2S=C:\DOFLinx\FX_B2S\
```

```
PATH_MAME=\
```

```
FP_ATTEMPT_LINK=1
```

```
PROCESSES=Pinball FX2,Pinball FX3,Pinball FX3,Mame64,Future Pinball,PinballFX-Win64-Shipping
```

```
MAME_PROCESS=Mame64
```

```
L_FLIPPER_KEY=A0
```

```
R_FLIPPER_KEY=A1
```

```
LINK_BUT_LF=000,MONO,A0
```

```
LINK_BUT_RF=000,MONO,A1
```

```
LINK_BUT_ML=000,MONO,A2
```

```
LINK_BUT_MR=000,MONO,A3
```

```
LINK_BUT_ST=000,MONO,31
```

```
LINK_BUT_EB=000,MONO,32
```

```
LINK_BUT_EX=000,MONO,1B
```

```
LINK_BUT_CN=000,MONO,35
```

```
LINK_BUT_LB=000,MONO,0D
```

```
L_FLIPPER_OUTPUT=103
```

```
R_FLIPPER_OUTPUT=104
```

```
LINK_LF=103,100,10000,255
```

```
LINK_RF=104,100,10000,255
```

LINK_LS=101,100,500,255
LINK_RS=101,100,500,255
LINK_ML=101,100,500,255
LINK_MC=101,100,500,255
LINK_MR=101,100,500,255
LINK_BL=101,100,500,255
LINK_BC=101,100,500,255
LINK_BR=101,100,500,255
LINK_GR=102,1000,10000,255
LINK_KN=101,100,500,255