

VirtuaTilt – Pinball M Setup

Following some basic instructions to have your 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:

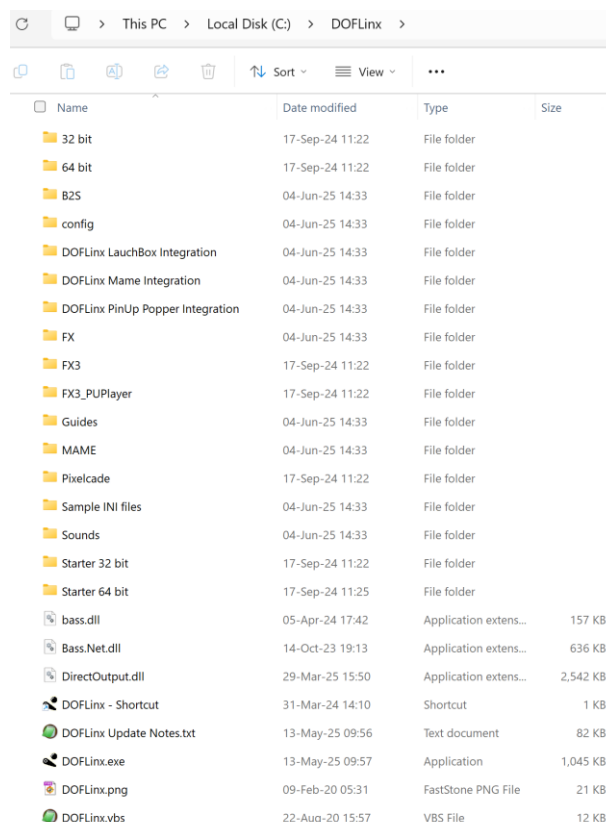
<https://doflinx.github.io/docs/>

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

DOFLinx Setup

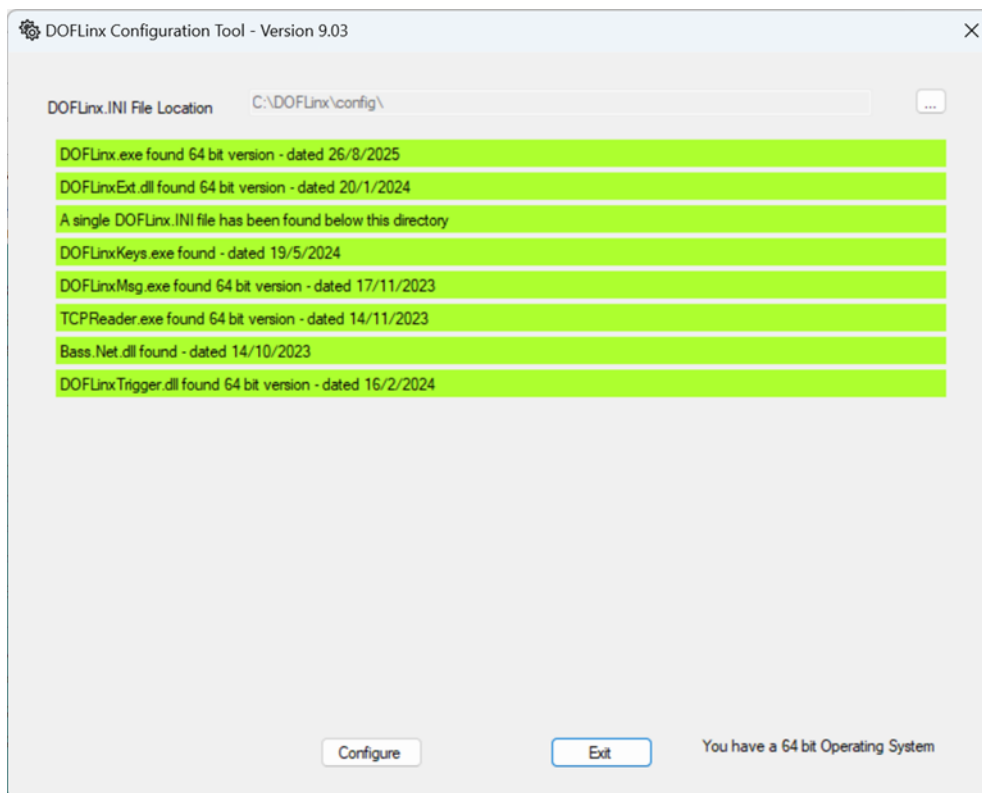
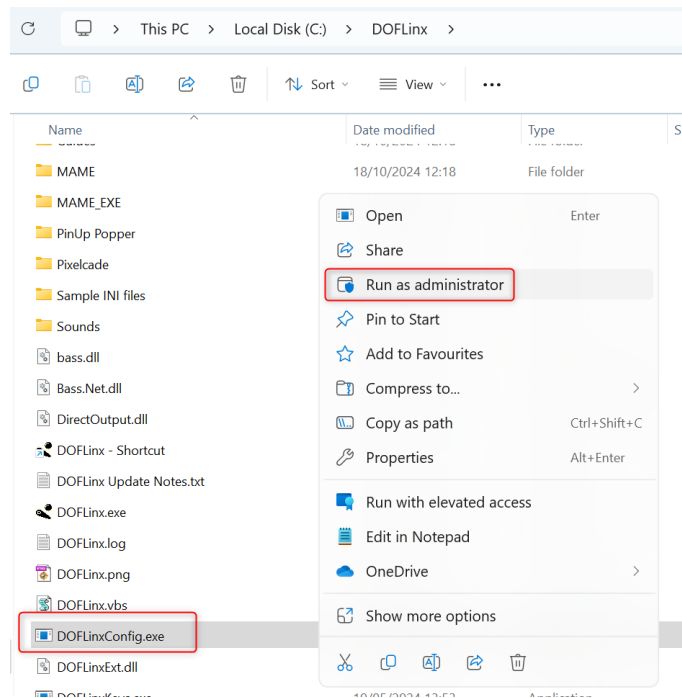
PREREQUISITES: B2S Server already installed <https://github.com/vpinball/b2s-backglass/releases> and DirectOutput configured (have a look at [VirtuaTiltSetup v1.X.pdf](#) guide)

