

VIRTUATILT – PINBALL FX3 SETUP

Following some basic instructions to have your new VirtuaTilt up and running with Pinball FX3.

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

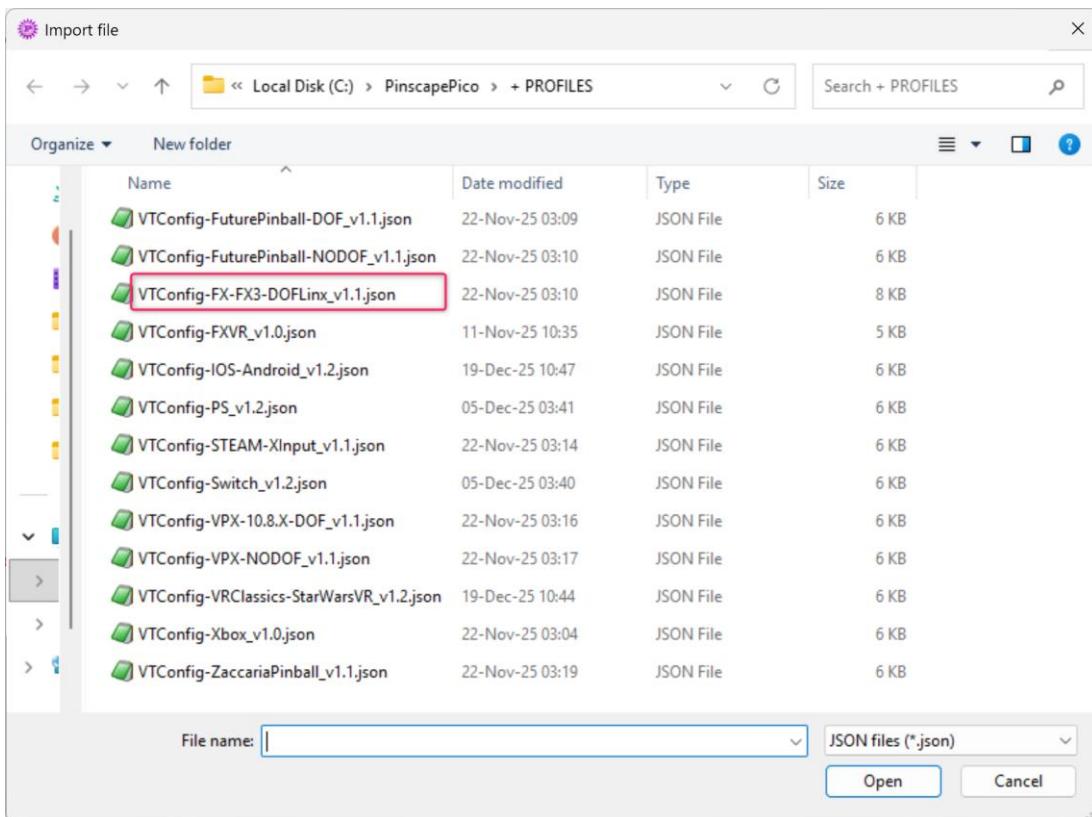
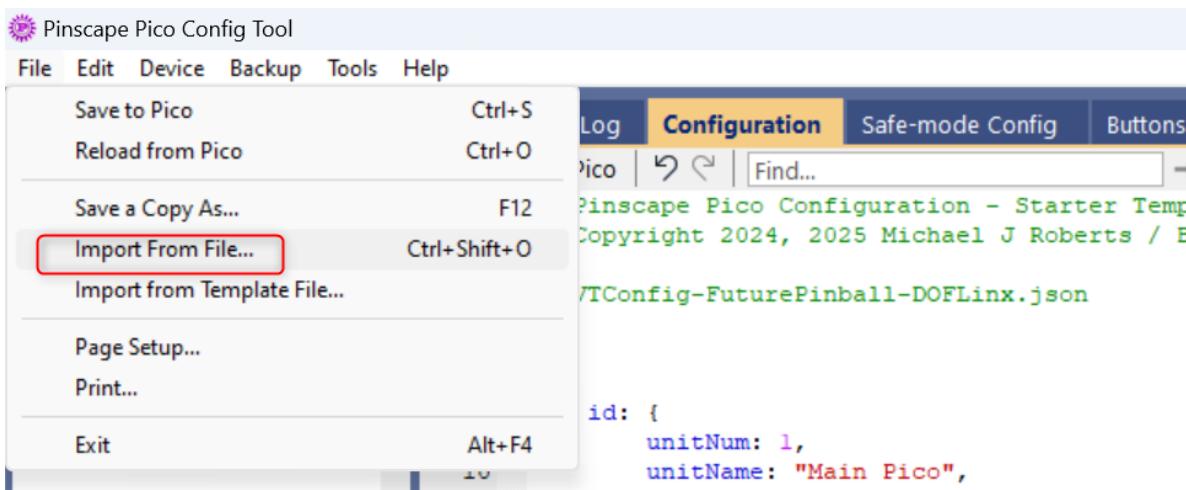
Please always refer to official DOFLinx guides available in the downloaded package:

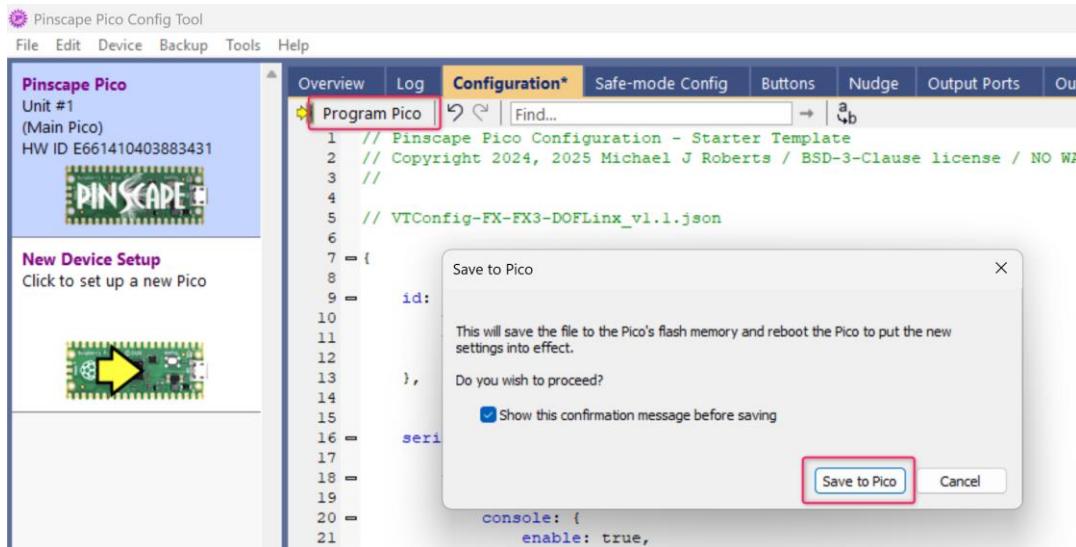
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DOF to DOFLinx Device and Port assignments Guide.docx	Micro
DOF to DOFLinx Device and Port assignments Guide.pdf	Doc
DOFLinx Guide.docx	Micro
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Effects in a DOF ROM to Work with DOFLinx.docx	Micro
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Enabling Pinball FX for DOFLinx.docx	Micro
Enabling Pinball FX for DOFLinx.pdf	Doc
Guide for DOFLinx Attract Mode.docx	Micro
Guide for DOFLinx Attract Mode.pdf	Doc
Guide for Setting Up DOFLinx with MAME.docx	Micro
Guide for Setting Up DOFLinx with MAME.pdf	Doc
Guide for Understanding and Building MAME files.docx	Micro
Guide for Understanding and Building MAME files.pdf	Doc
How to Get Pinup Popper to Display Marquees via DOFLinx.docx	Micro
How to Get Pinup Popper to Display Marquees via DOFLinx.pdf	Doc
Read Me First.txt	Text
Start Here - DOFLinx Quicker Guide.docx	Micro
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DOFLinx Setup

