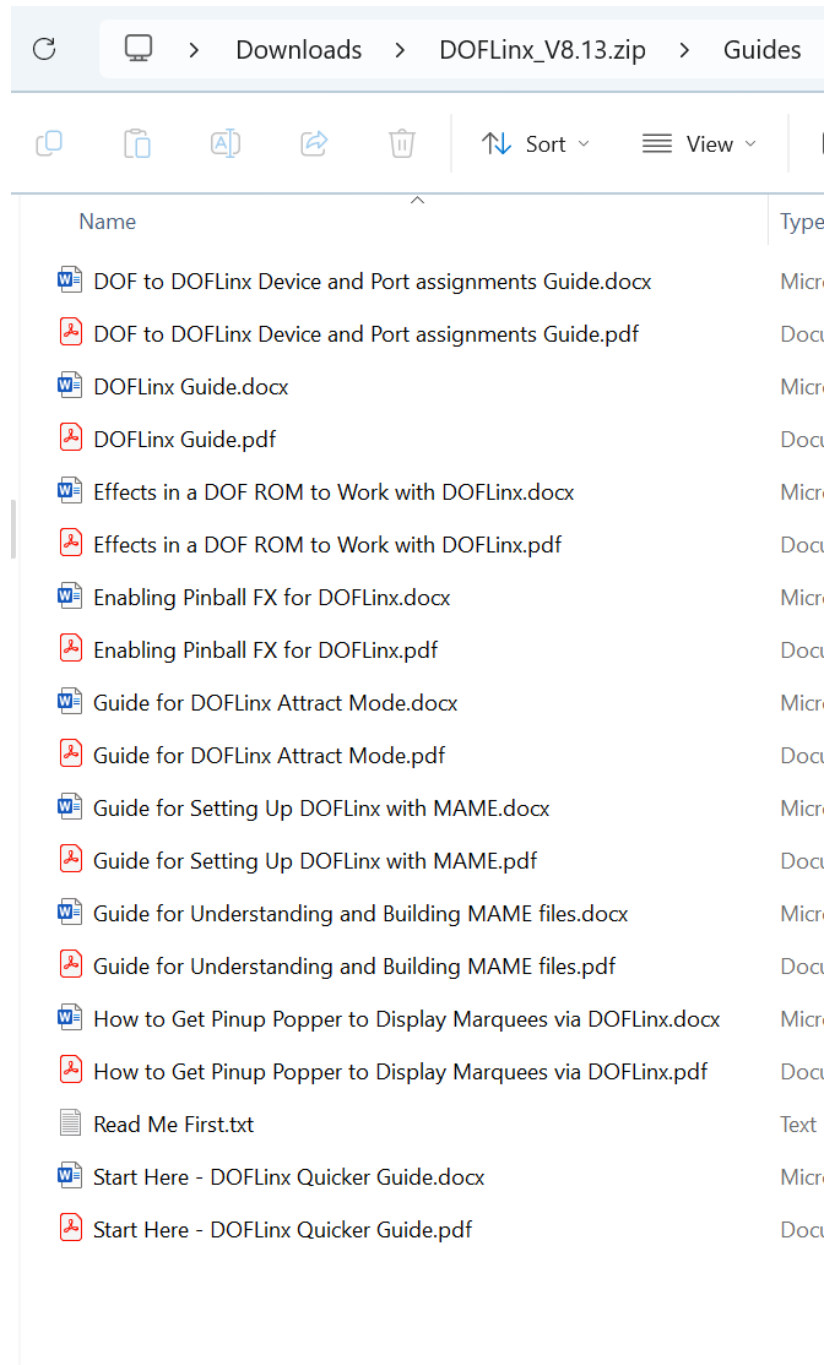


VIRTUATILT – PINBALL FX3 SETUP

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)