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

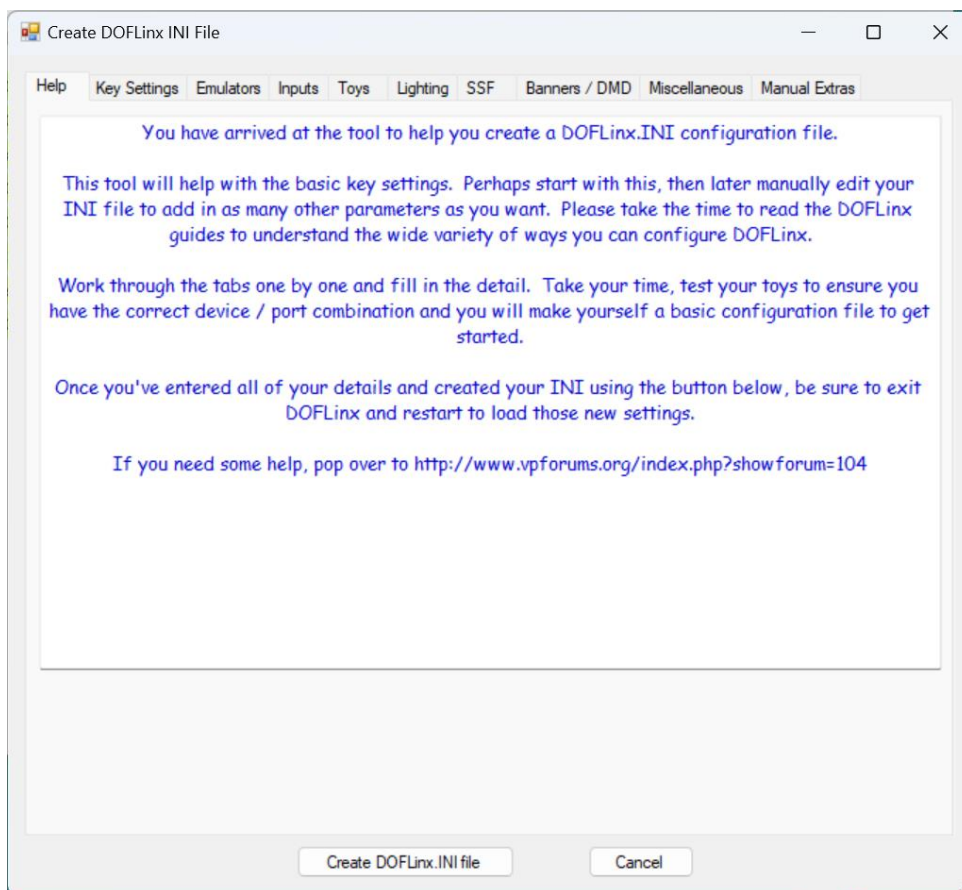


Name	Date modified	Type	Size
32 bit	17-Sep-24 11:22	File folder	
64 bit	17-Sep-24 11:22	File folder	
B2S	04-Jun-25 14:33	File folder	
config	04-Jun-25 14:33	File folder	
DOFLinx LaunchBox Integration	04-Jun-25 14:33	File folder	
DOFLinx Mame Integration	04-Jun-25 14:33	File folder	
DOFLinx PinUp Popper 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	
Sample INI 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

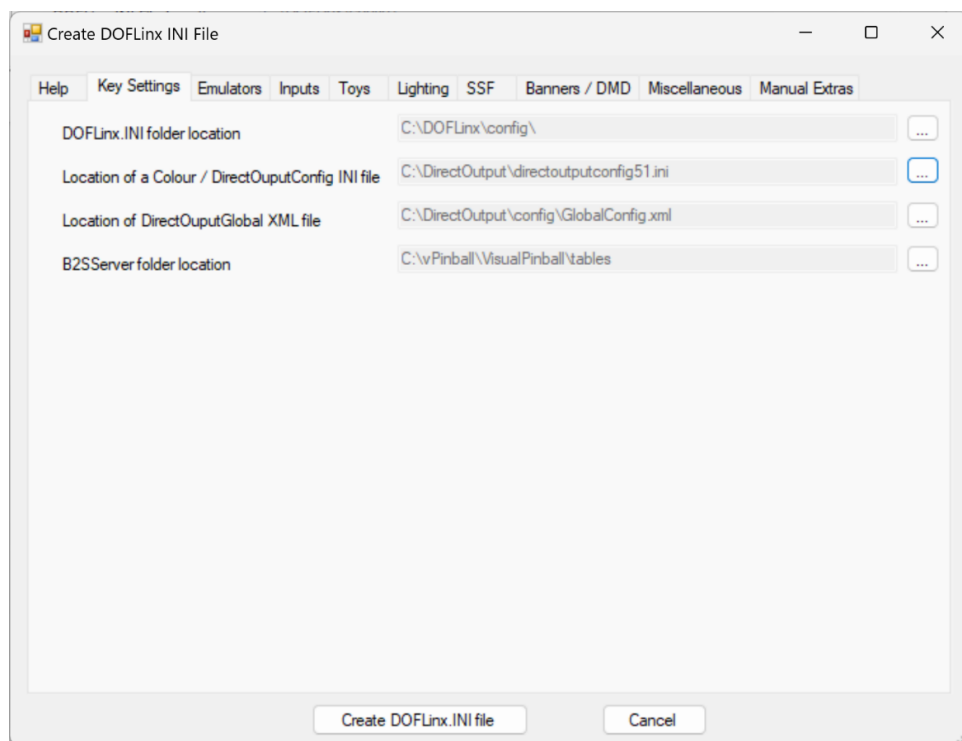
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

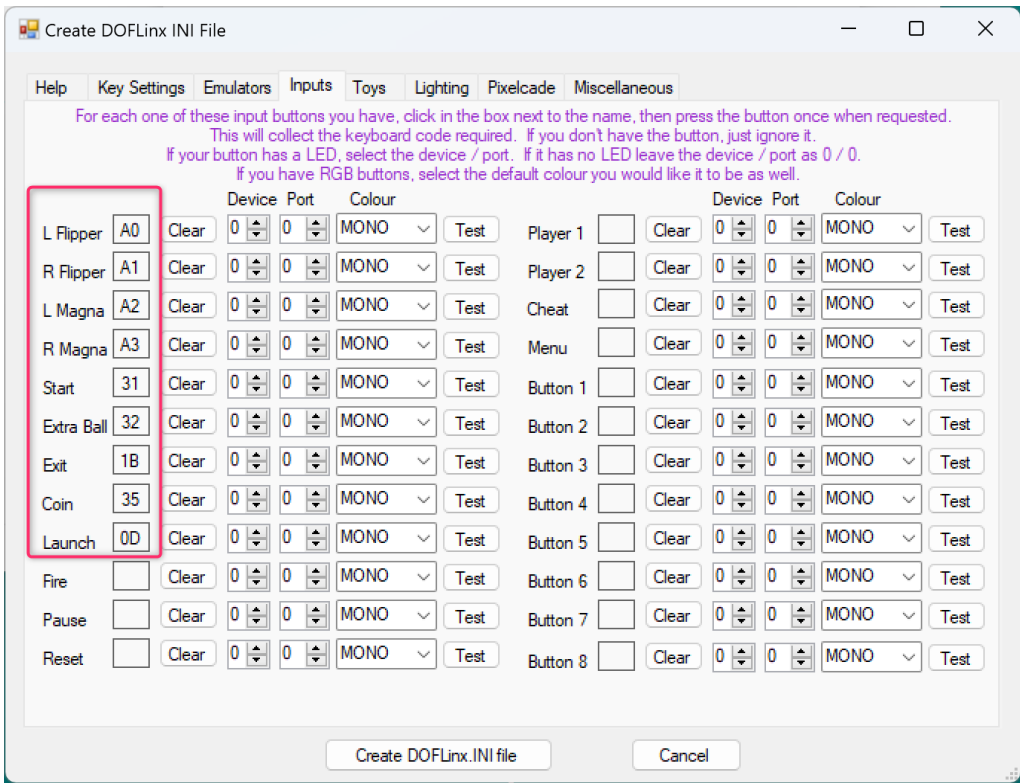
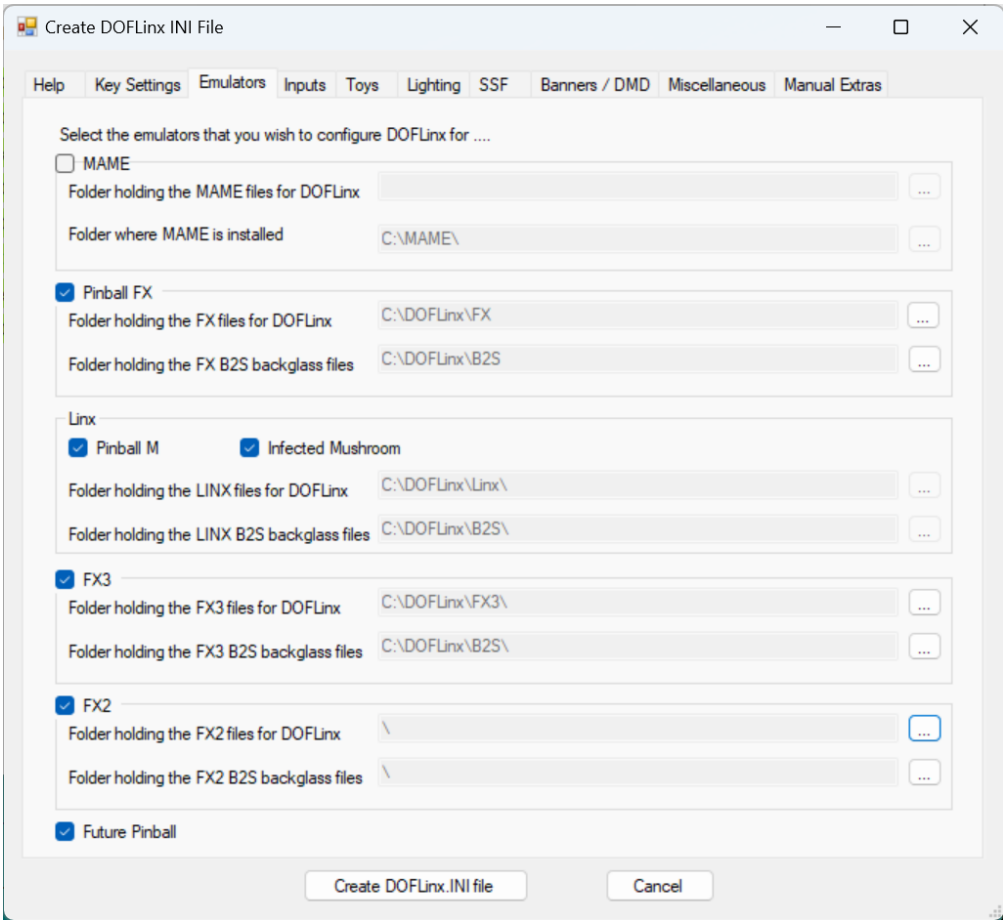