PREREQUISITES:

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput** configured (have a look at **00-VirtuaTilt-RP2040_MAINSetupGuide_v1.x.pdf** guide)
- **VTConfig-FX-FX3-DOFLinx_v1.X.json** profile loaded in **Pinscape Pico Config Tool**

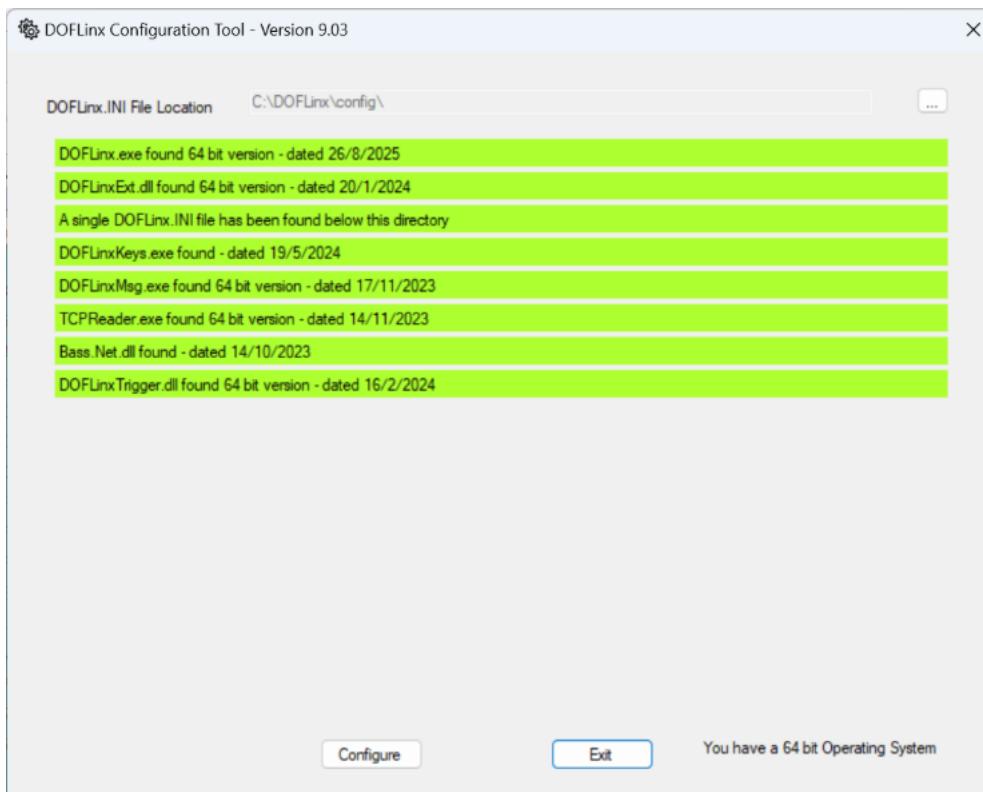
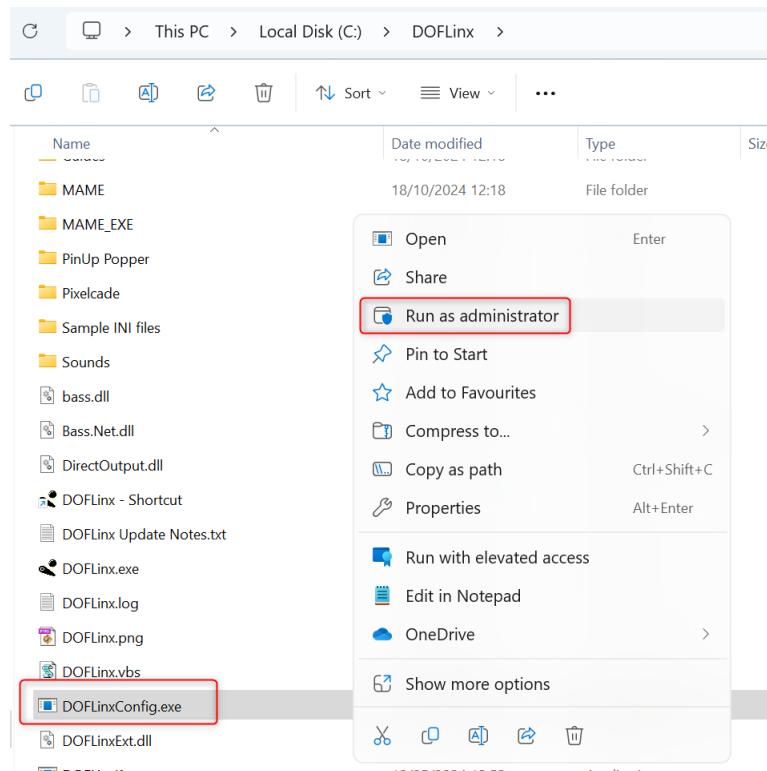




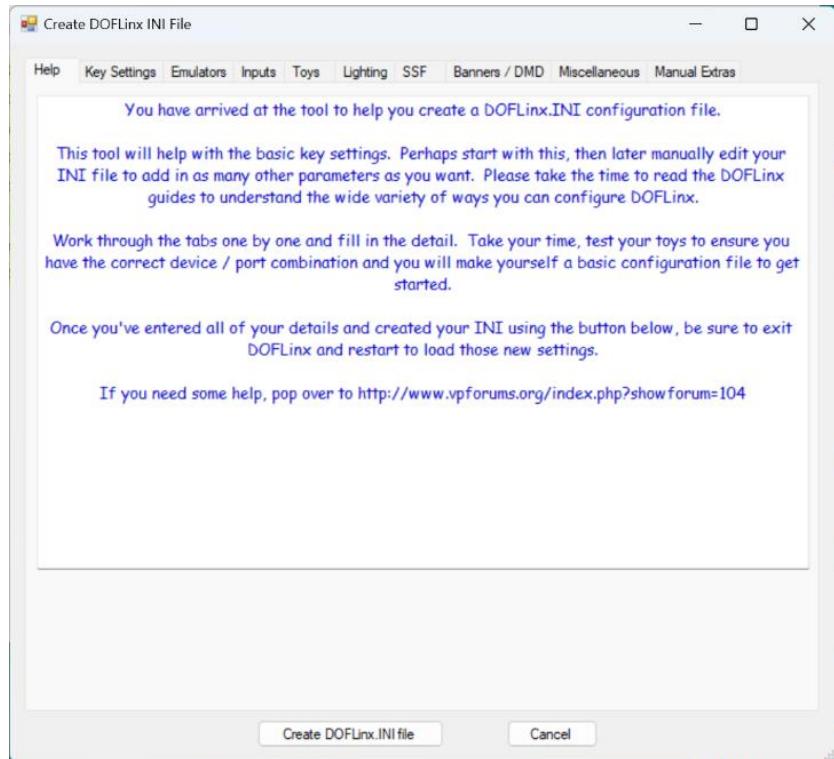
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):

