

## VIRTUATILT – PINBALL FX SETUP

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

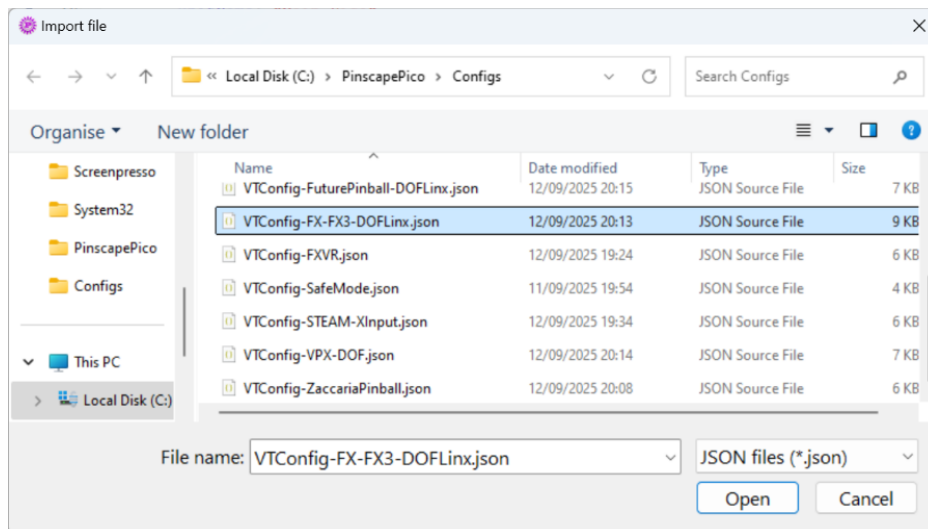
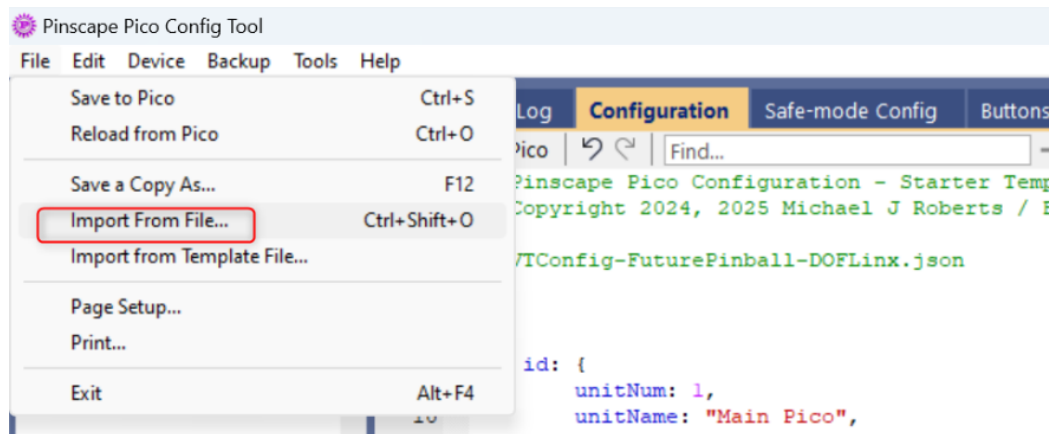
Download **DOFLinx** latest package from here: [Releases · DOFLinx/DOFLinx \(github.com\)](https://github.com/DOFLinx/DOFLinx/releases)

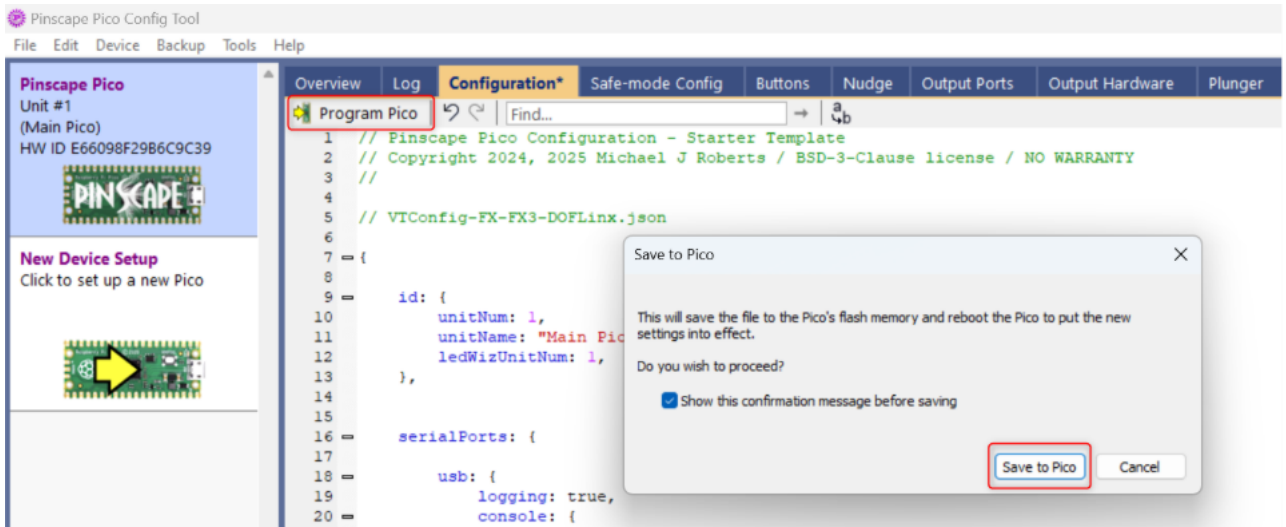
**Please always refer to official DOFLinx guides available at <https://doflinx.github.io/docs/>**