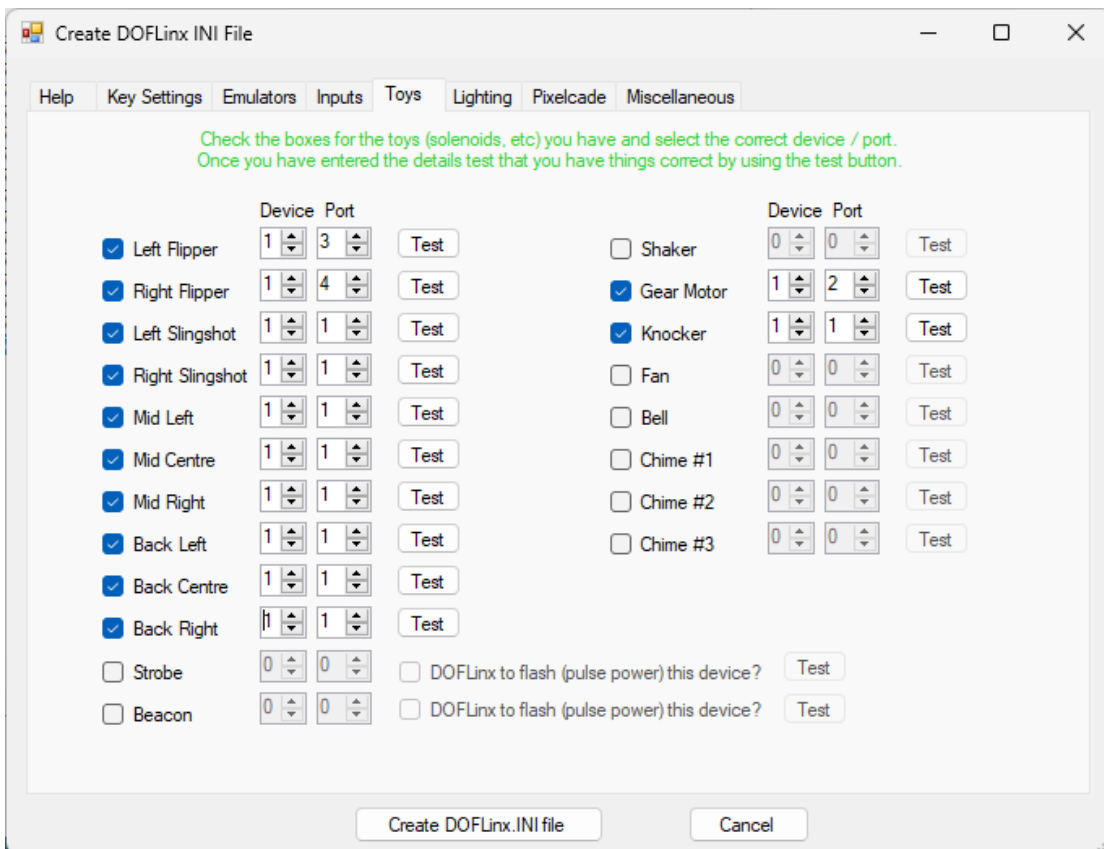
Turn on your VirtuaTilt power switch and click on **Configure** button and work through all your settings:



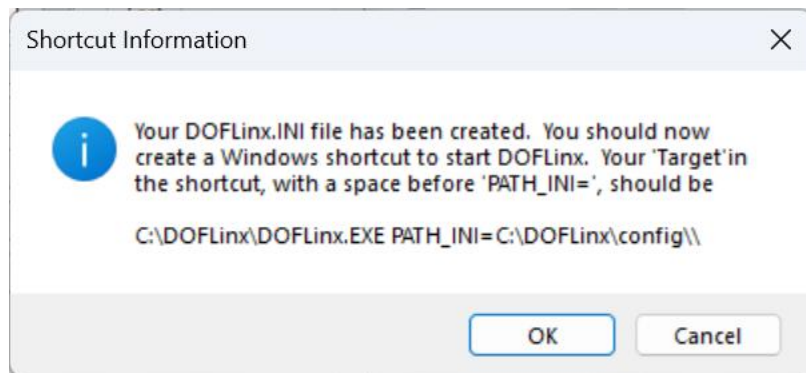
You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:



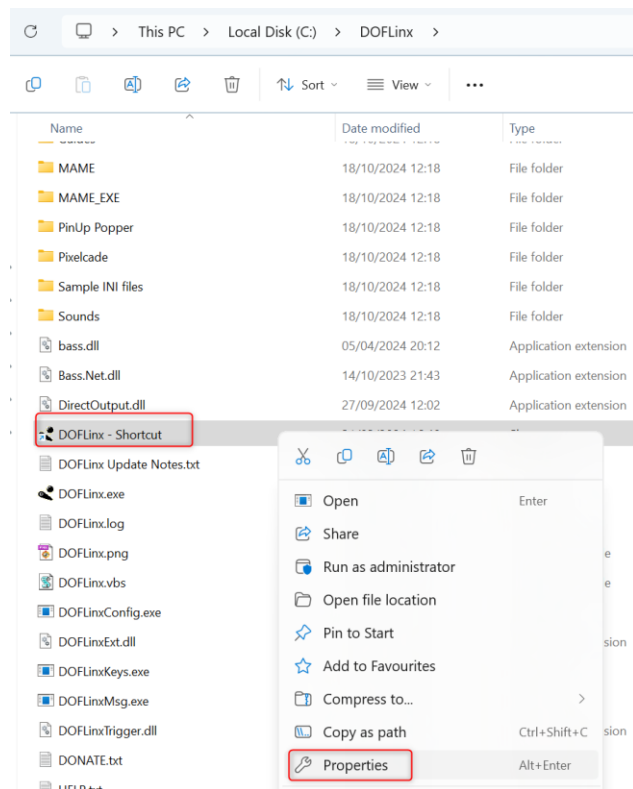


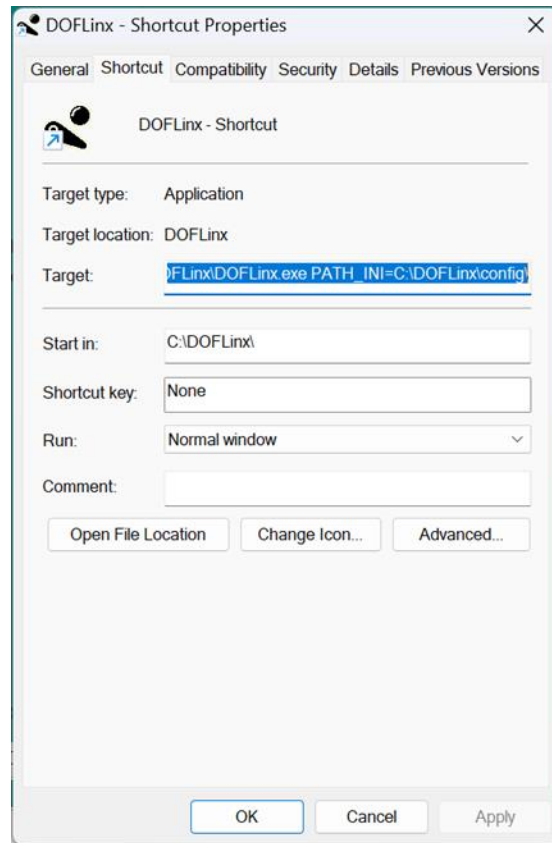


Click on “**Create DOFLinx .INI File**” when you’re done:

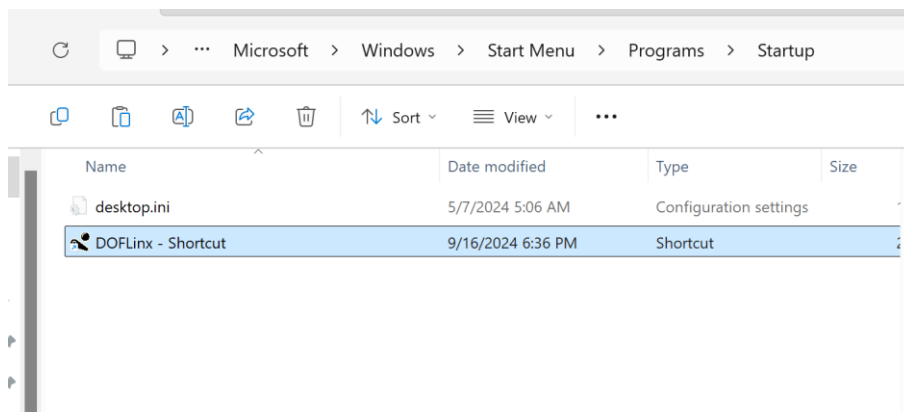
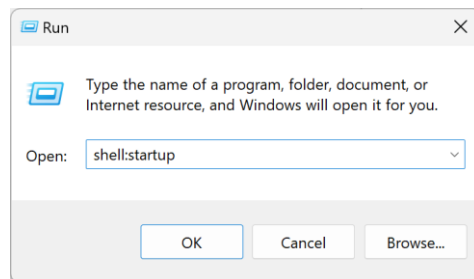


Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:

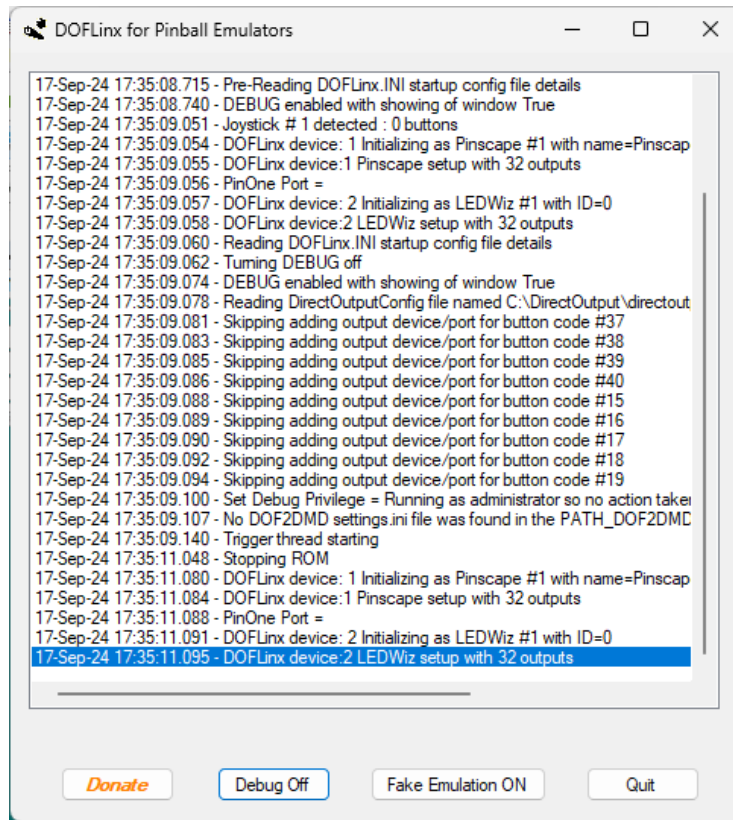




For automatic startup at every boot, put the shortcut in Startup folder:



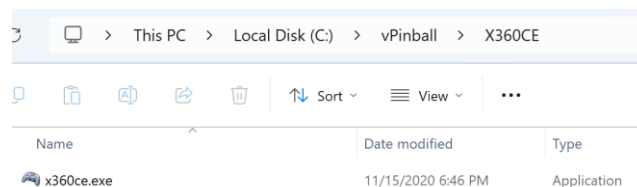
Reboot the machine. If your DOFLinx.ini is configured correctly you should not have any error in debug logs (launch DOFLinx - Shortcut to check):



Accelerometer/Analog Plunger configuration

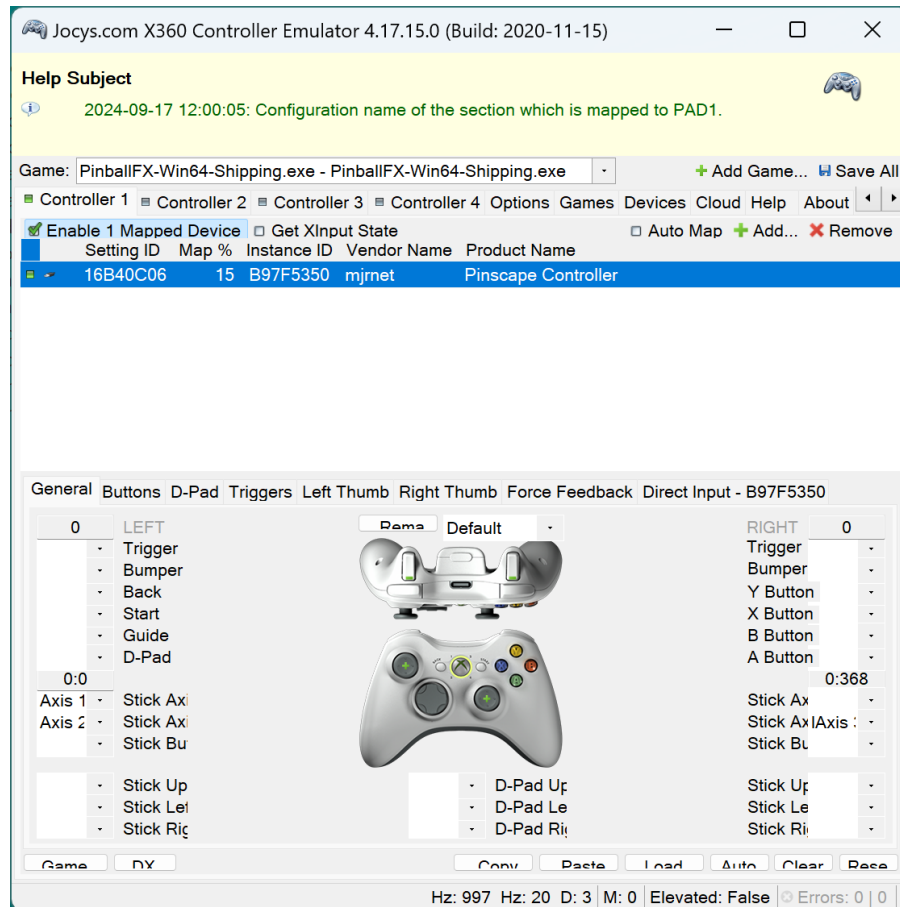
Pinball M emulator do not support analog plunger natively. To configure KL25Z accelerometer for nudge/tilt and VirtuaTilt analog plunger, you should download **X360CE** emulator from <https://www.x360ce.com/>