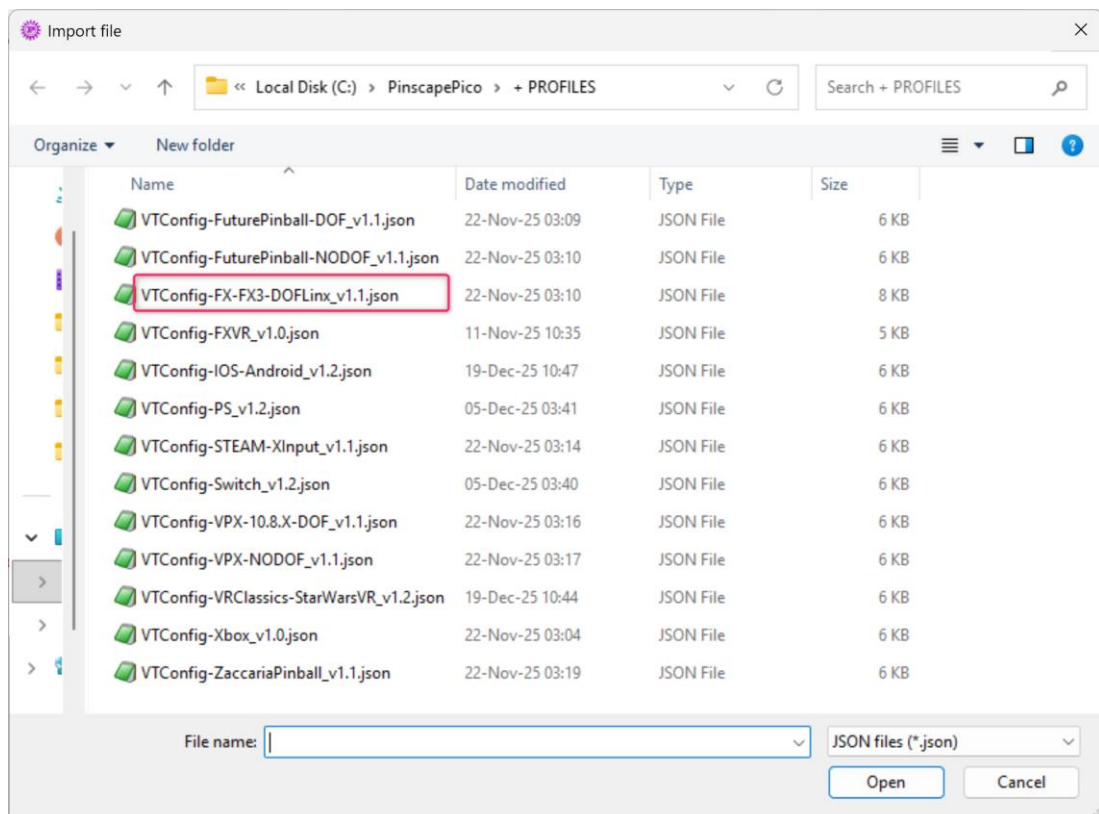
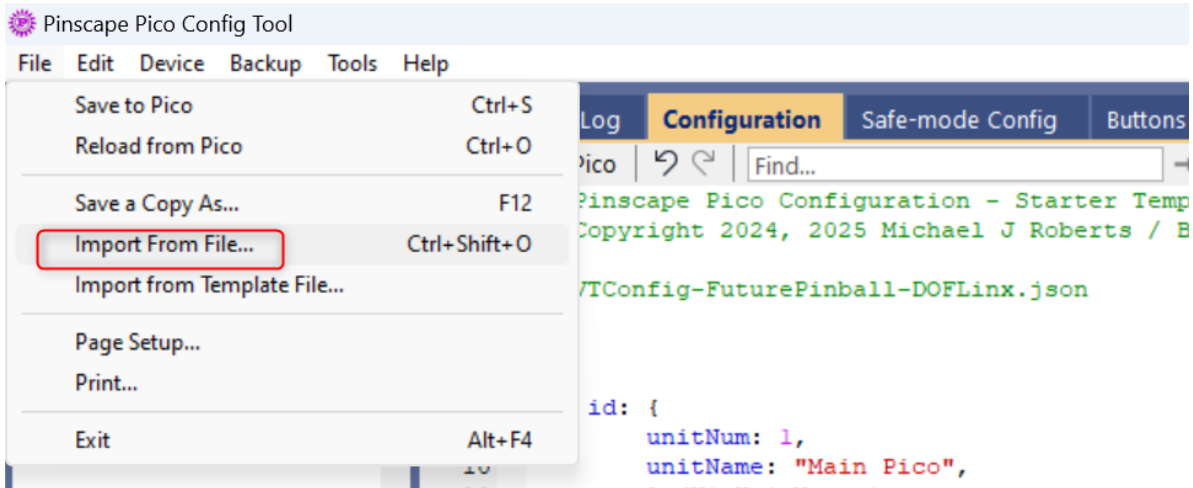
Please always refer to official DOFLinx guides available in the downloaded package:

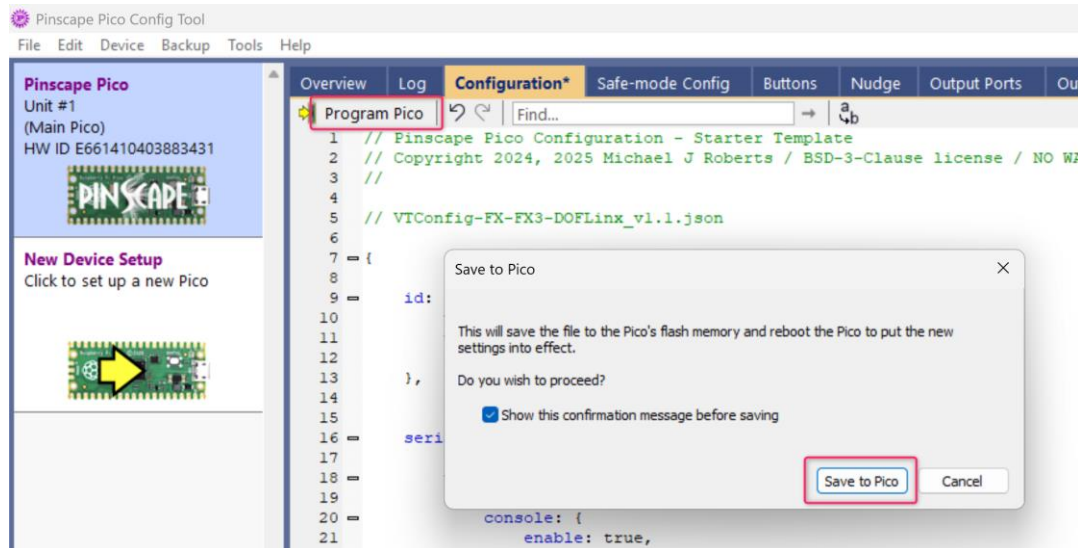


DOFLinx Setup

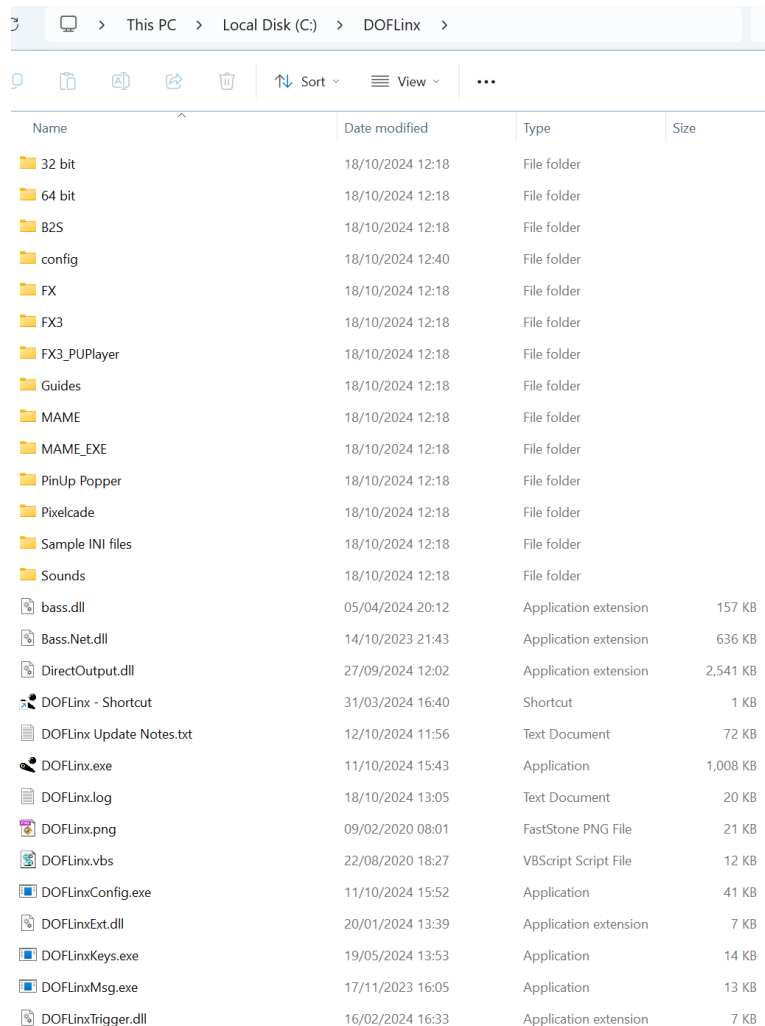
PREREQUISITES:

- **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**

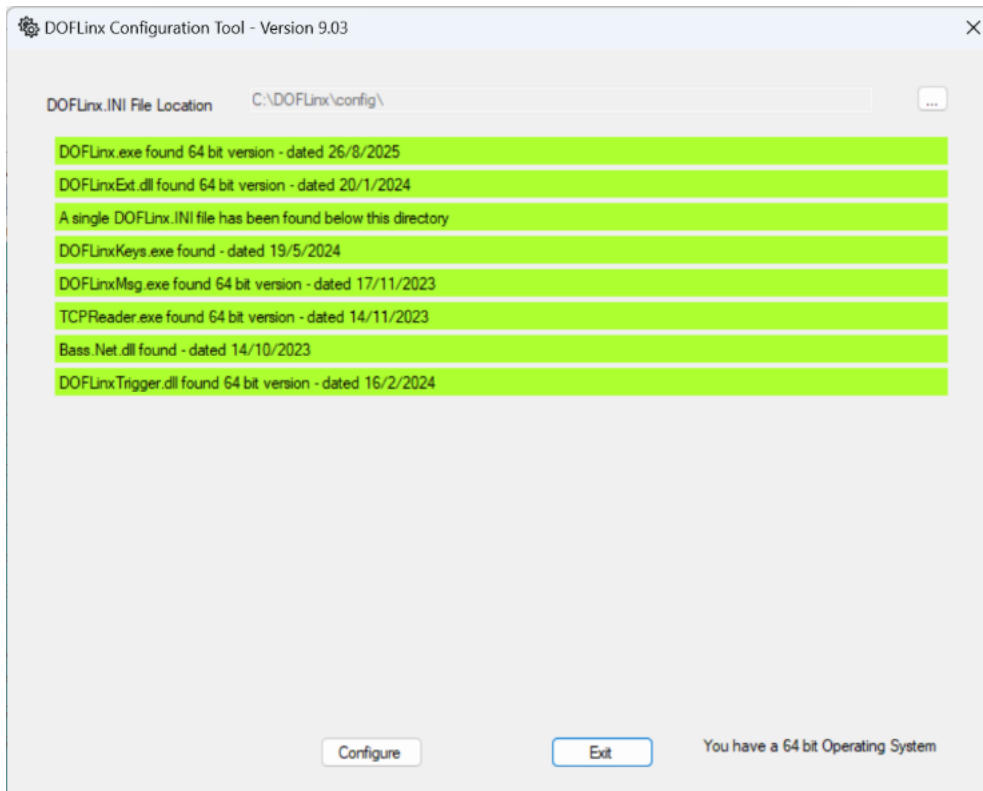
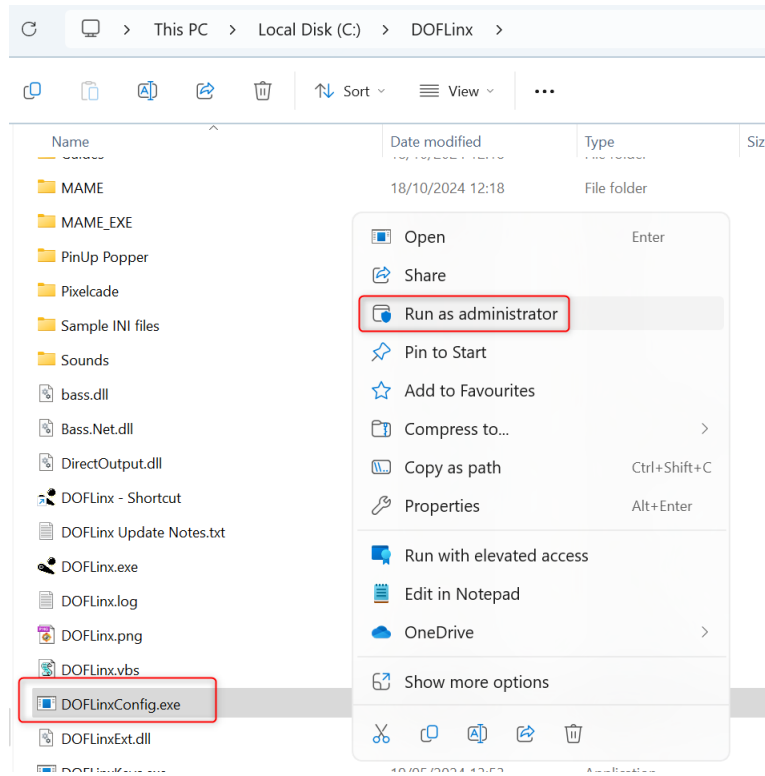