## DOFLinx Setup

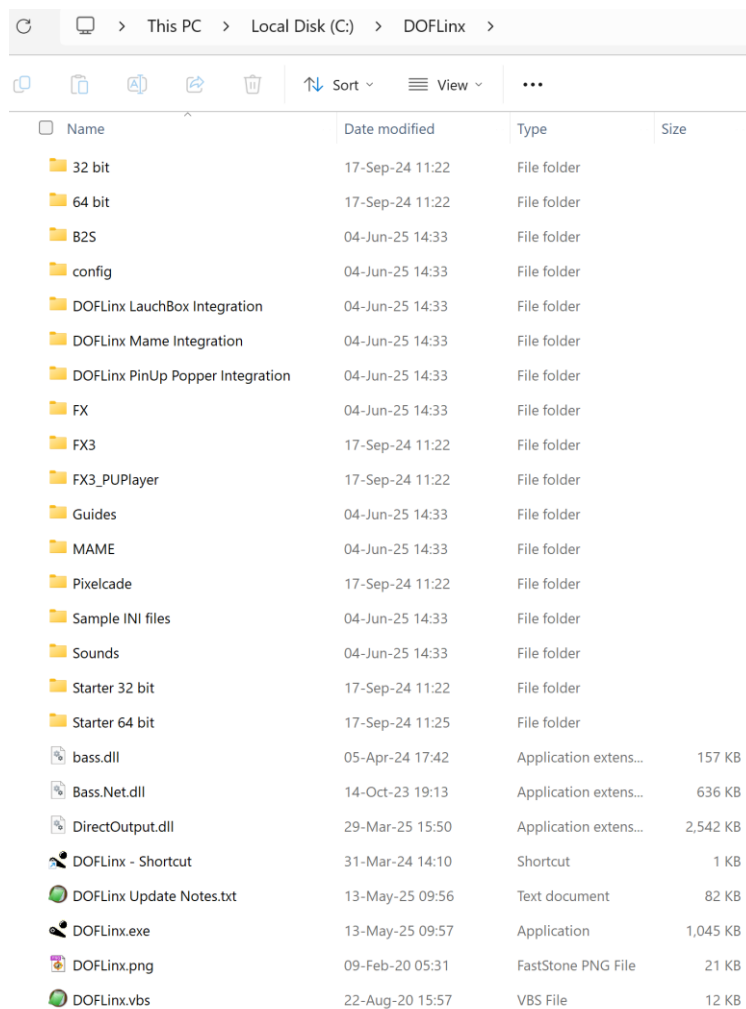
### PREREQUISITES:

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput** configured (have a look at **VirtuaTilt-RP2040\_SetupGuide\_v1.x.pdf** guide)
- **VTConfig-FX-FX3-DOFLinx.json** profile loaded in **Pinscape Pico Config Tool**

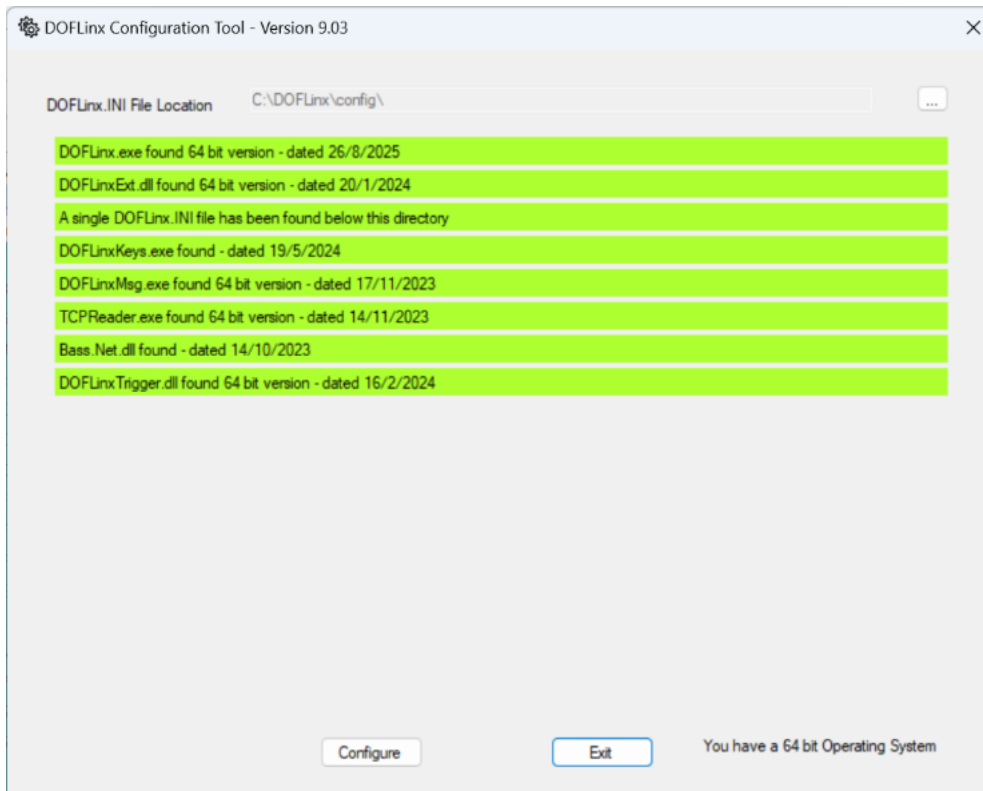
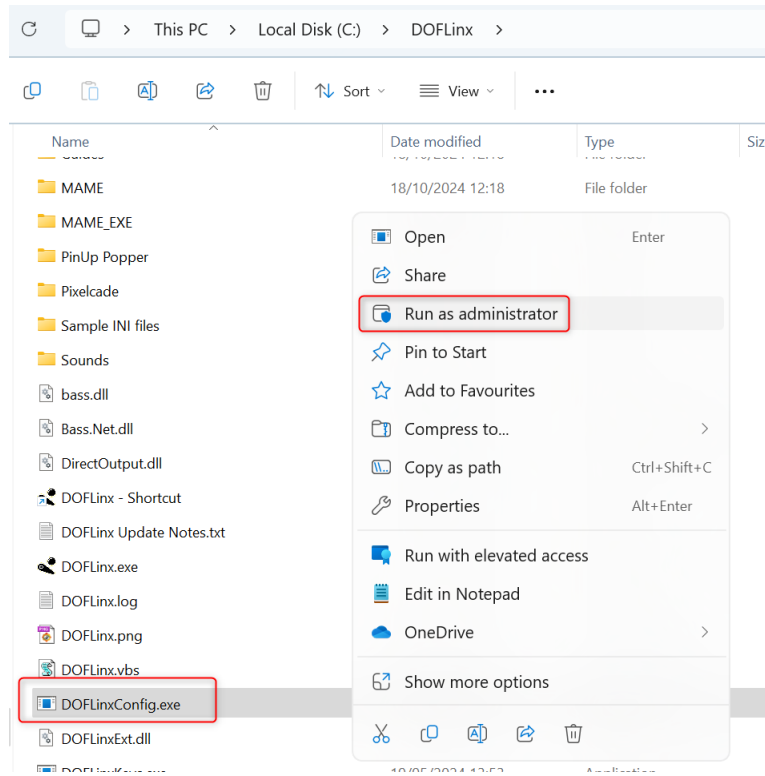