Name	Date modified	Type	Size
32 bit	18/10/2024 12:18	File folder	
64 bit	18/10/2024 12:18	File folder	
B2S	18/10/2024 12:18	File folder	
config	18/10/2024 12:40	File folder	
FX	18/10/2024 12:18	File folder	
FX3	18/10/2024 12:18	File folder	
FX3_PUPlayer	18/10/2024 12:18	File folder	
Guides	18/10/2024 12:18	File folder	
MAME	18/10/2024 12:18	File folder	
MAME_EXE	18/10/2024 12:18	File folder	
PinUp Popper	18/10/2024 12:18	File folder	
Pixelcade	18/10/2024 12:18	File folder	
SampleINI files	18/10/2024 12:18	File folder	
Sounds	18/10/2024 12:18	File folder	
bass.dll	05/04/2024 20:12	Application extension	157 KB
Bass.Net.dll	14/10/2023 21:43	Application extension	636 KB
DirectOutput.dll	27/09/2024 12:02	Application extension	2,541 KB
DOFLinx - Shortcut	31/03/2024 16:40	Shortcut	1 KB
DOFLinx Update Notes.txt	12/10/2024 11:56	Text Document	72 KB
DOFLinx.exe	11/10/2024 15:43	Application	1,008 KB
DOFLinx.log	18/10/2024 13:05	Text Document	20 KB
DOFLinx.png	09/02/2020 08:01	FastStone PNG File	21 KB
DOFLinx.vbs	22/08/2020 18:27	VBScript Script File	12 KB
DOFLinxConfig.exe	11/10/2024 15:52	Application	41 KB
DOFLinxExt.dll	20/01/2024 13:39	Application extension	7 KB
DOFLinxKeys.exe	19/05/2024 13:53	Application	14 KB
DOFLinxMsg.exe	17/11/2023 16:05	Application	13 KB
DOFLinxTrigger.dll	16/02/2024 16:33	Application extension	7 KB

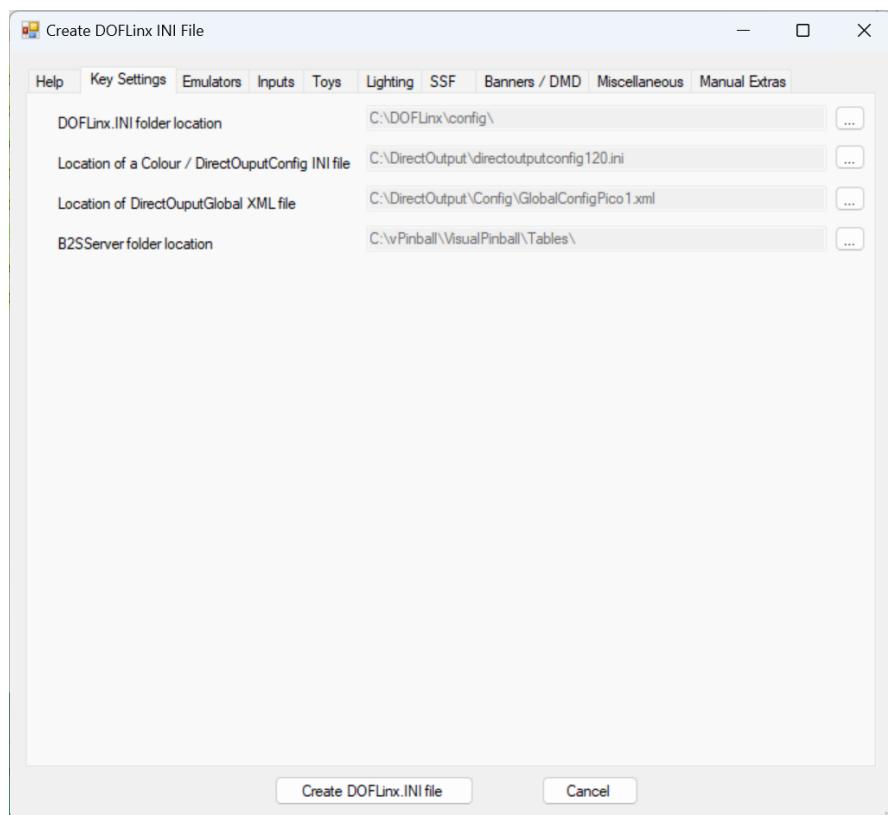
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

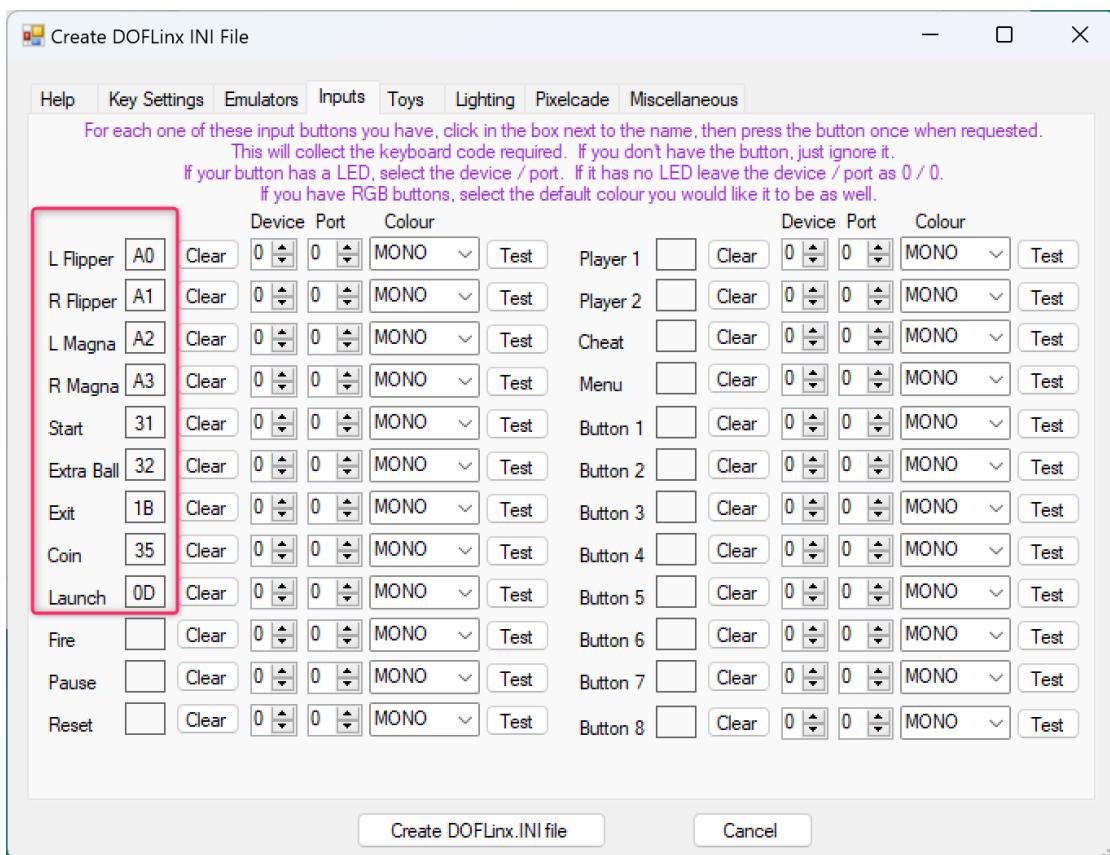
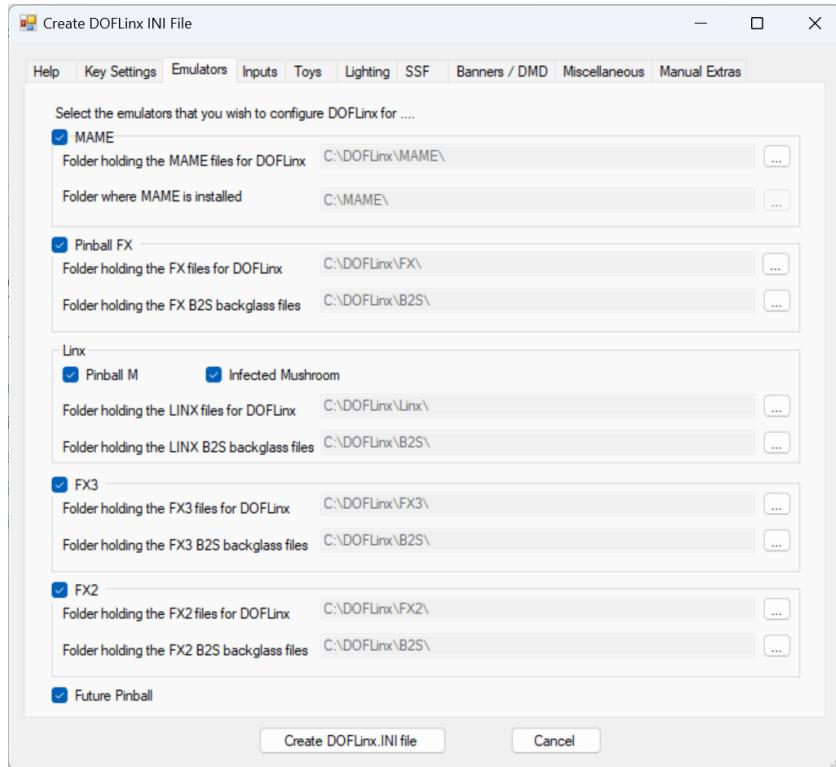