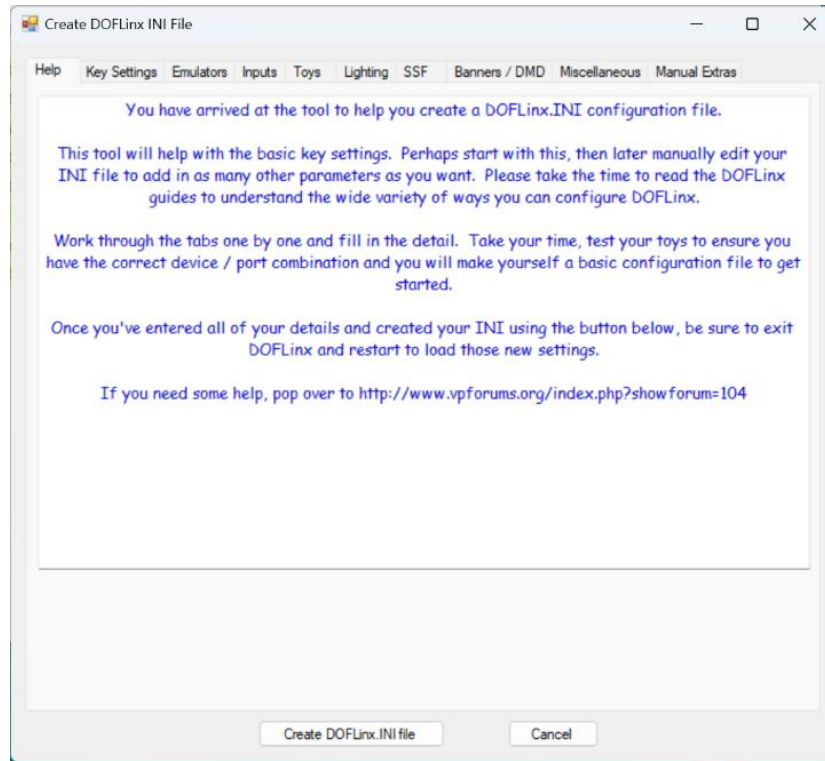
Create a folder **C:\DOFLinx** and uncompress the above zip package (remember to unblock it):



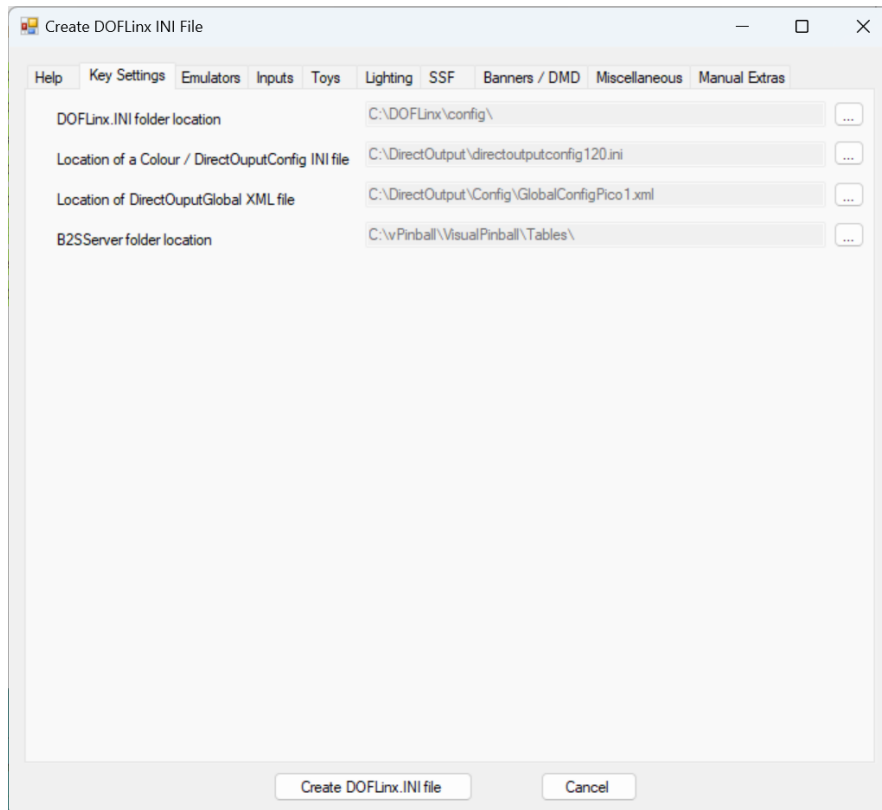
Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