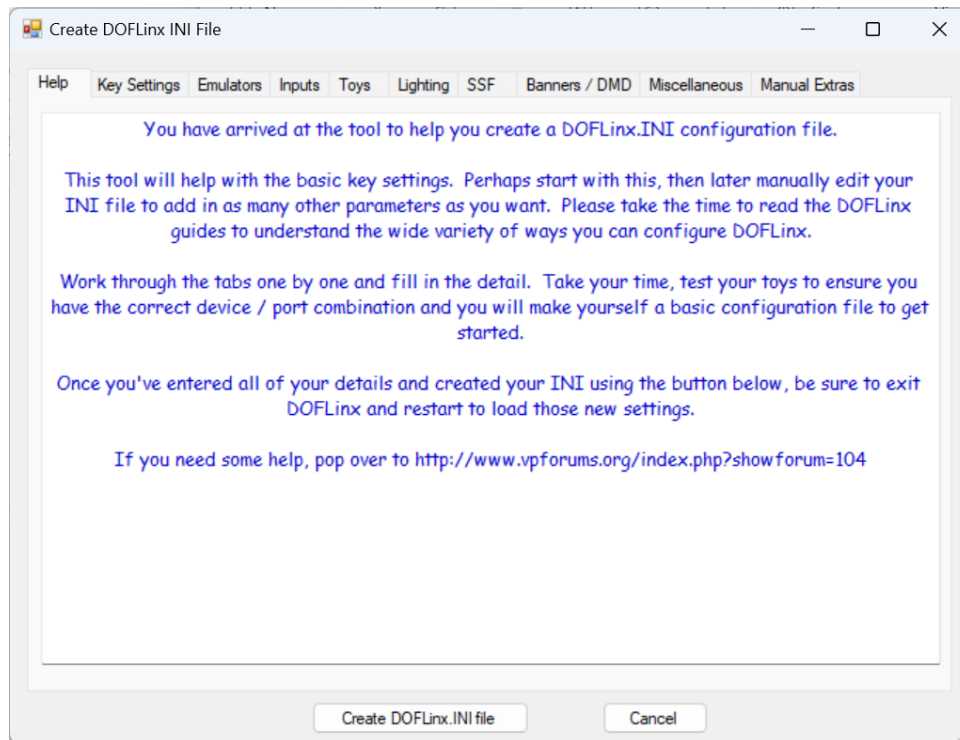
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):



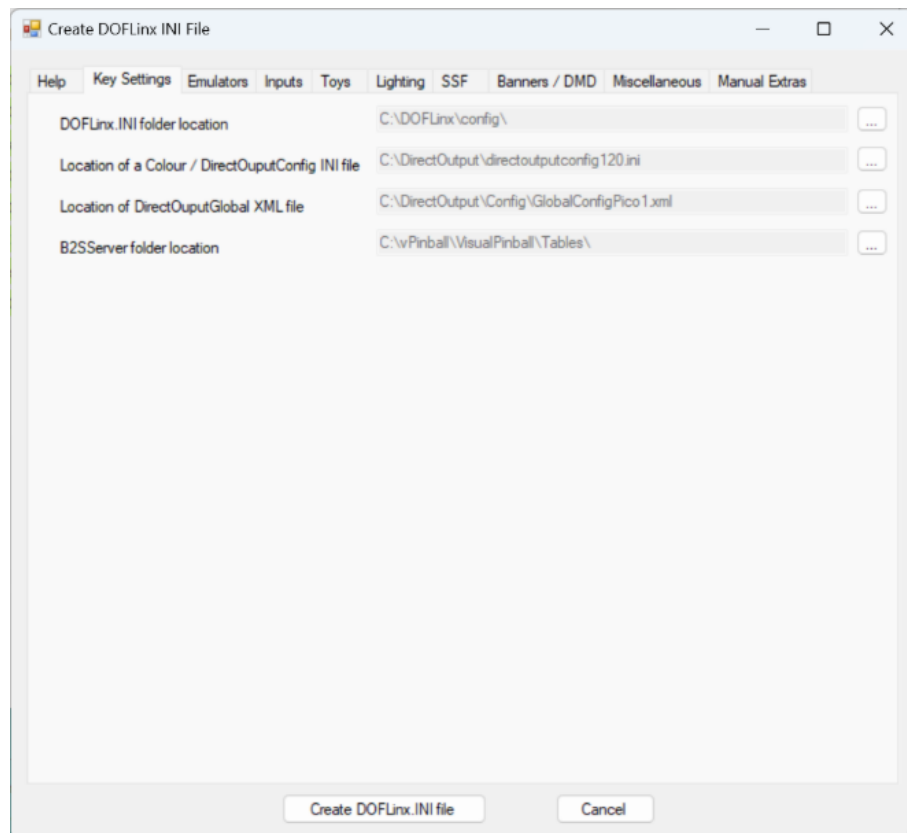
Run **DOFLinxConfig.exe** file in **DOFLinx\** folder as administrator:

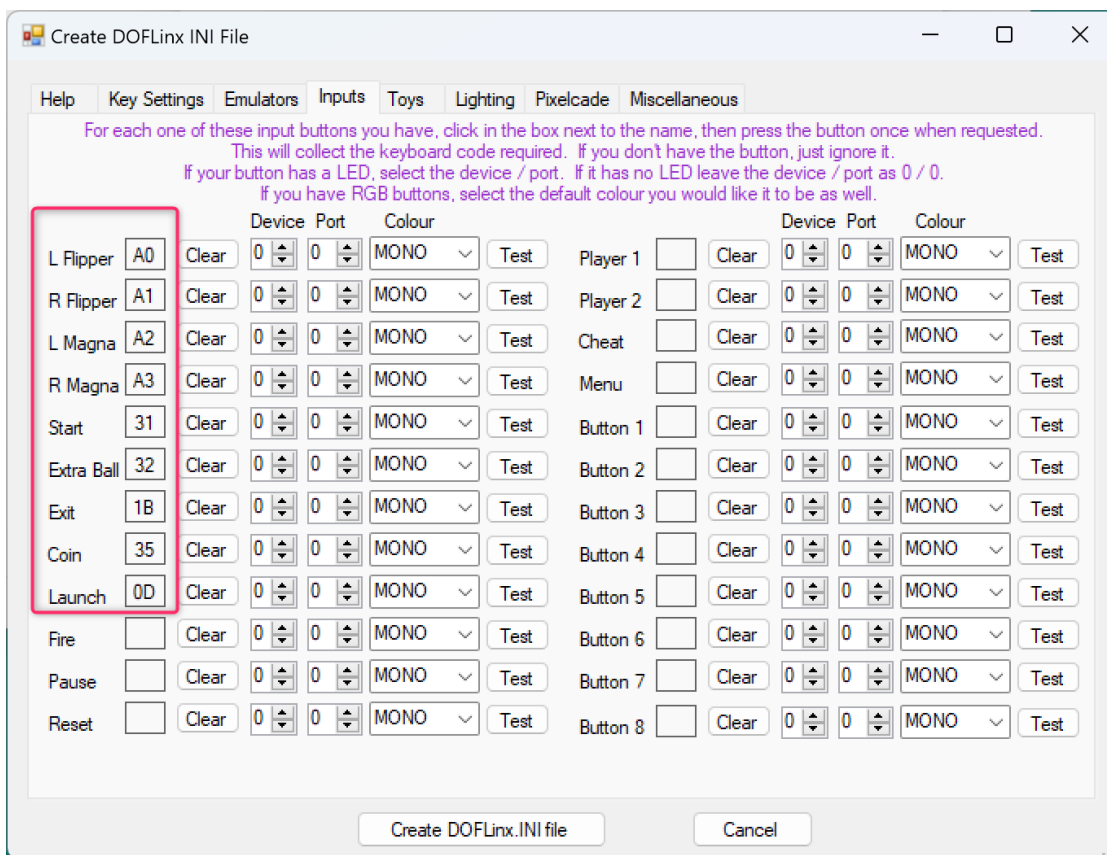
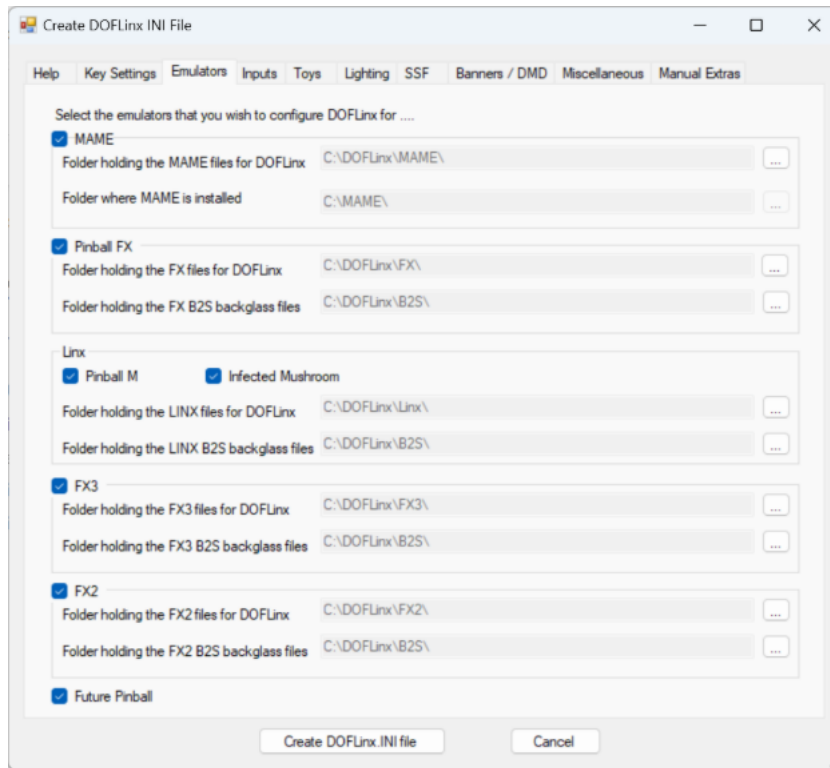