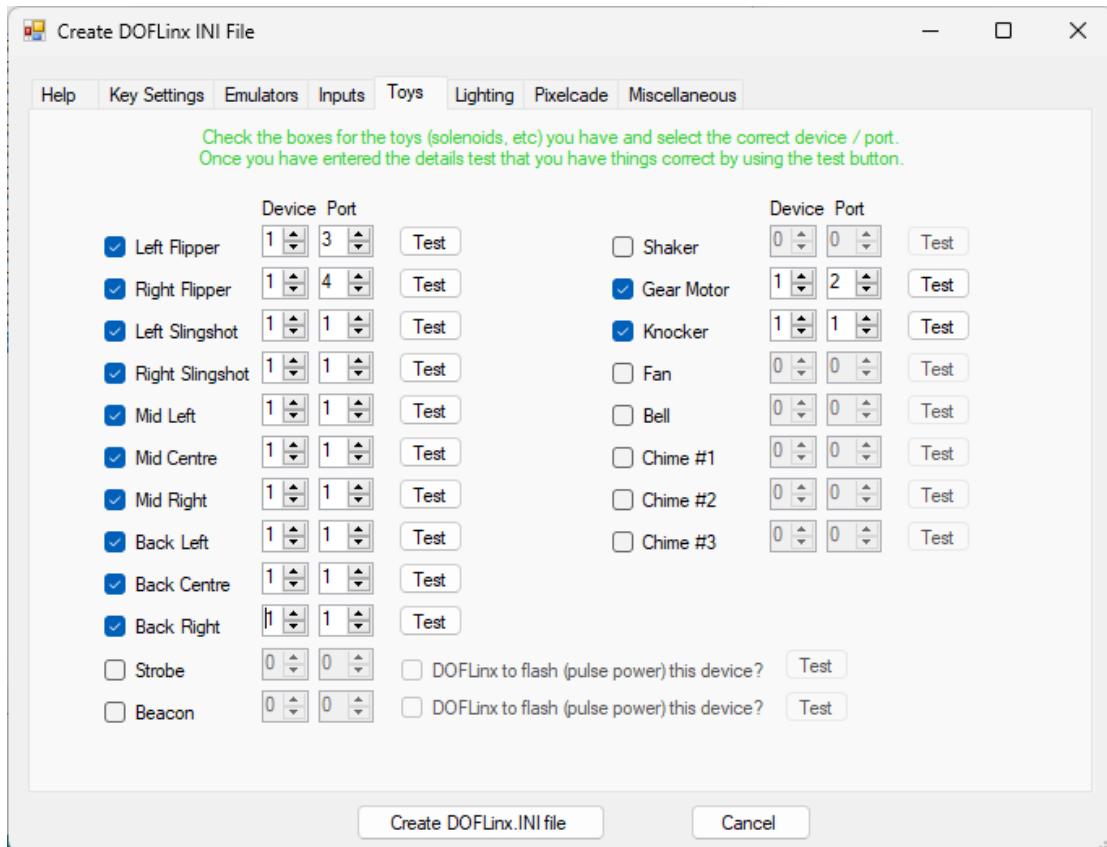
Turn on your VirtuaTilt power switch and click on **Configure** button and work through all settings:



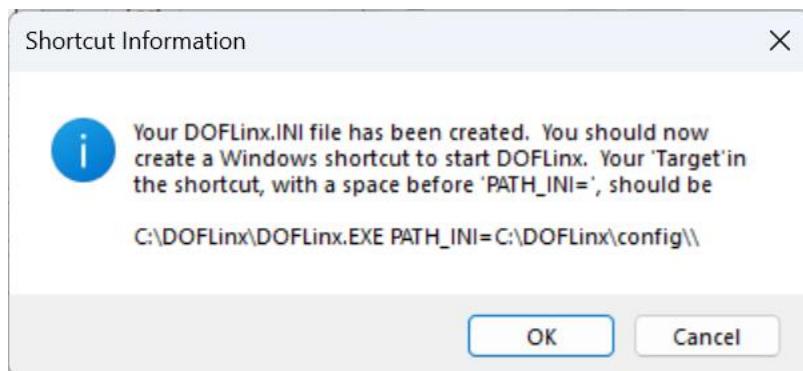
You need to configure **Key Settings, Emulators, Inputs and Toys** tabs:



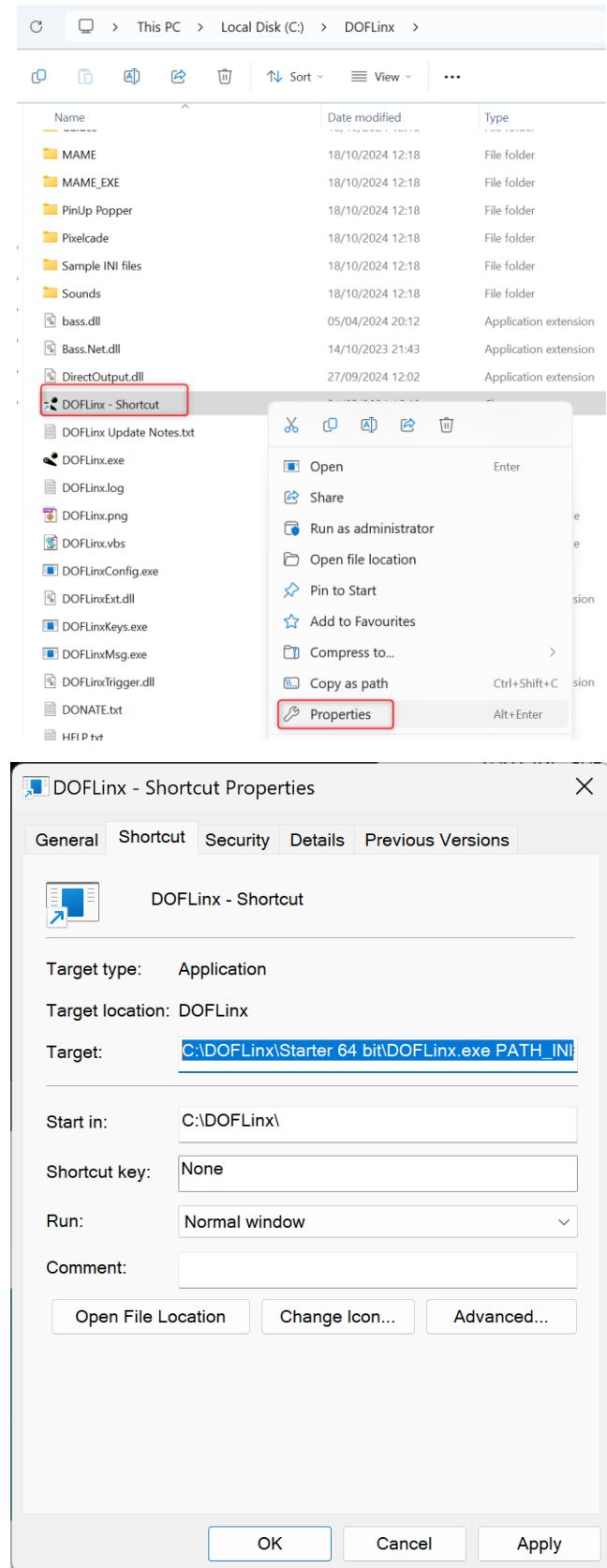




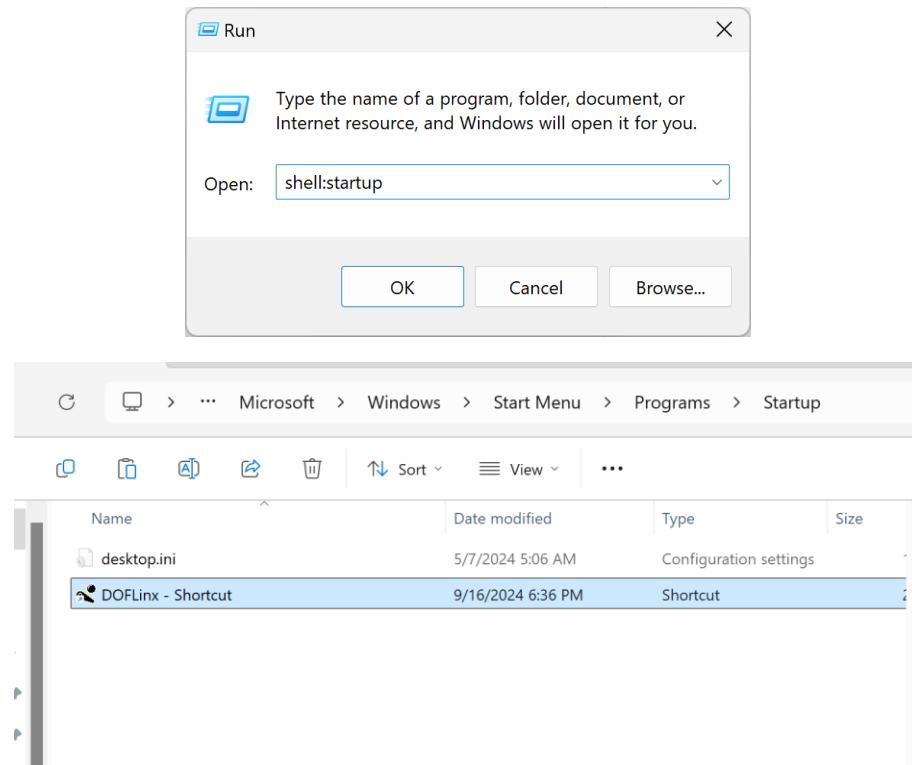
Click on “Create DOFLinx .INI File” when you’re done:



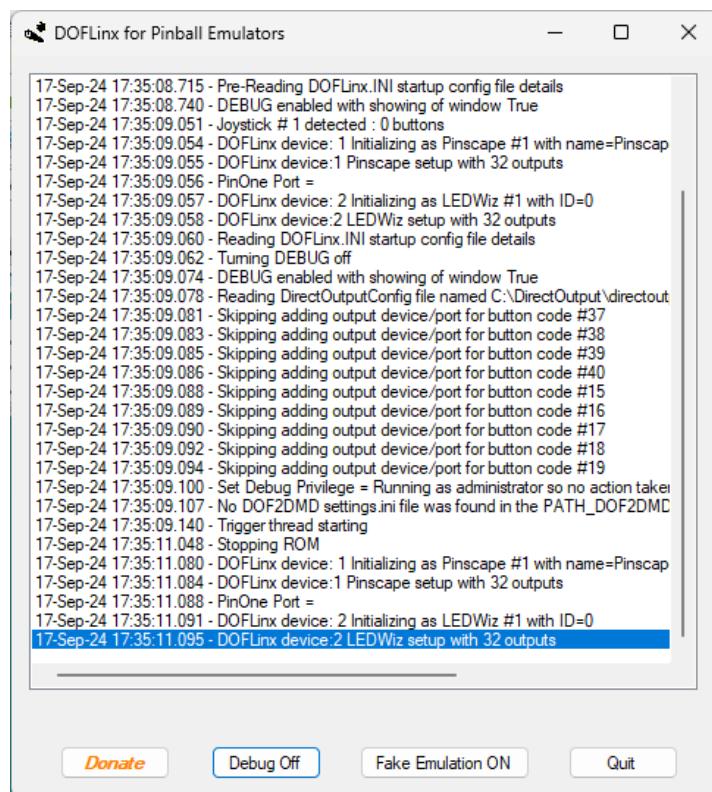
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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 log (launch DOFLinx - Shortcut to check):

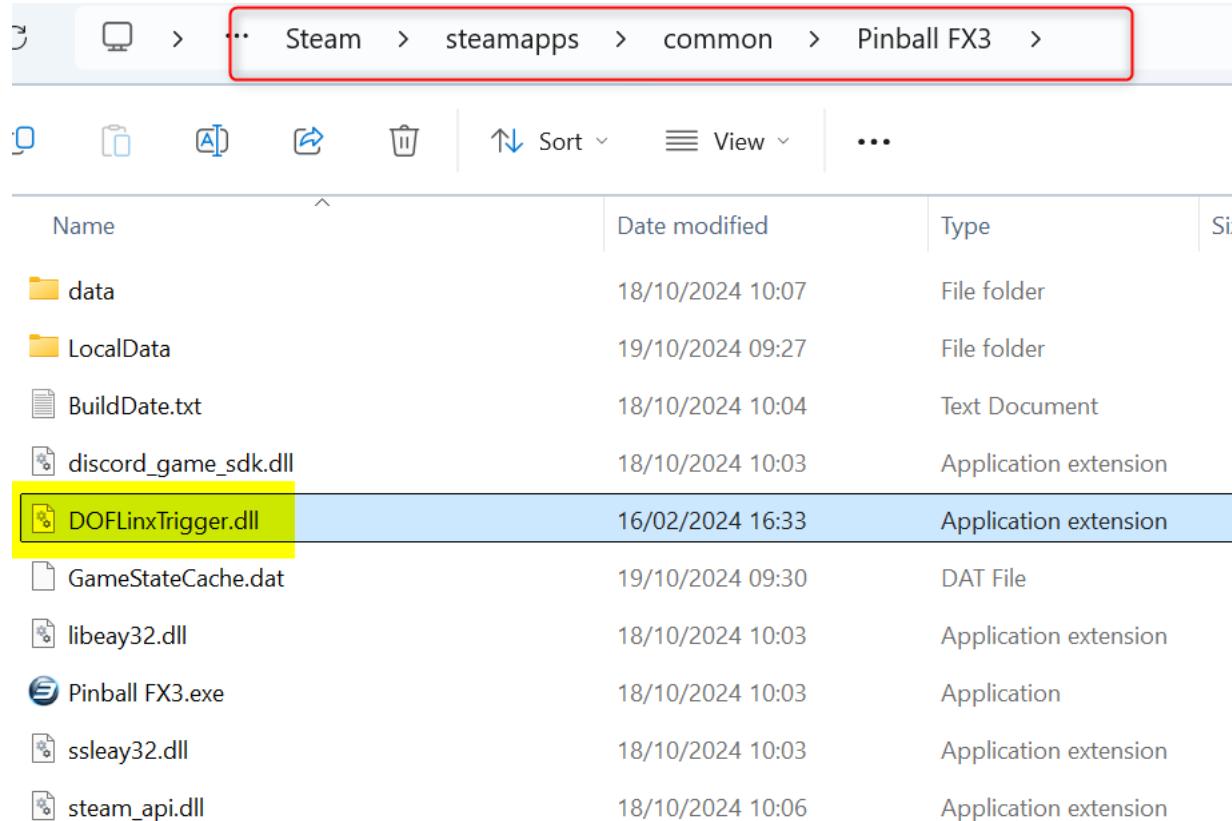


Accelerometer/Analog Plunger configuration

Pinball FX/FX3 emulators do not support analog plunger and accelerometer natively. However, new VirtuaTilt has native support for accelerometer and plunger (**X360CE** emulator is not needed anymore)!