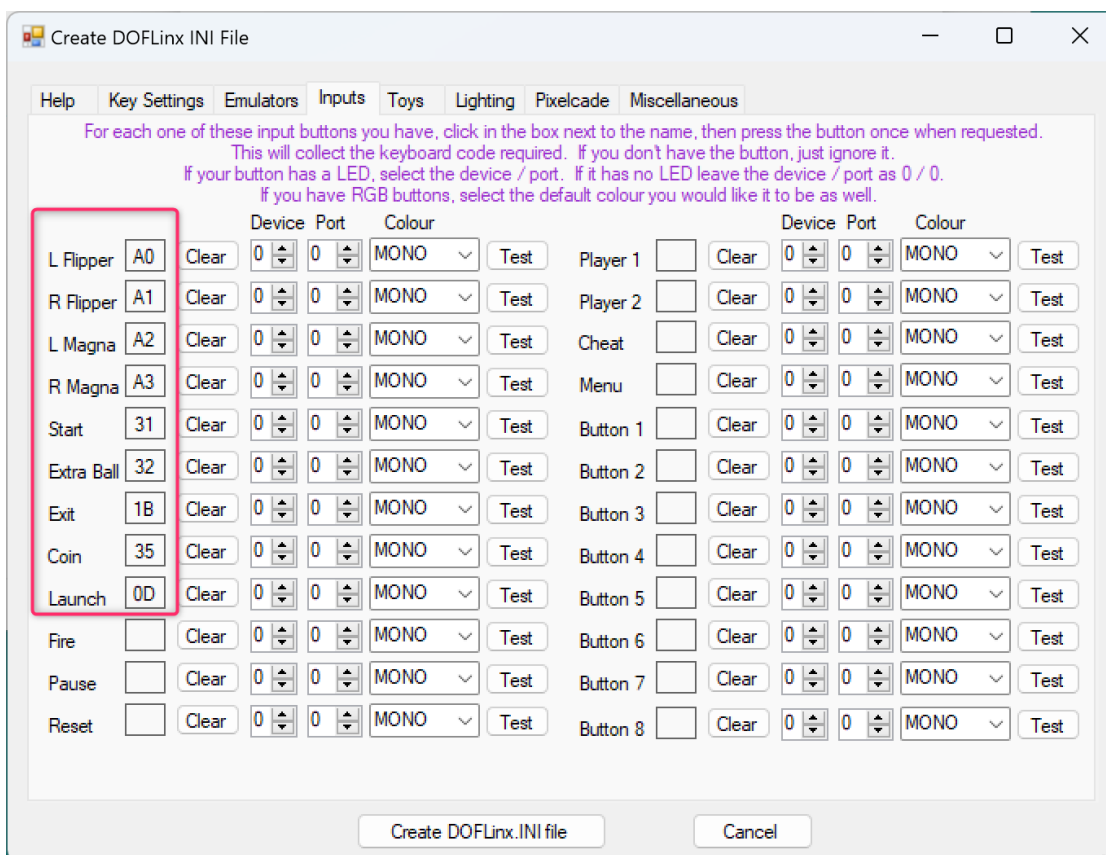
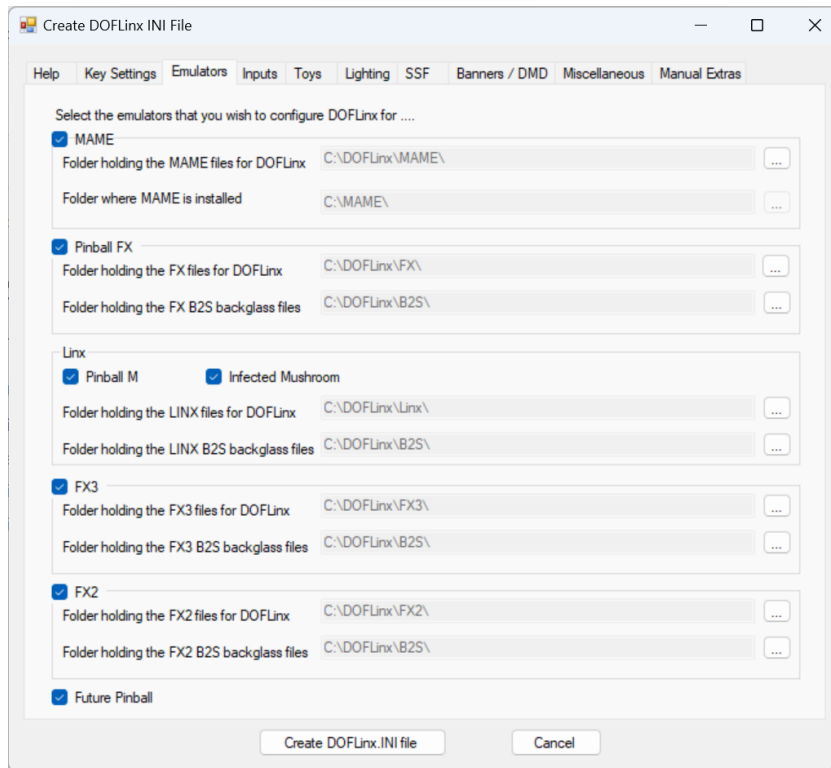


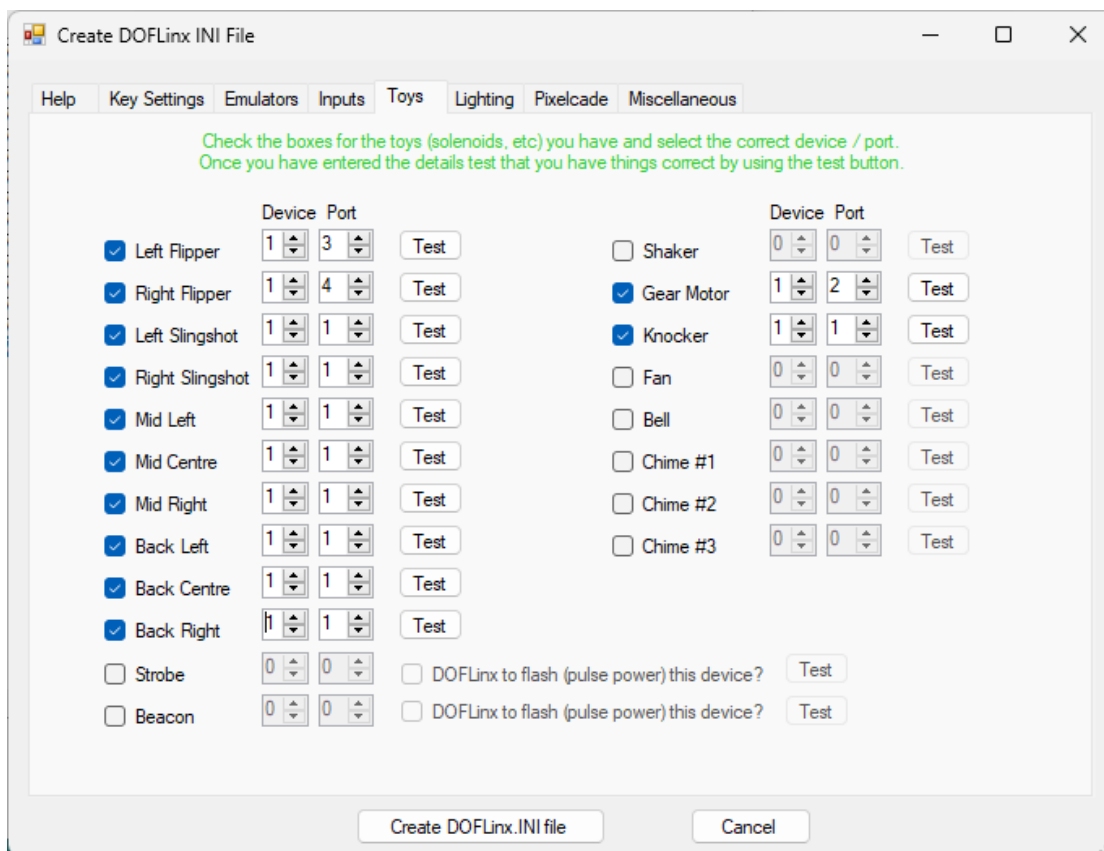
Turn on your VirtuaTilt power switch and click on **Configure** button and **work through all settings:**