Turn on your VirtuaTilt power switch and click on **Configure** button and **work through all settings:**



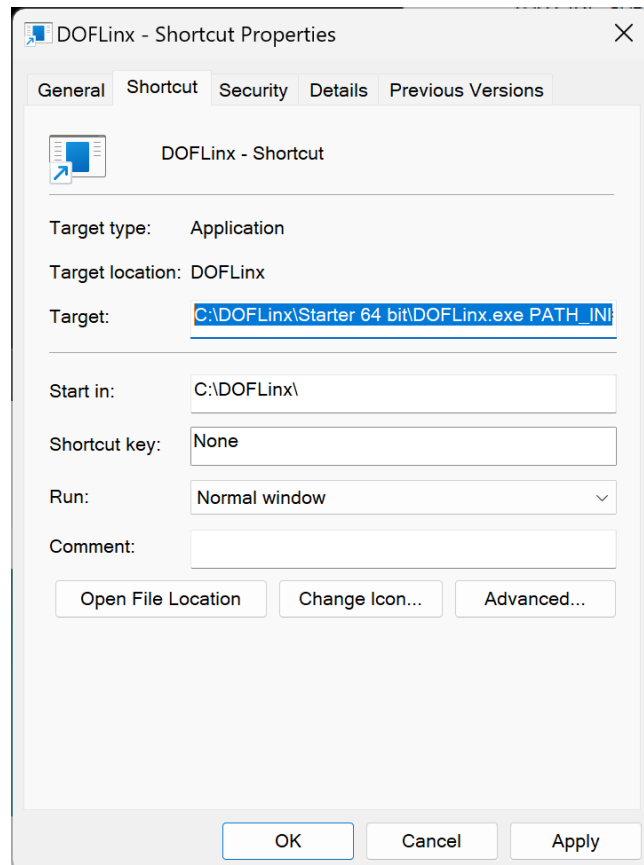
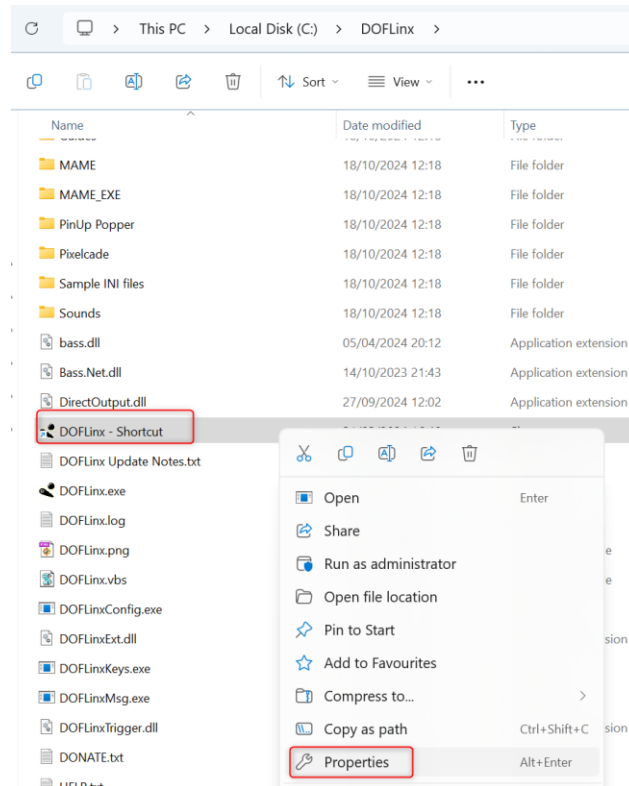
You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:



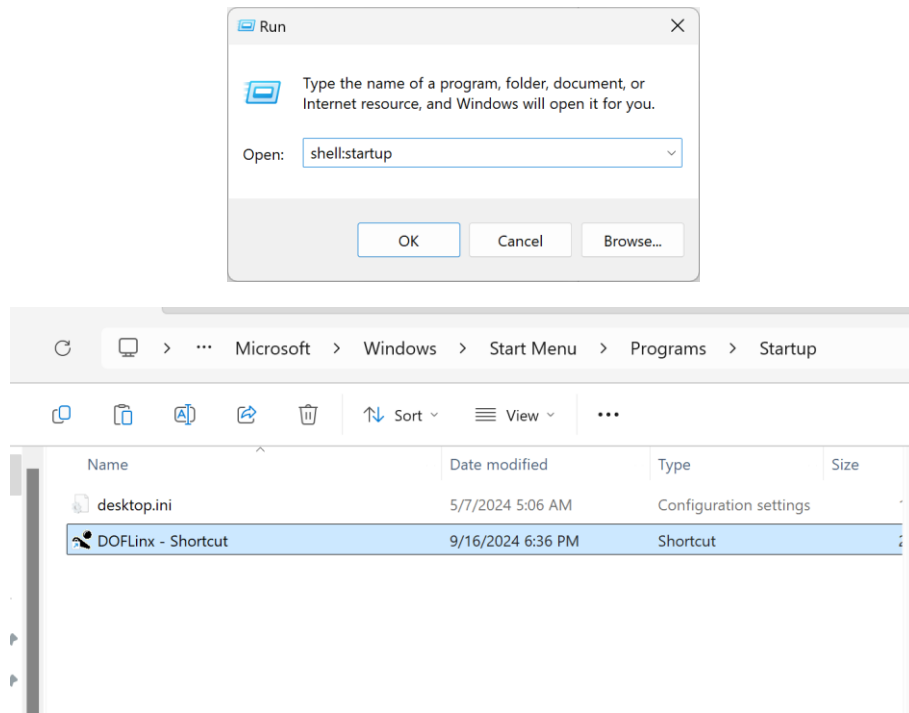


Click on “**Create DOFLinx .INI File**” when you’re done:

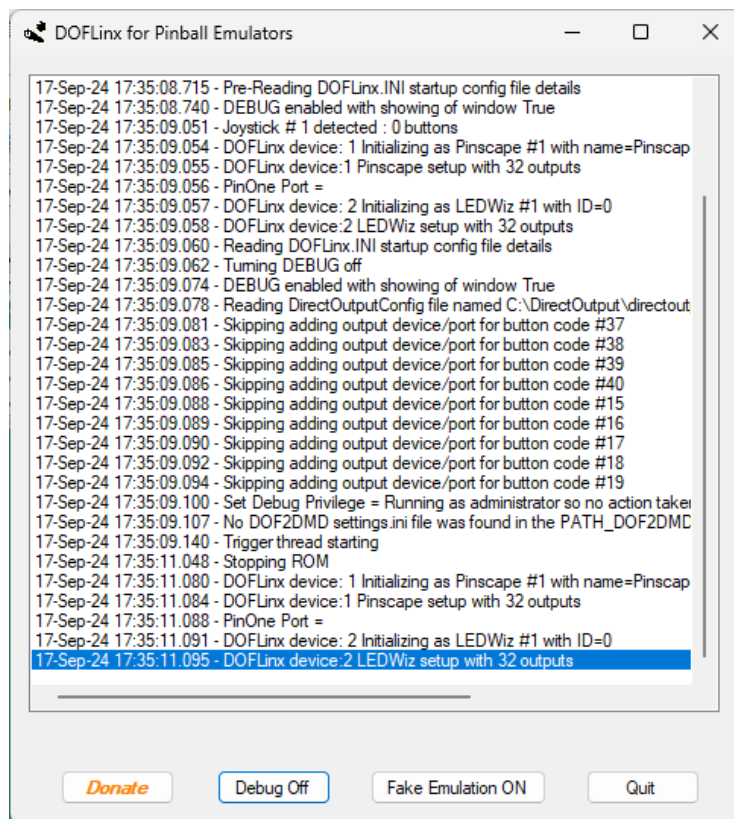
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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):





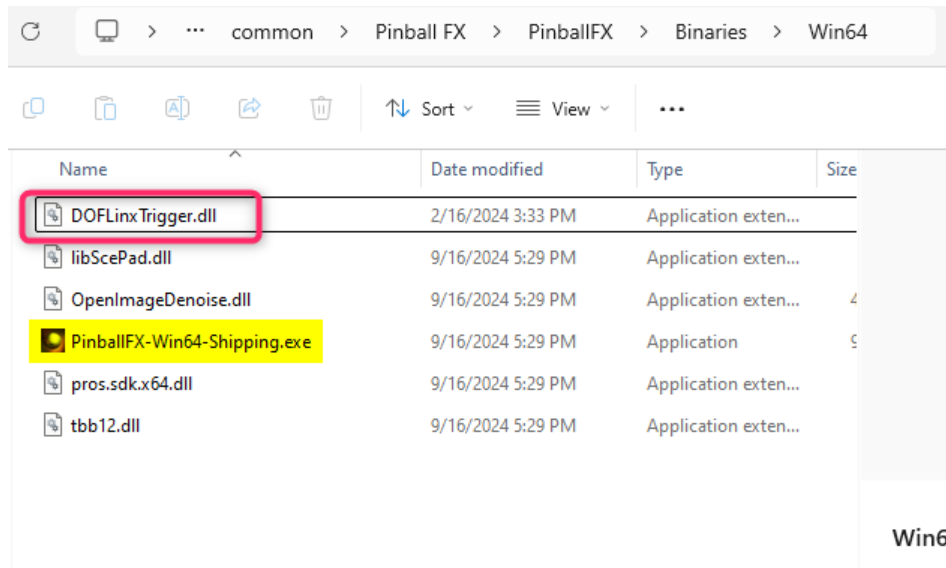
## Accelerometer/Analog Plunger configuration

**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 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.

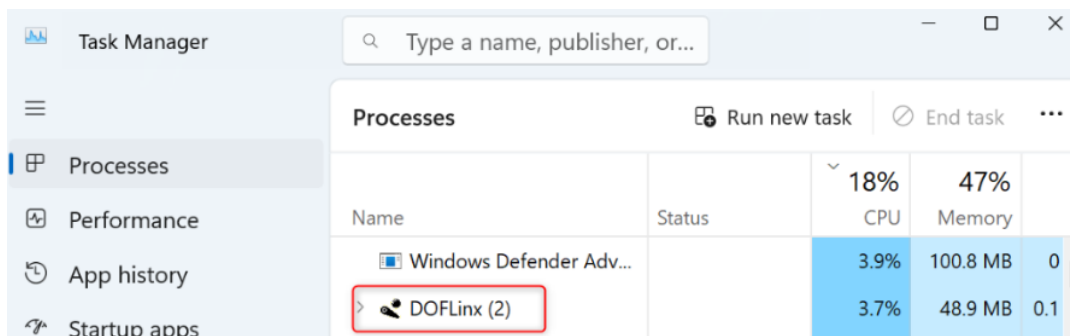
Make sure you have a **\** on the end of the path, so **C:\DOFLinx\FX\**