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

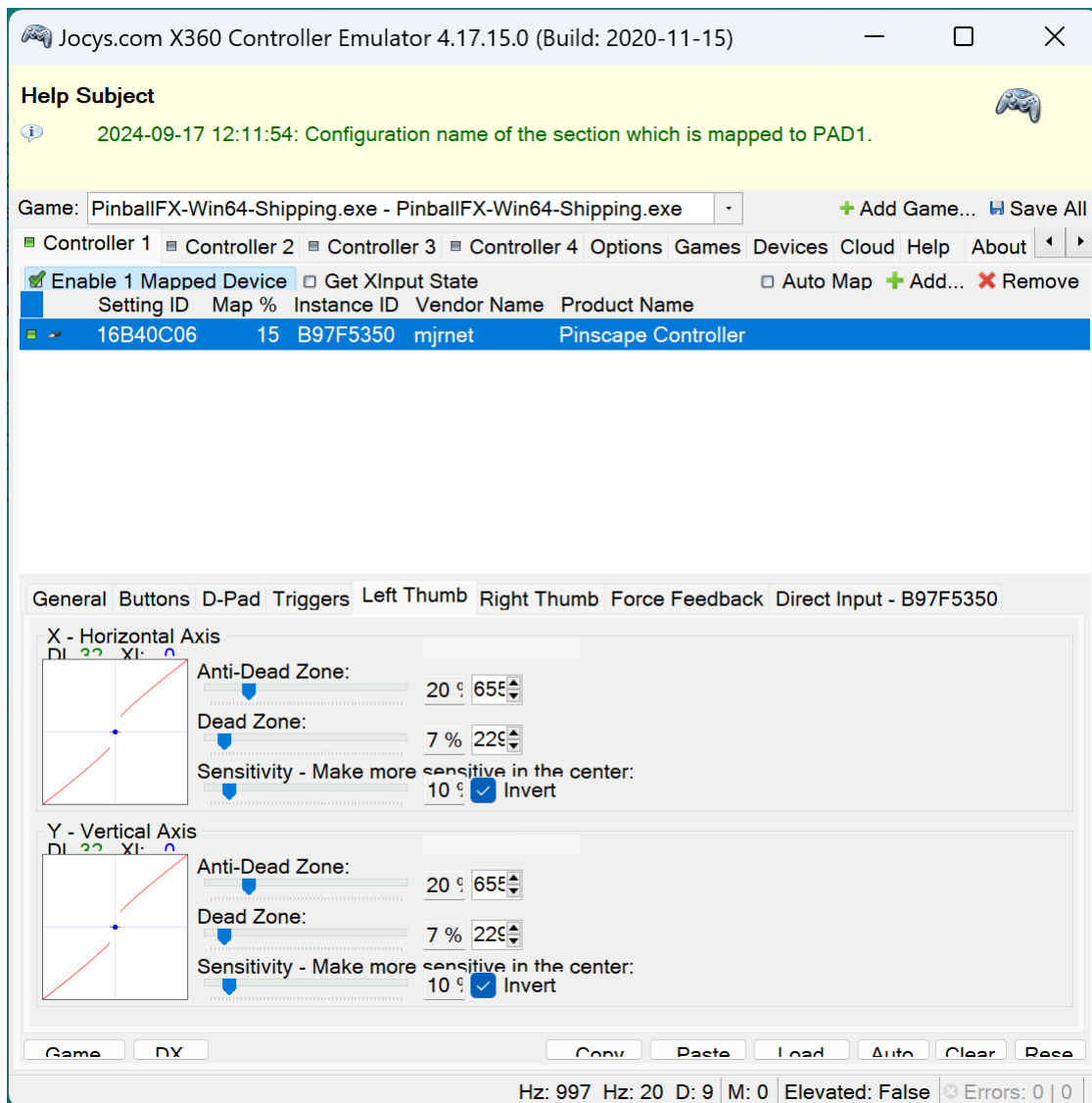
Add also **Steam.exe** game at **C:\Program Files (x86)\Steam**



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 (Inverted Axis)**.

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



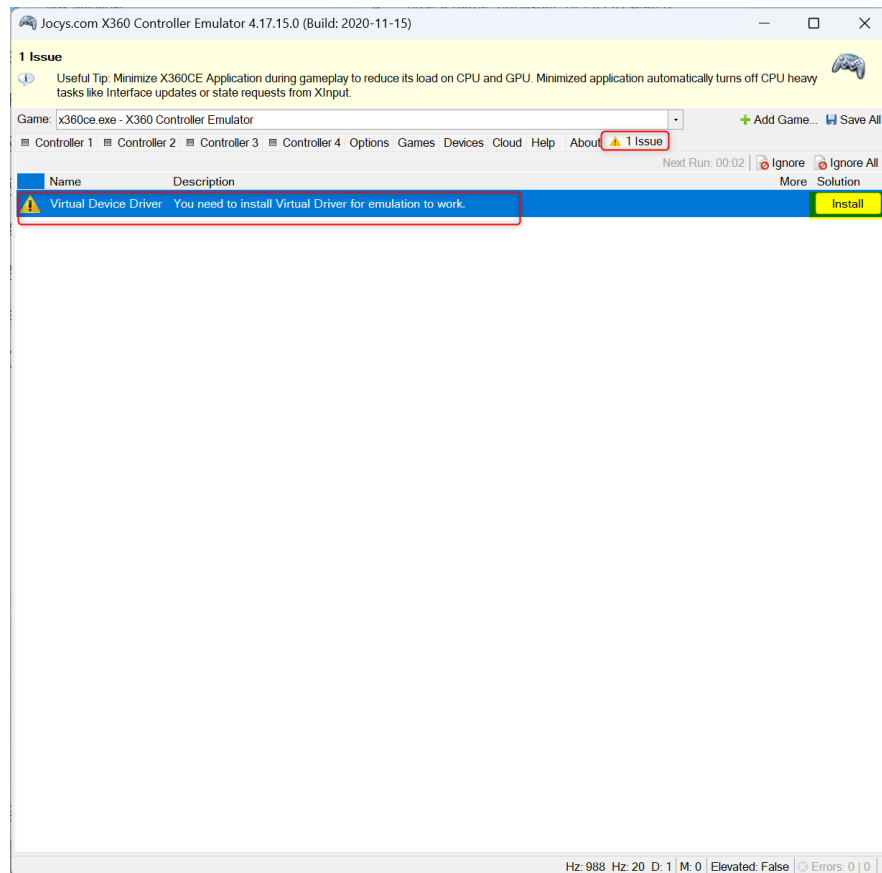
Click on **Save All** after you configure x360ce and leave it running in background.

NOTE: You can test Nudge sensitivity on **Left Thumb** tab and Plunger sensitivity on **Right Thumb** tab.

IMPORTANT: X360CE should always run in background to have plunger/accelerometer functions in Pinball M.

On the **Options** tab, uncheck the box "Allow only one copy of Application at a time". This can sometimes cause x360ce to not reopen when tables have been open/closed a few times, even though the old process has been killed.