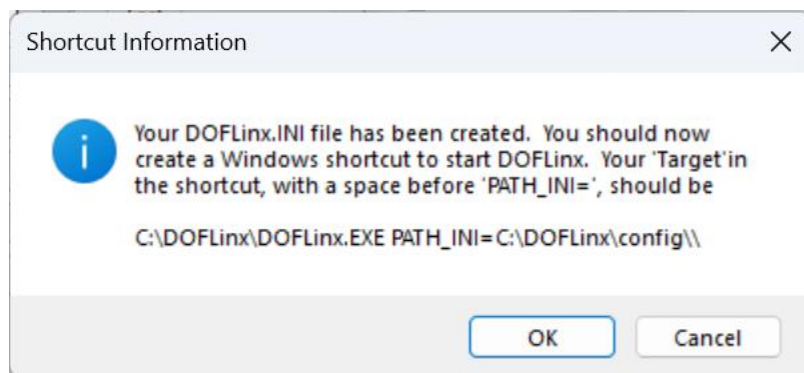
You need to configure **Key Settings, Emulators, Inputs** and **Toys** tabs:



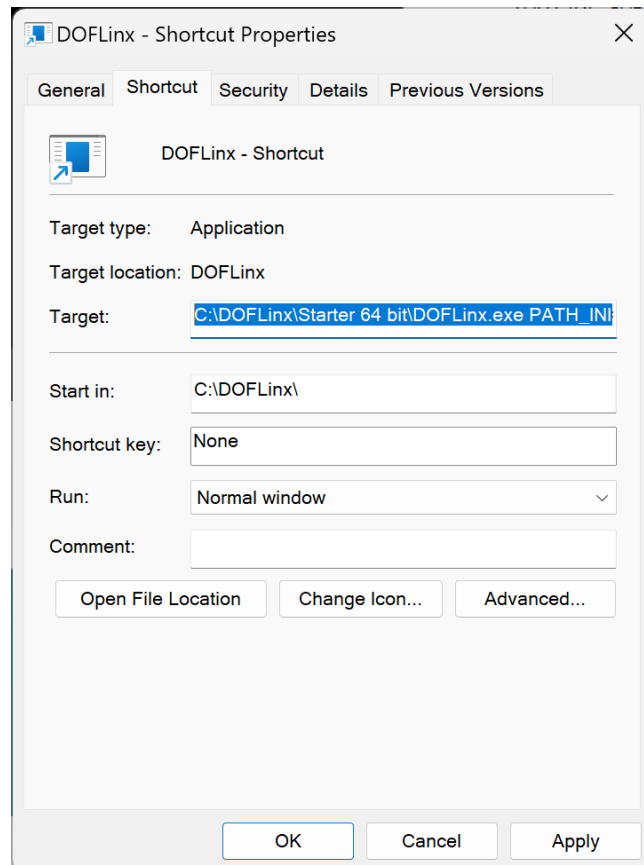
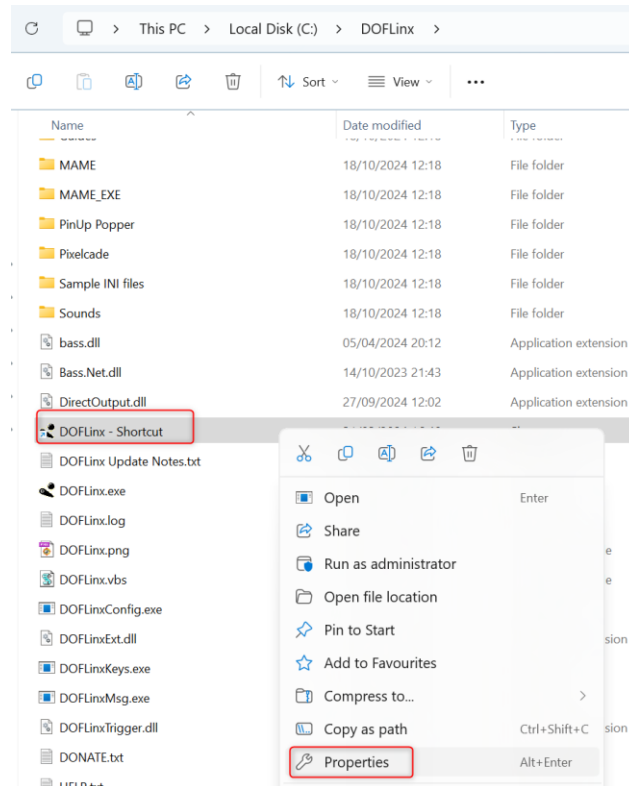




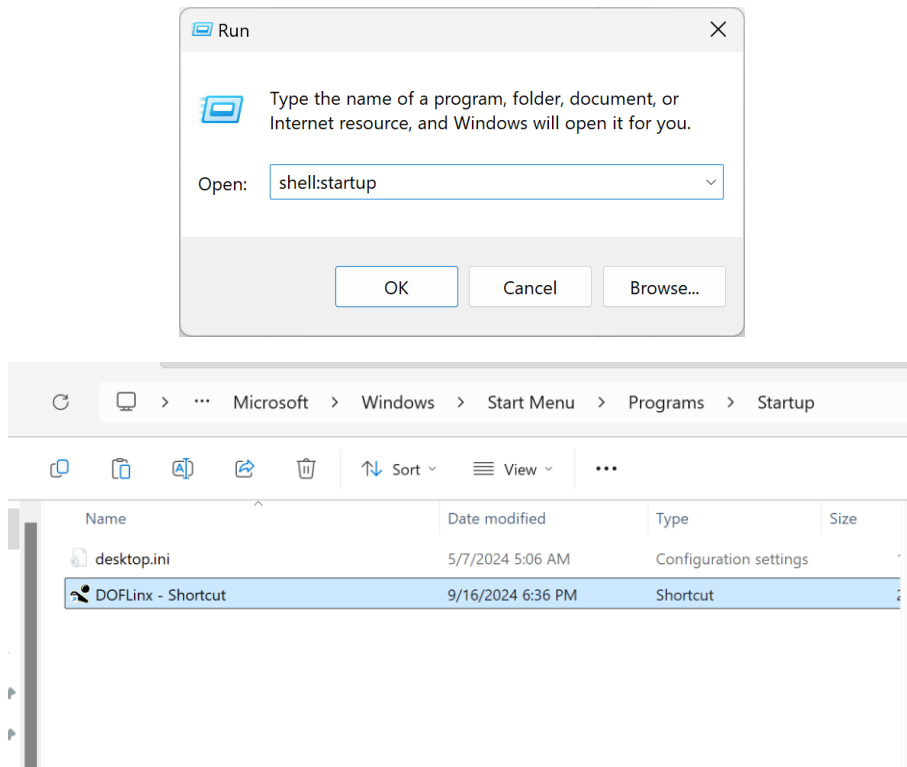
Click on “**Create DOFLinx .INI File**” when you’re done:



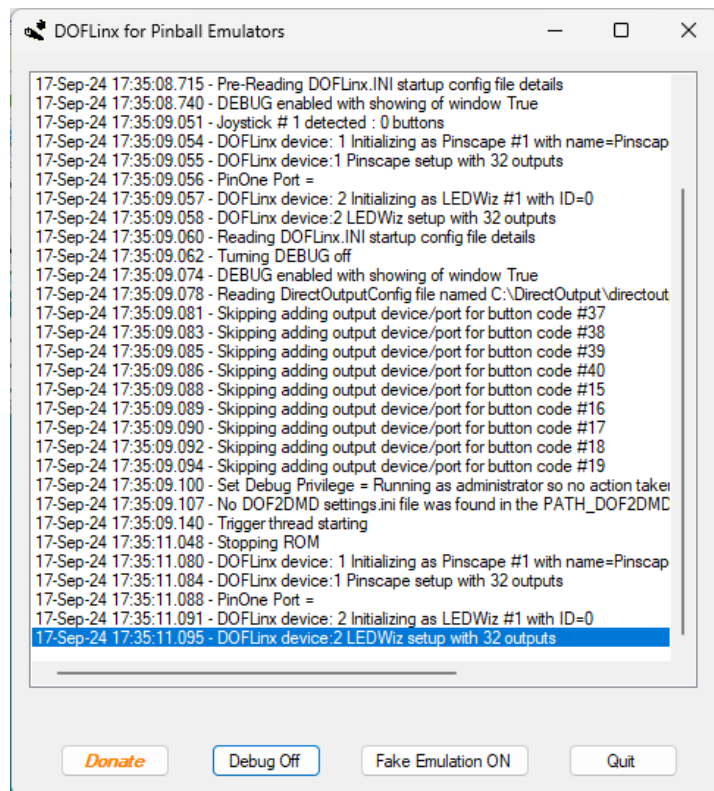
Edit properties of **DOFLinx – Shortcut.lnk** file and add the above string in Target field:



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):