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

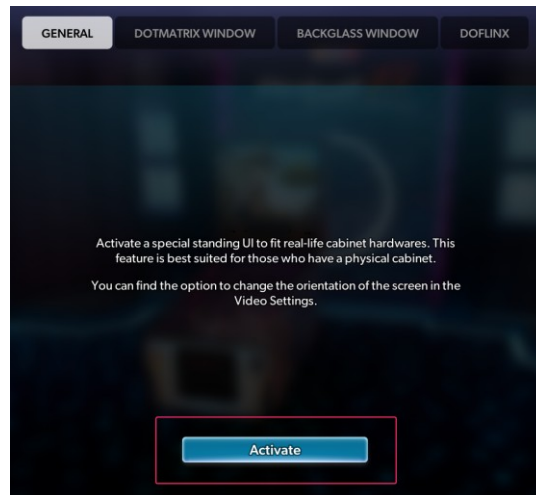
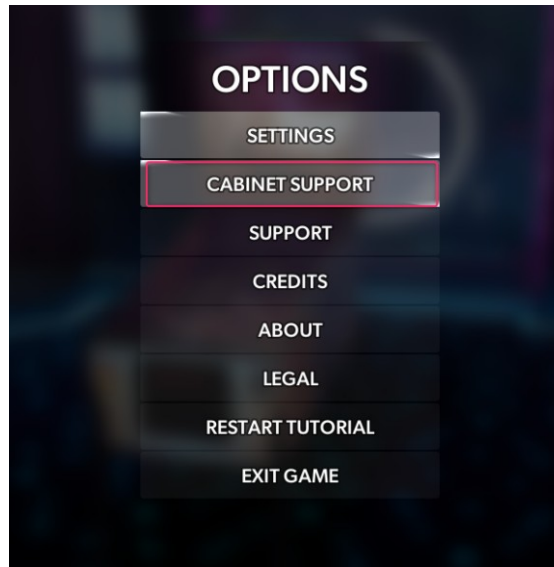
<https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing>

and place them in the folder you just set up above.

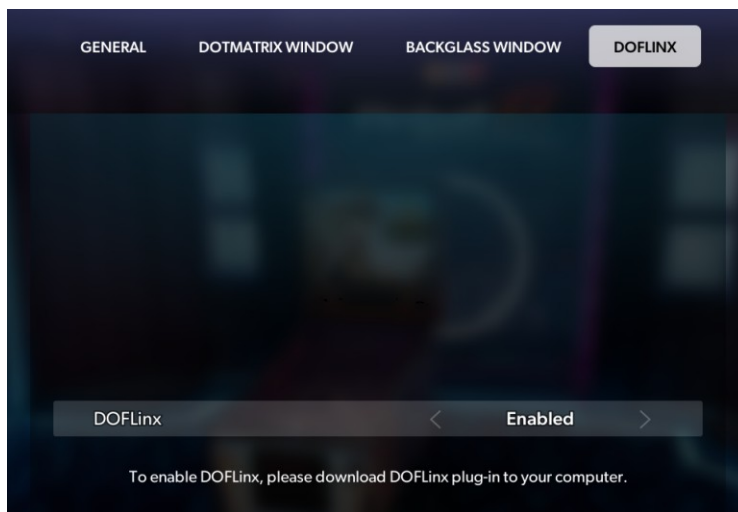
Reboot the machine and check that **DOFLinx process** is running:



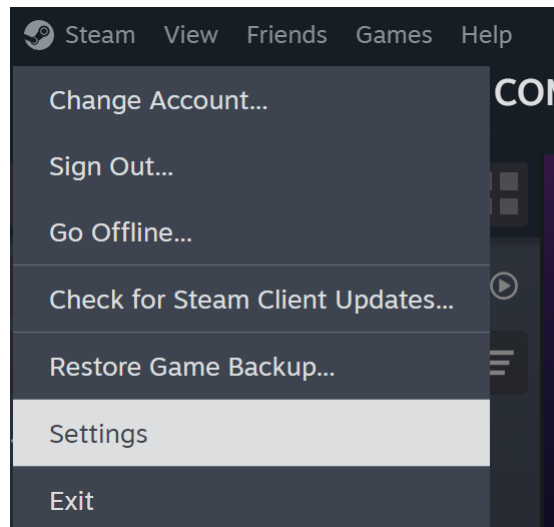
Start Pinball FX, go to **Settings | Cabinet Support | General** and activate cabinet mode:



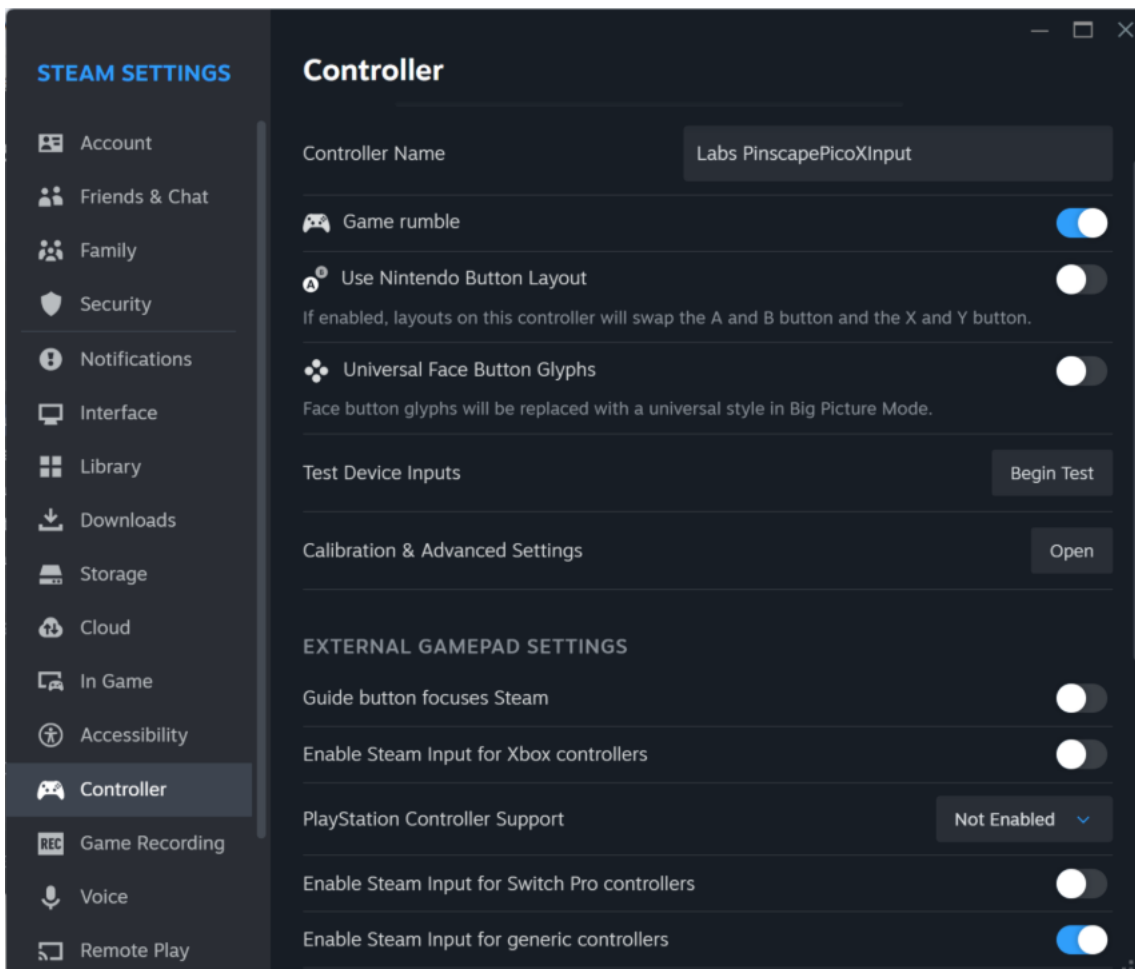
Go to the DOFLinx tab, enable it:



Go to Steam Settings → Controller



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



Start Pinball FX and have fun. If everything was setup correctly you should see DOFLinx logo while 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\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\_LINX=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*

*#!!!!!!!!!!!!!!!!!!!!!!*

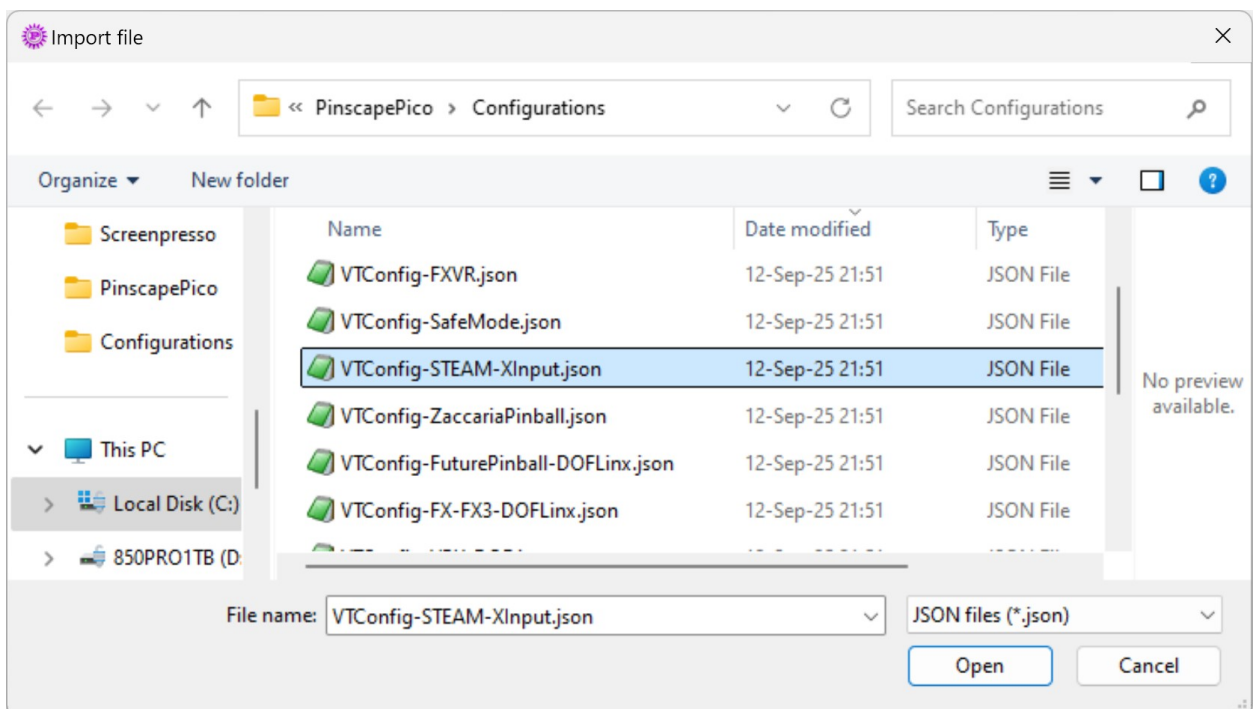
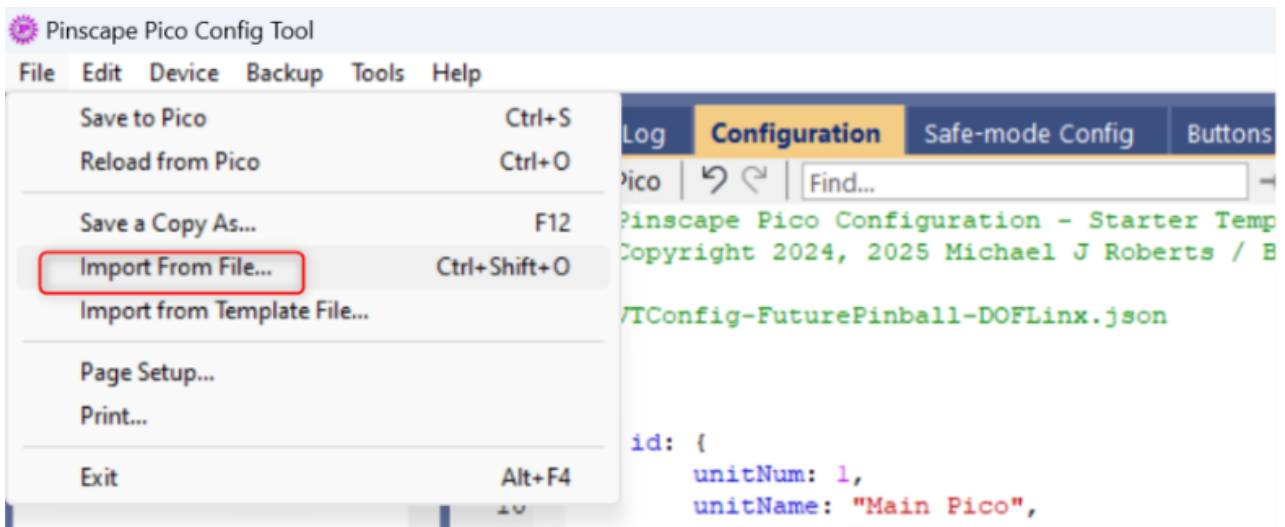