If you have **1 issue** in x360ce tabs, you must install Virtual Device Drivers:



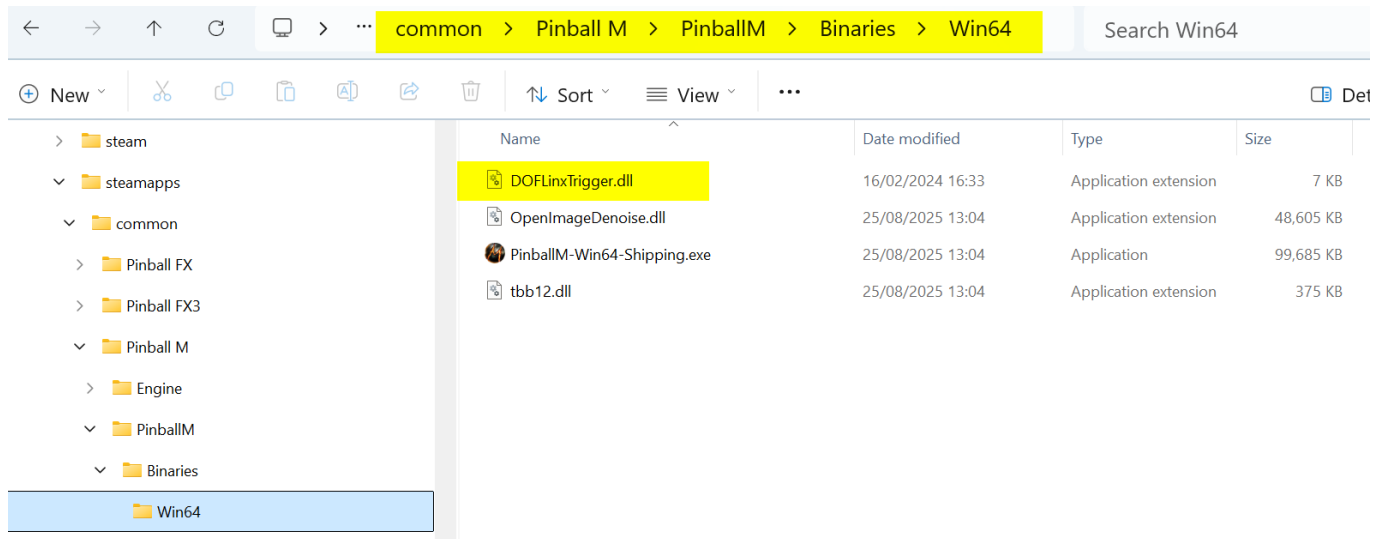
Click on **Install** button and reboot the machine.

Restart x360ce to check if the issue is gone.

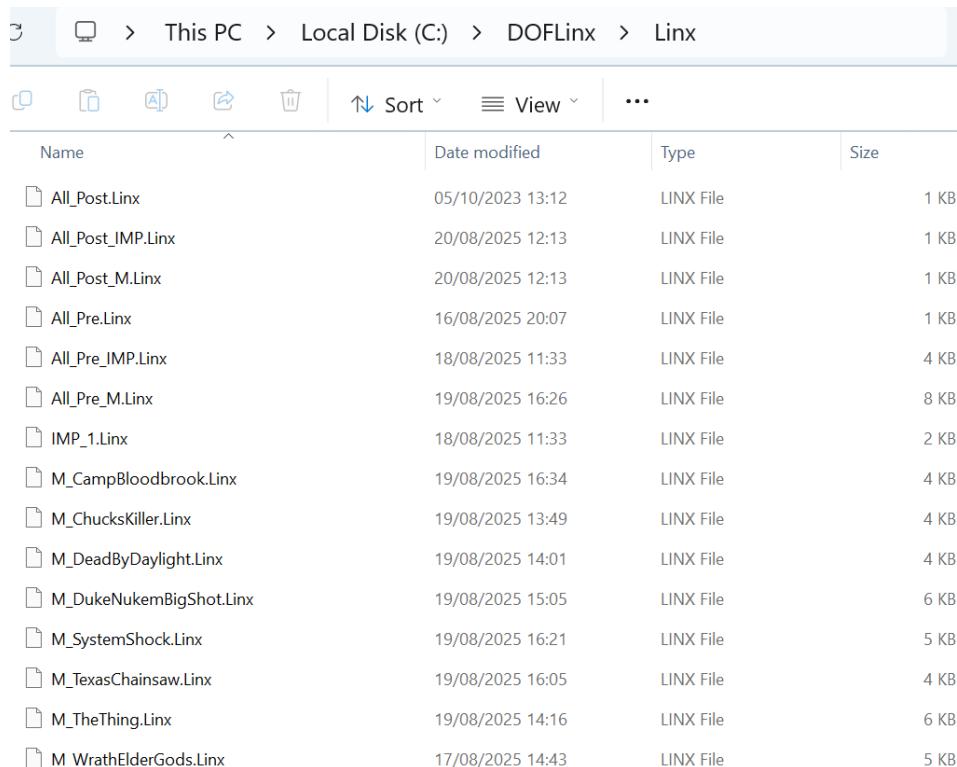
Enabling Pinball M for DOFLinx

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 \LINX folder in the DOFLinx download zip in a folder where you want them, ie **C:\DOFLinx\Linx**



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_LINX=** and **PATH_LINX_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**