Enabling Pinball FX3 for DOFLinx

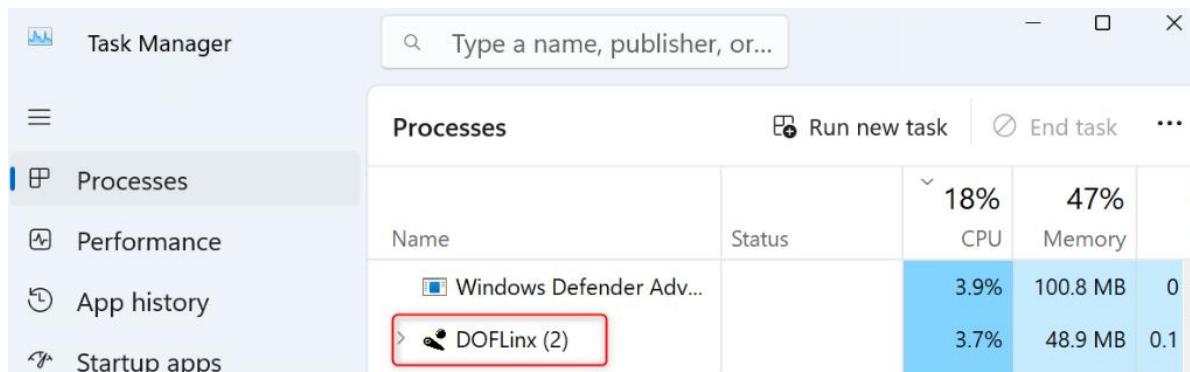
Copy **DOFLinxTrigger.dll** from C:\DOFLinx to the same folder as Pinball FX3.exe (**C:\Program Files (x86)\Steam\steamapps\common\Pinball FX3**):



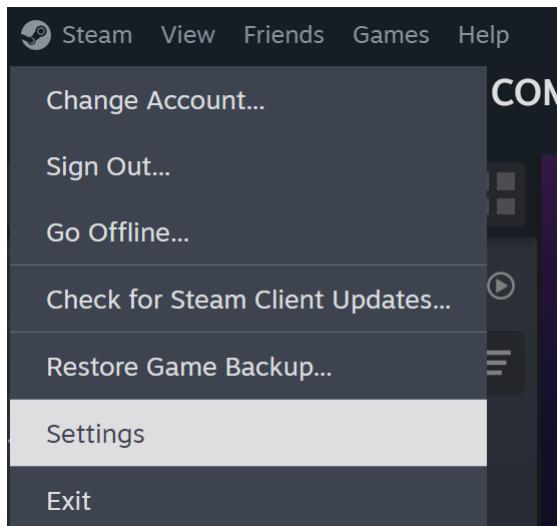
In DOFLinx.ini be sure to have the **PATH_FX3=** and **PATH_FX3_B2S=** parameters pointing to the place you put the FX3 files.

Make sure you have a **** on the end of the path, so **C:\DOFLinx\FX3**

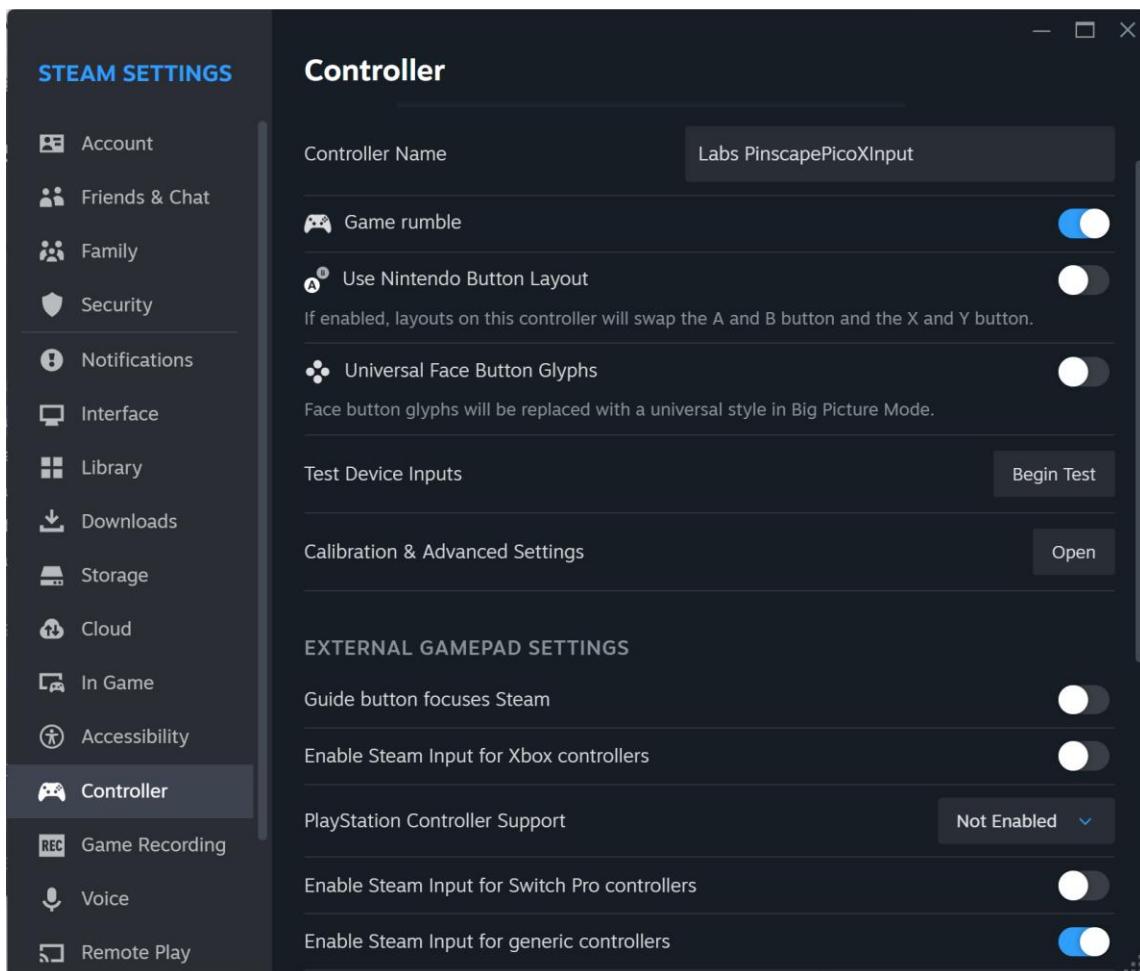
Reboot the machine and check that **DOFLinx process** is running:



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



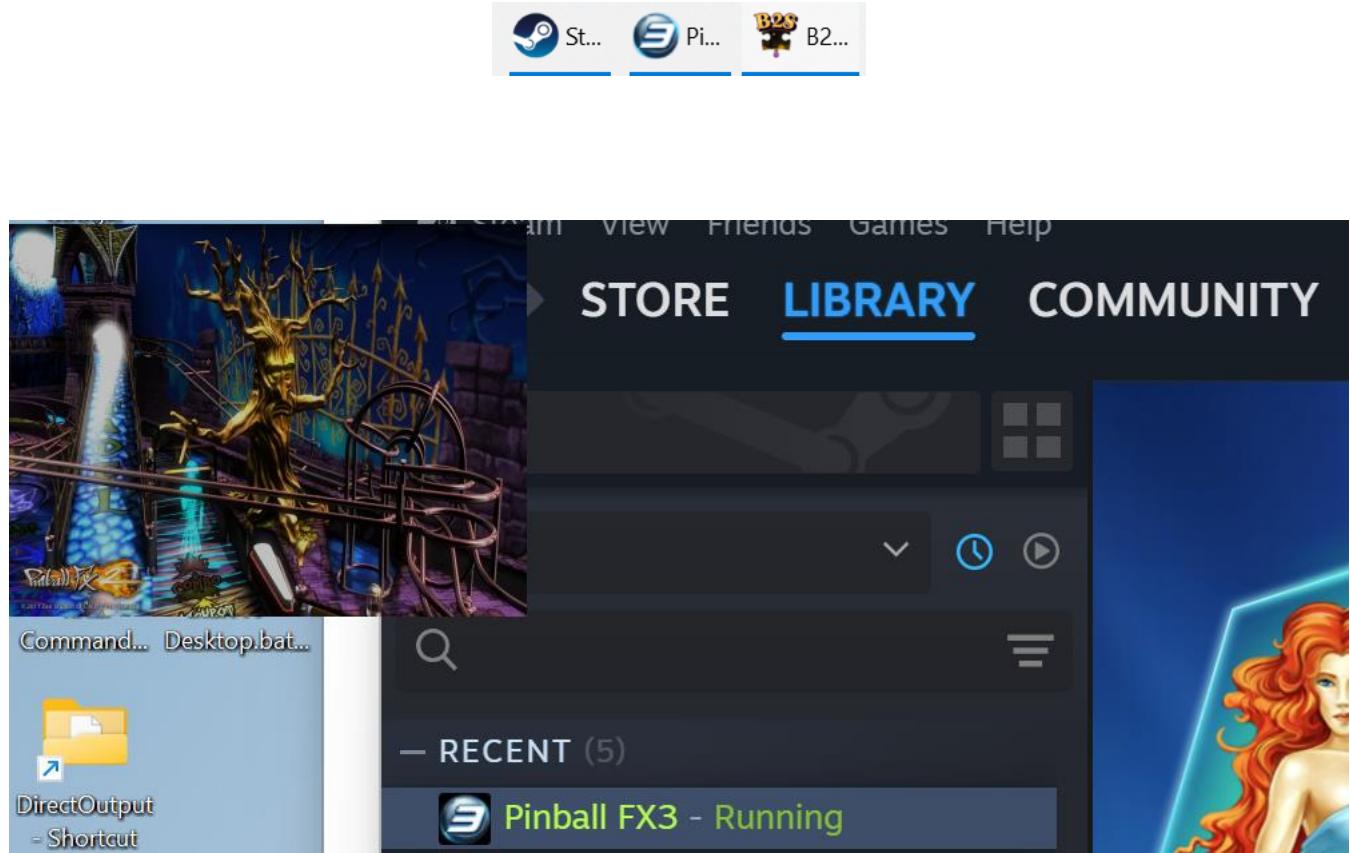
Disable everything under "External Gamepad Settings" with the except of "**Enable Steam Input for generic controllers**".



Now Start Pinball FX3 and have fun. If everything was setup correctly you should be able to use analog plunger, nudging and feedback devices.

Troubleshooting Tips

To check that DOFLinx is working press ALT+TAB while in game. You should have B2S Server running in background and you should also see a little backglass of the game:



If B2S Server is running but DOFLinx 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.
DEBUG=0

#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

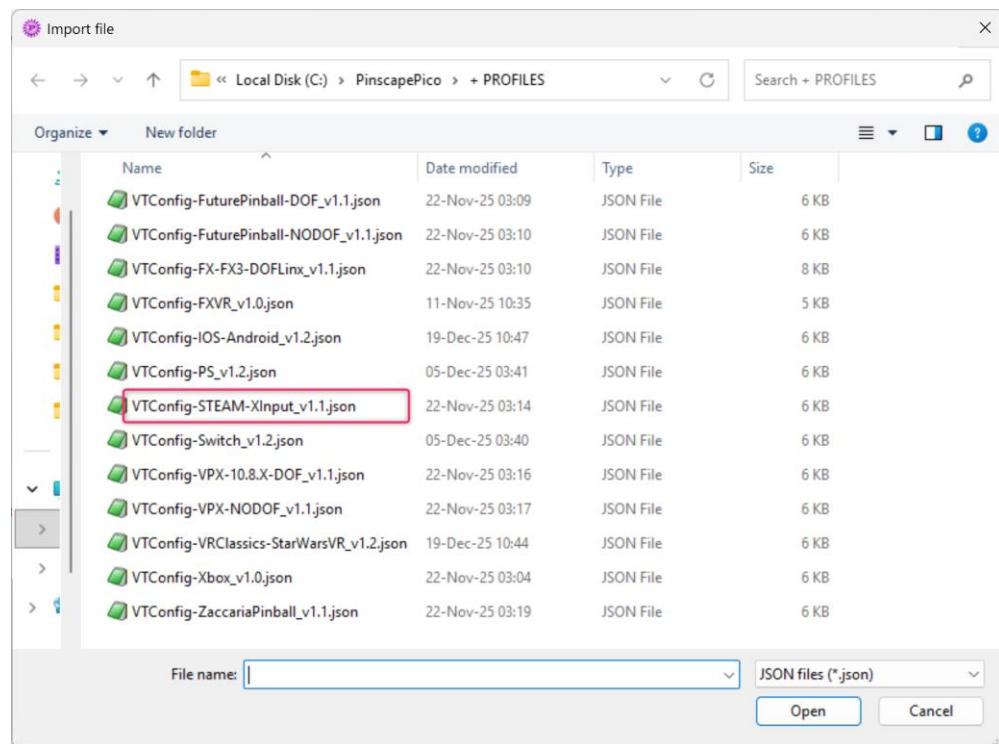
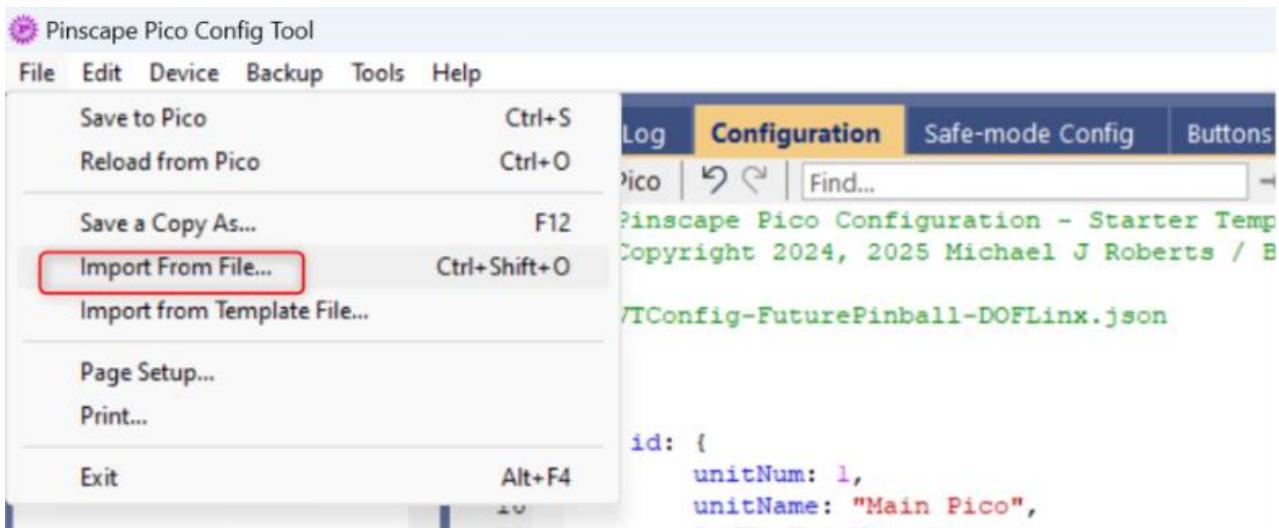
#!!!!!!!!!!!!!!