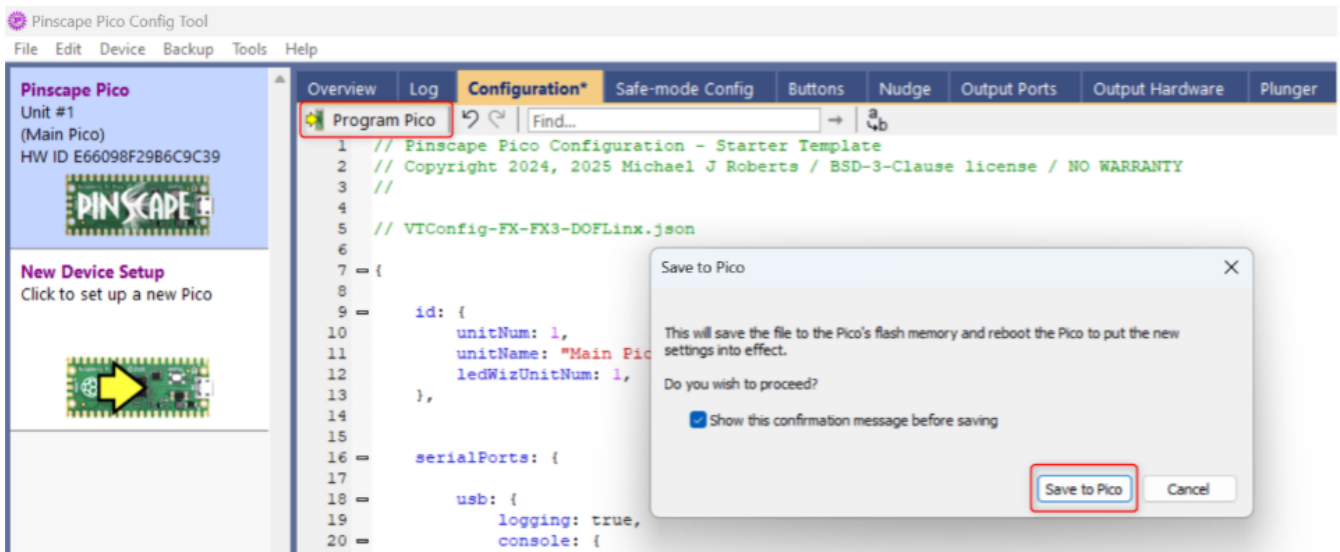
## Use VirtuaTilt without DOF/DOFLinx

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 !

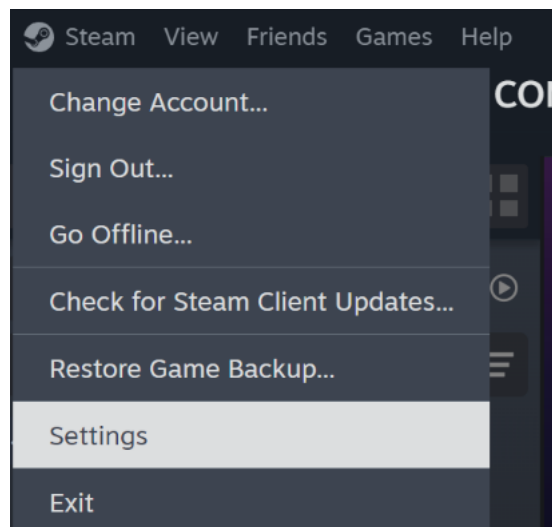
The **XInput mode** is used in Pinscape Pico firmware to achieve that.

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

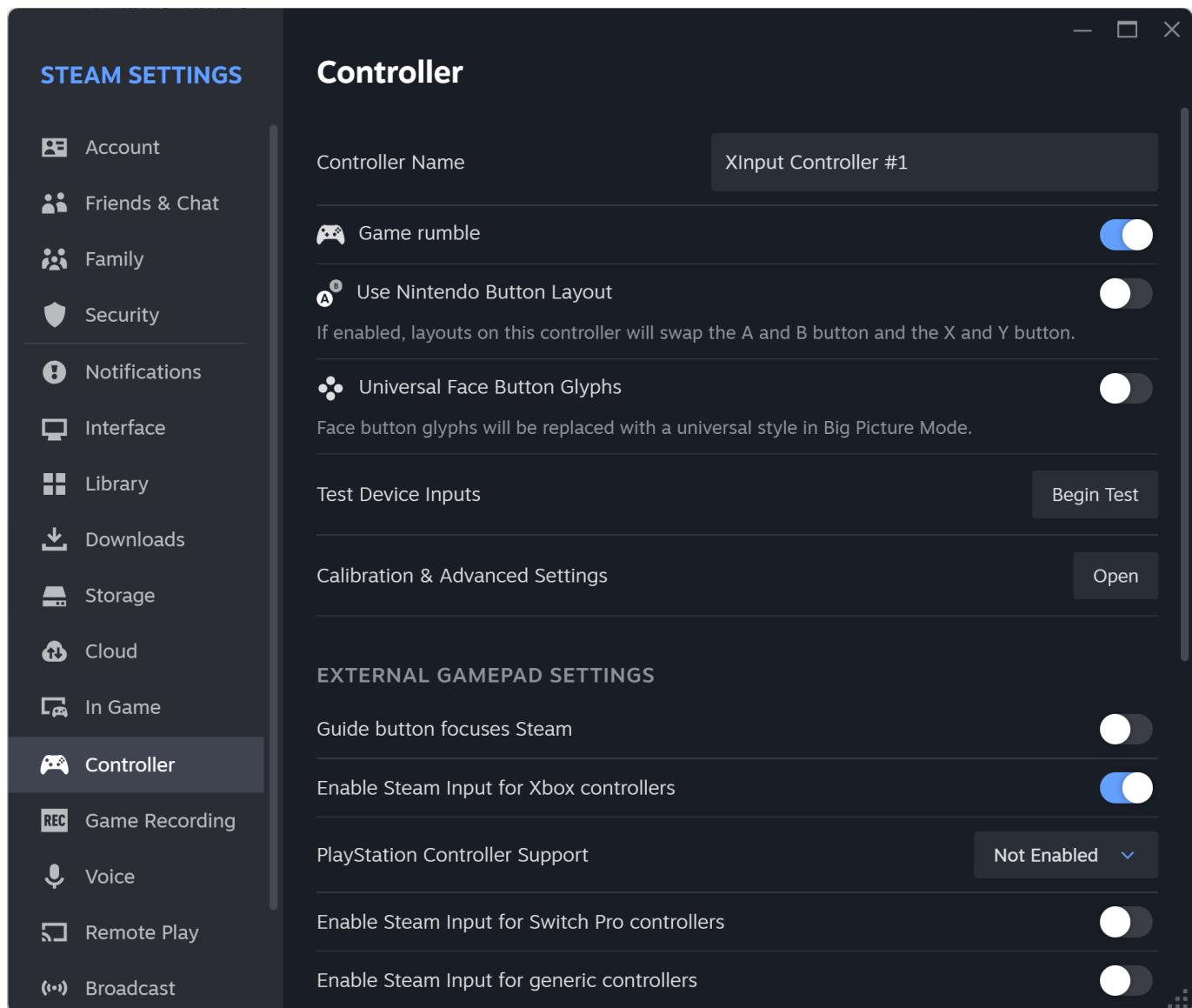




Start **Steam** and go to **Settings** → **Controller**



Disable everything under "External Gamepad Settings" with the except 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).