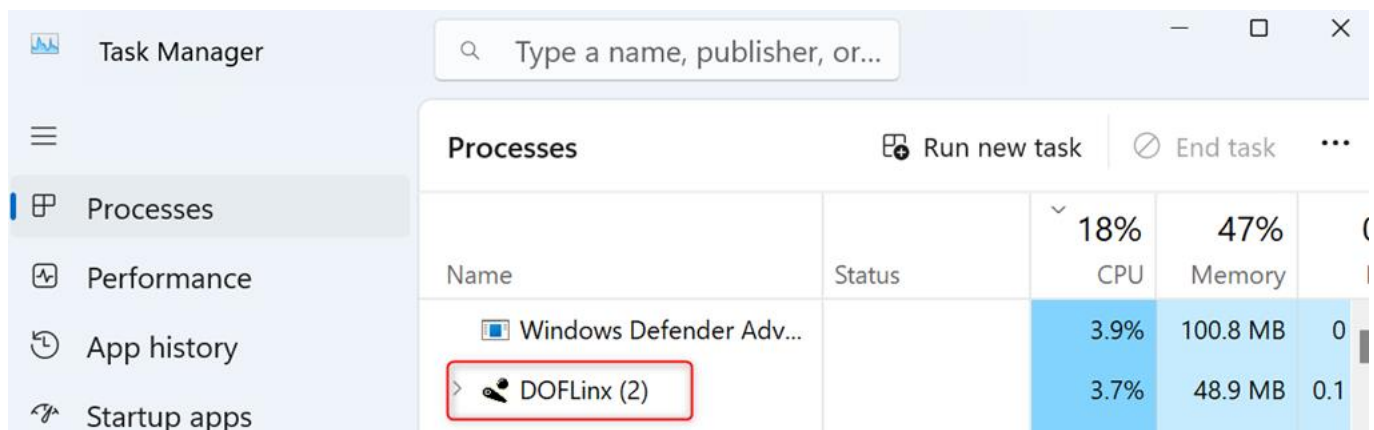
```
PATH_PIXELCADE=C:\Pixelcade\
PATH_HI2TXT=C:\HI2TXT\
PATH_LINX=C:\DOFLinx\Linx\
PATH_LINX_B2S=C:\DOFLinx\B2S\

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

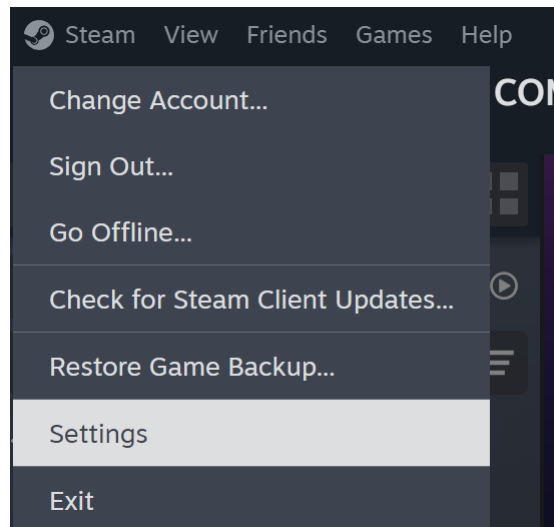
You can get the complete set of active backglassses for Pinball M from

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

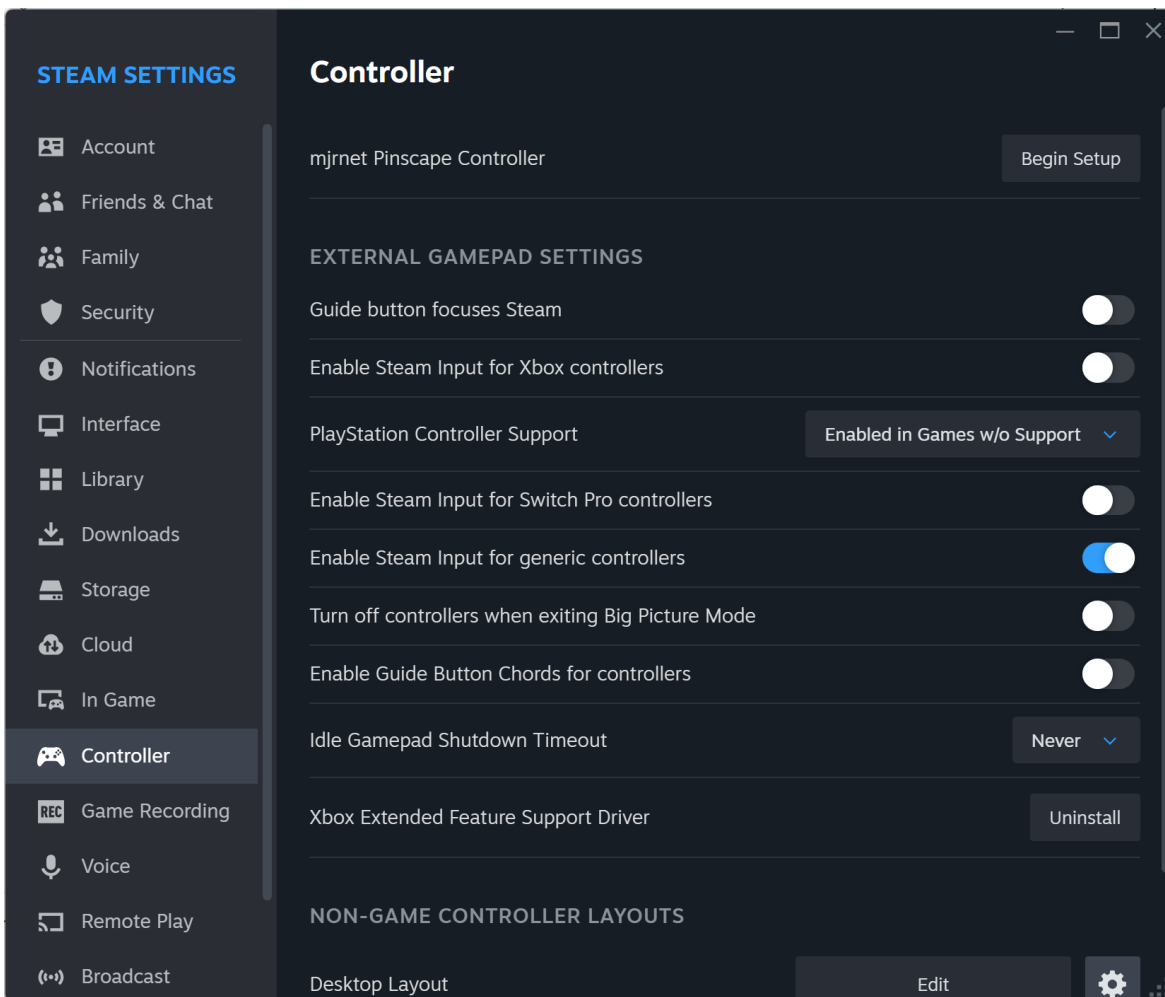
Reboot the machine and check that **DOFLinx process** is running:



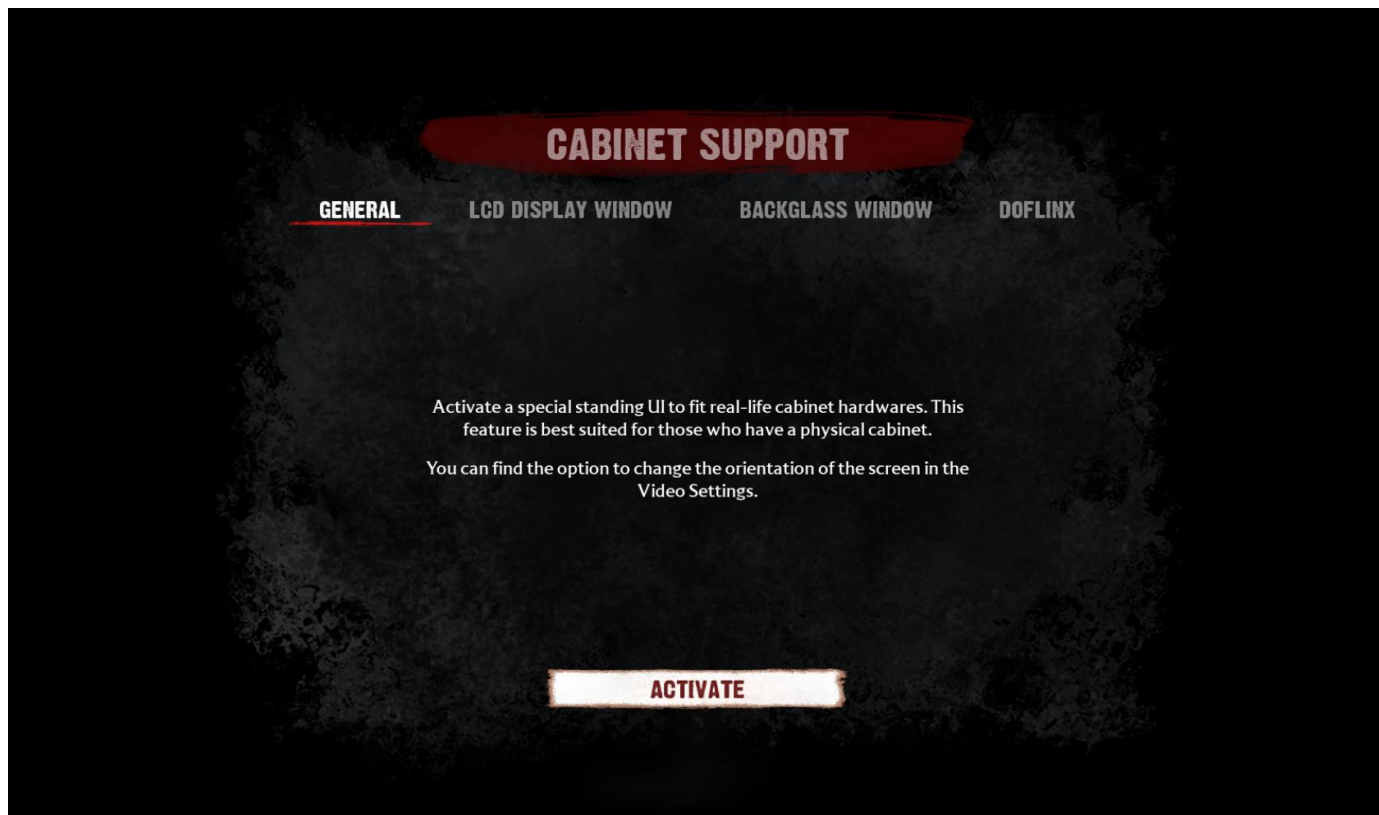
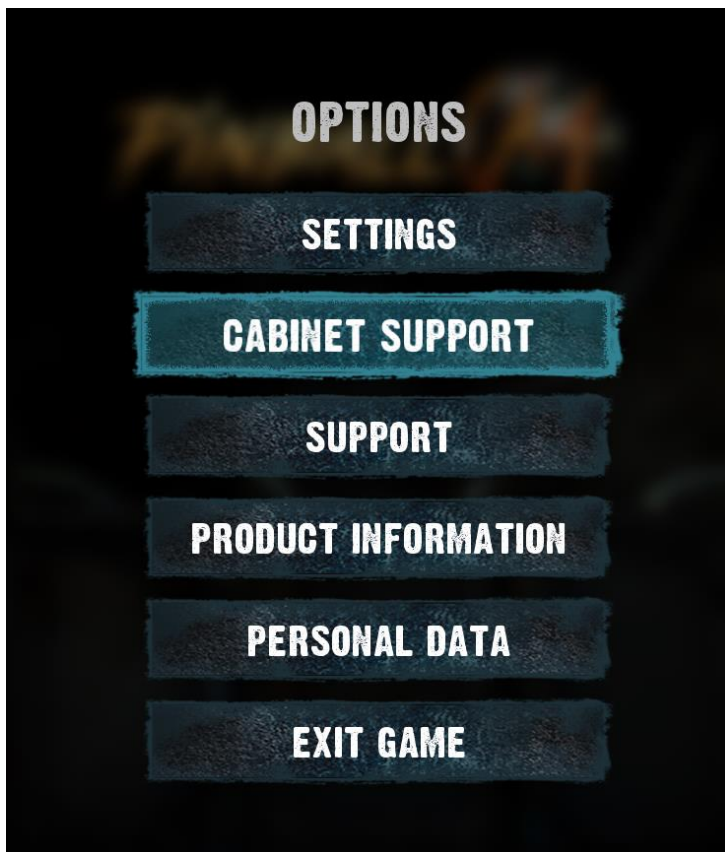
Go to Steam **Settings** → **Controller**



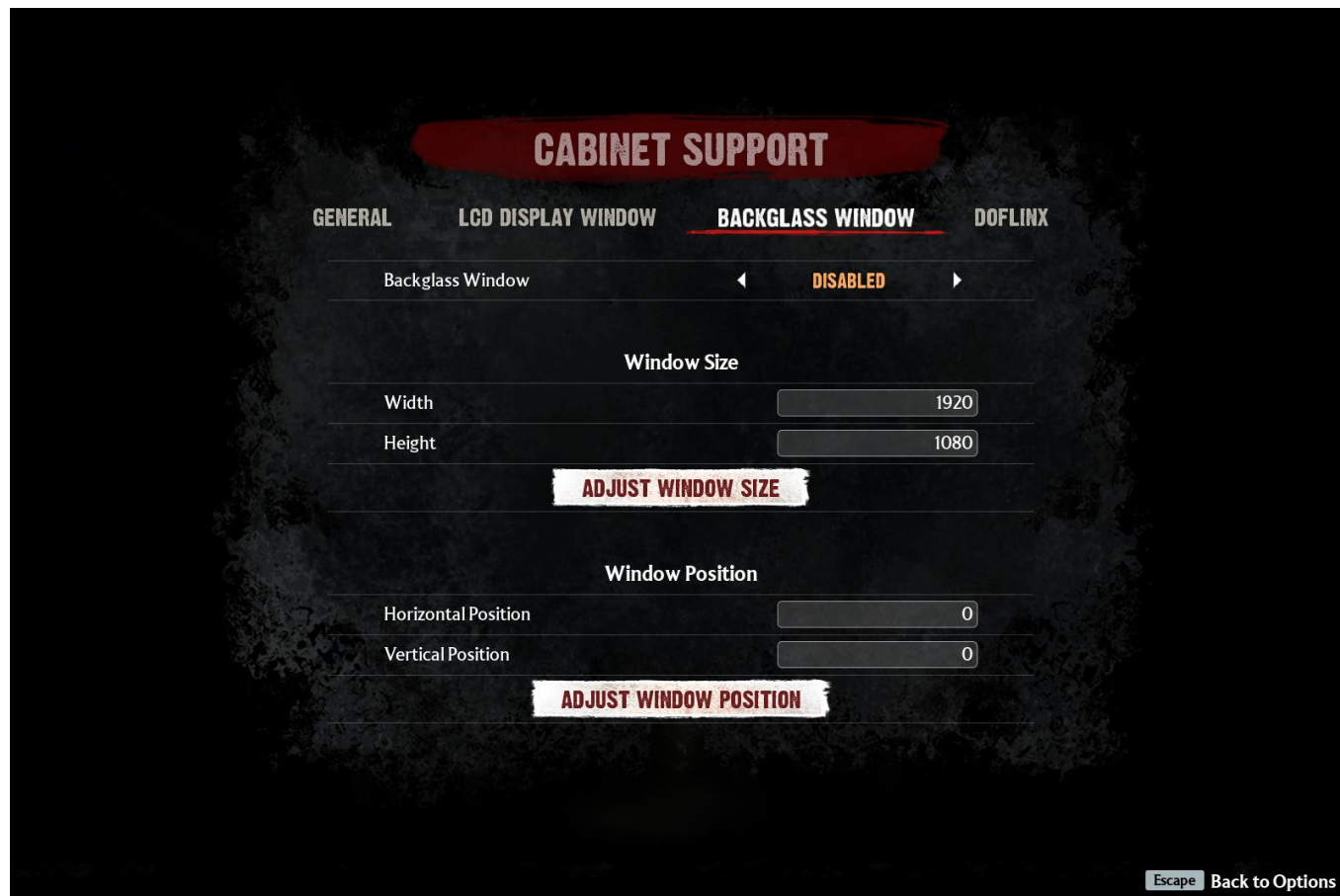
Disable everything under "External Gamepad Settings" with the except of "**Enable Steam Input for generic controllers**".