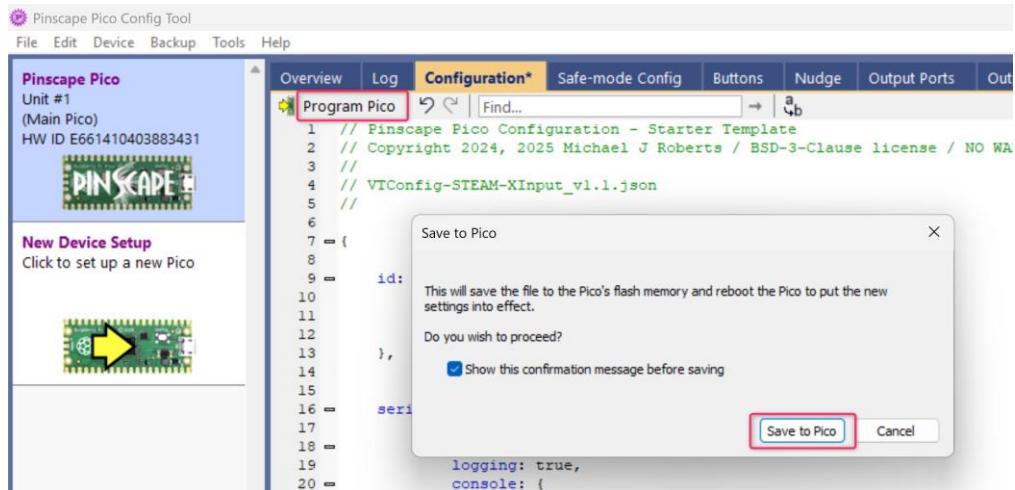
Use VirtuaTilt without DOF/DOFLinx

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 !

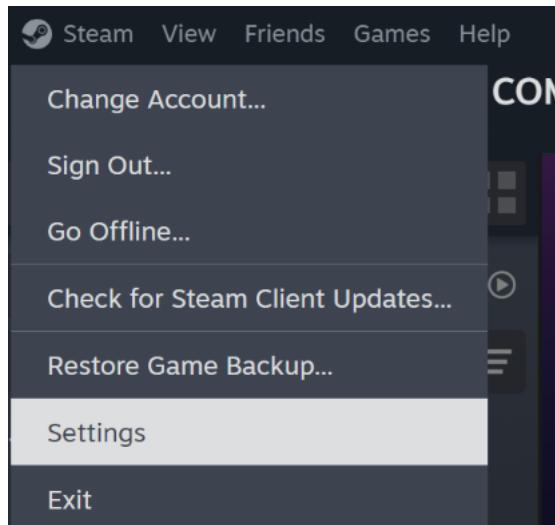
The **XInput mode** is used in Pinscape Pico firmware to achieve that.

What you need to do is load **VTConfig-STEAM-XInput_v1.X.json** profile in **Pinscape Pico Config Tool** :

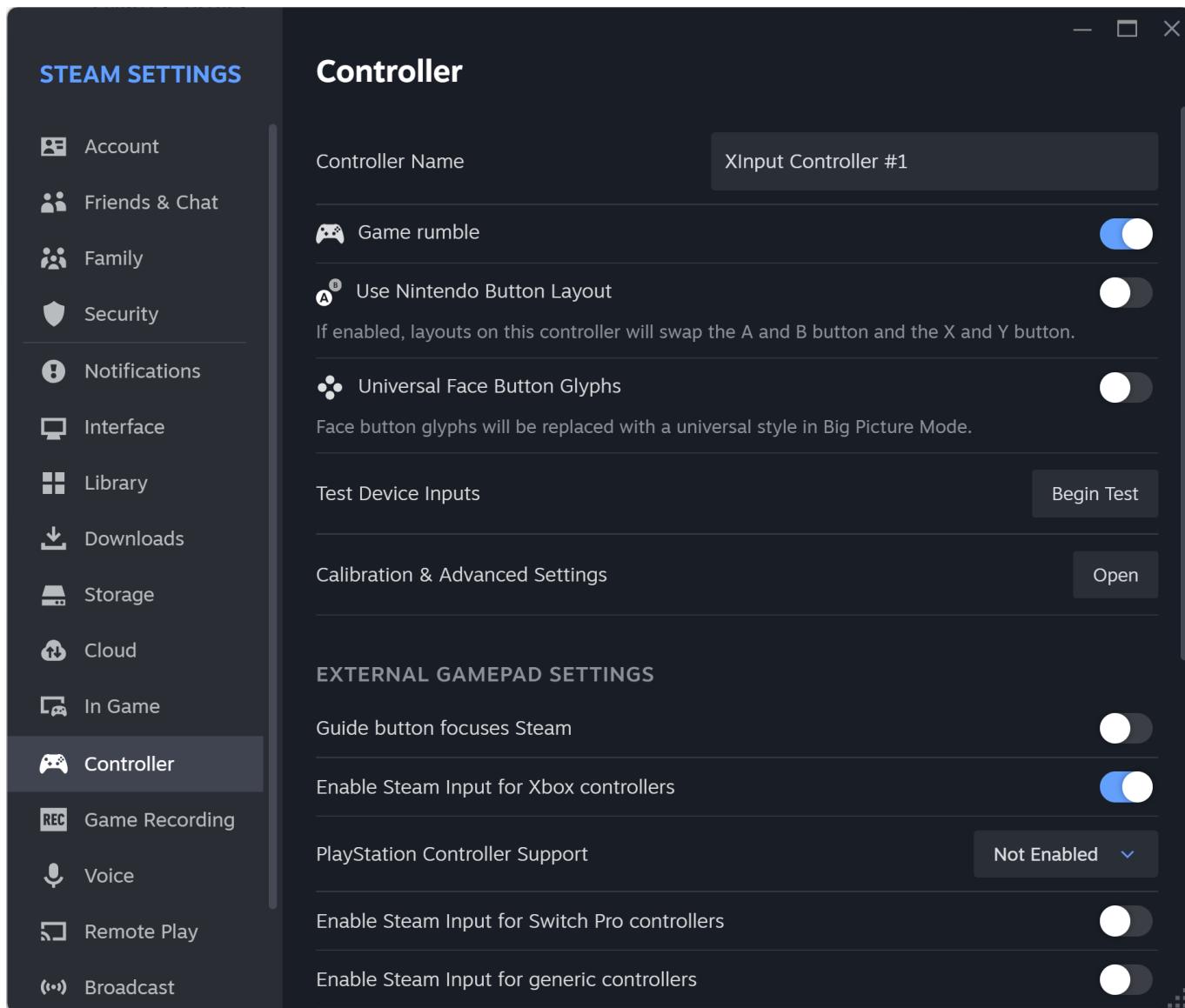




Start Steam and go to **Settings → Controller**



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).