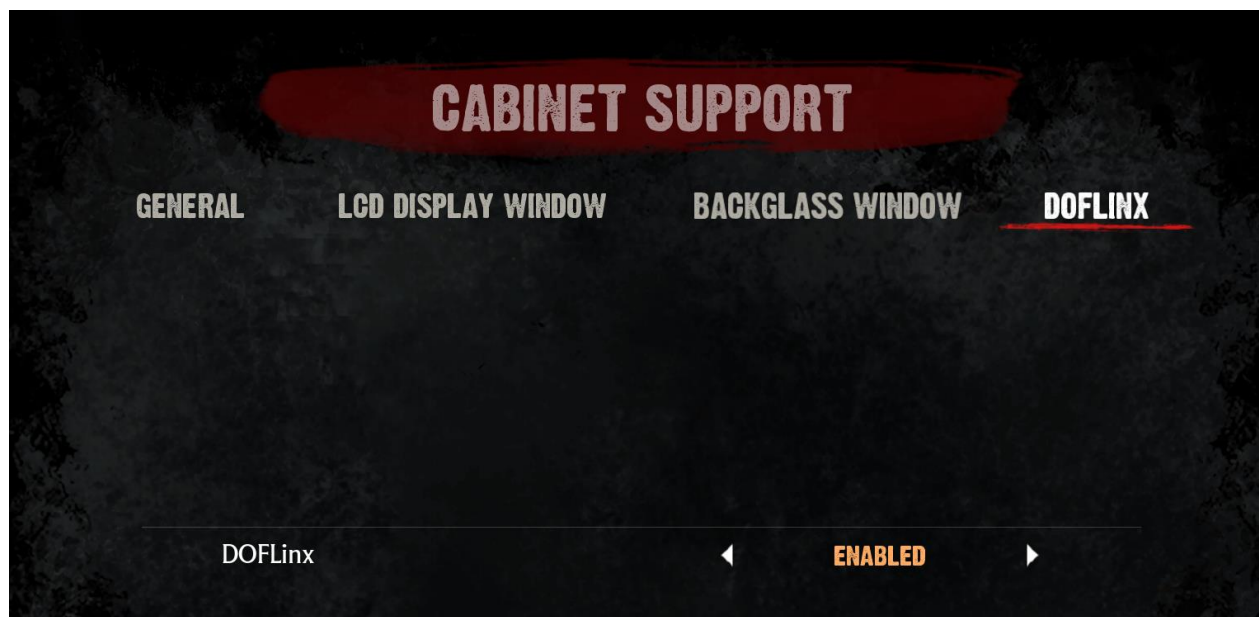
Start Pinball M, go to **Options | Cabinet Support | General** and **activate cabinet mode**:



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 feedback!

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:

```
#####
#####

#

# 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.

DEBUG=0

#location of some general files

COLOUR_FILE=C:\DirectOutput\directoutputconfig51.ini

DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\Globalconfig1.xml

PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\

#location of emulators files

PATH_FX2=\

PATH_FX2_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_LINX=PinballM-Win64-Shipping,IMPball-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

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