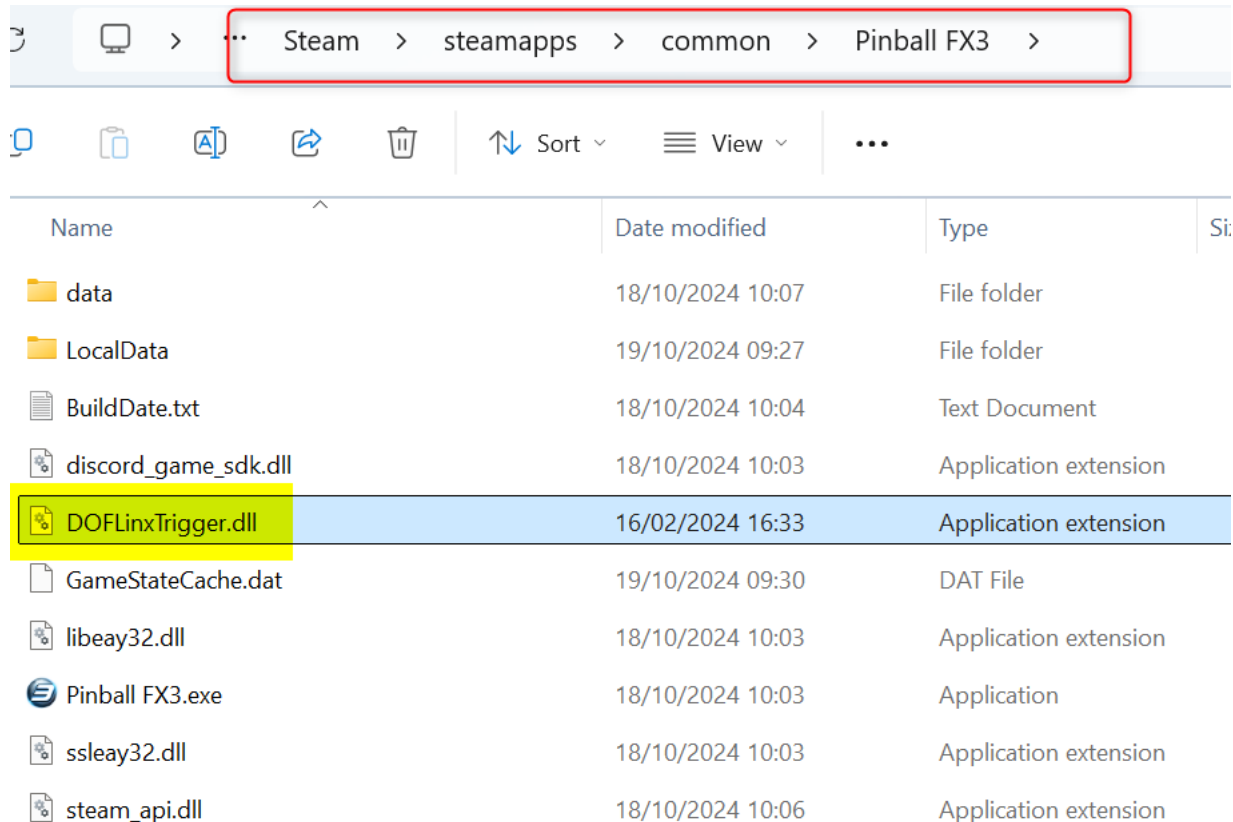


Accelerometer/Analog Plunger configuration

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

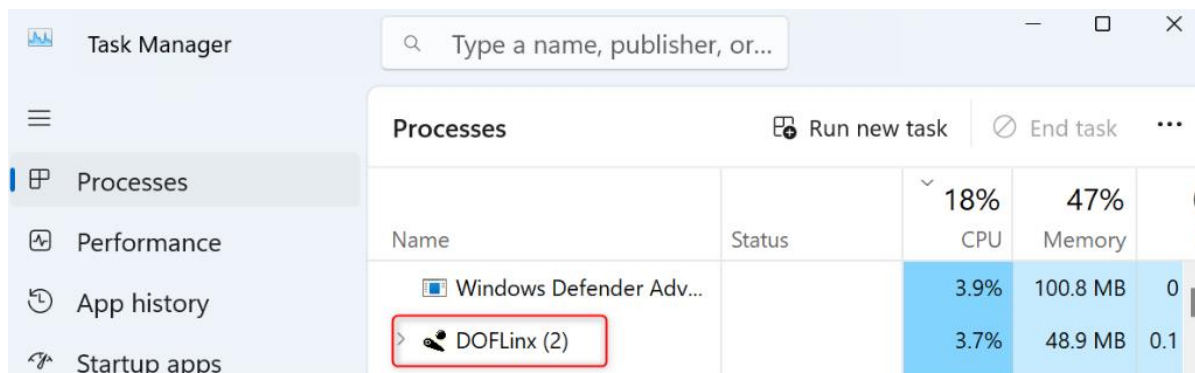
Copy **DOFLinxTrigger.dll** from C:\DOFLinx to the same folder as Pinball FX3.exe (**C:\Program Files (x86)\Steam\steamapps\common\Pinball FX3**):



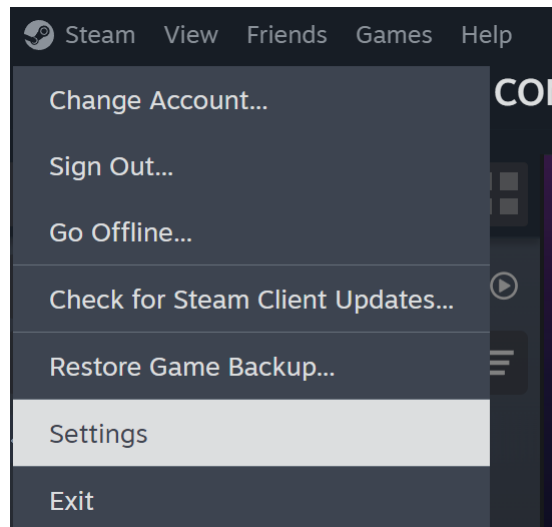
In DOFLinx.ini be sure to have the **PATH_FX3=** and **PATH_FX3_B2S=** parameters pointing to the place you put the FX3 files.

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

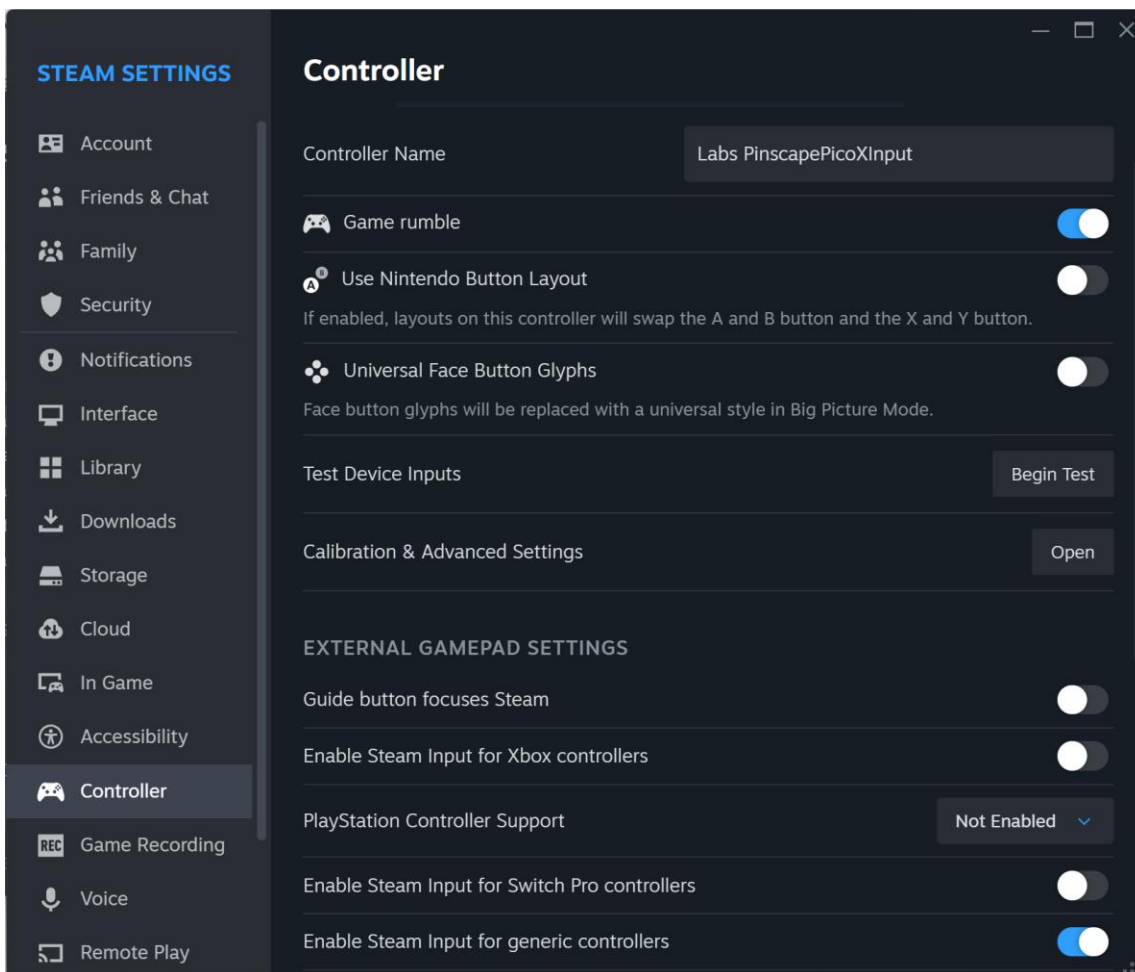
Reboot the machine and check that **DOFLinx process** is running:



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



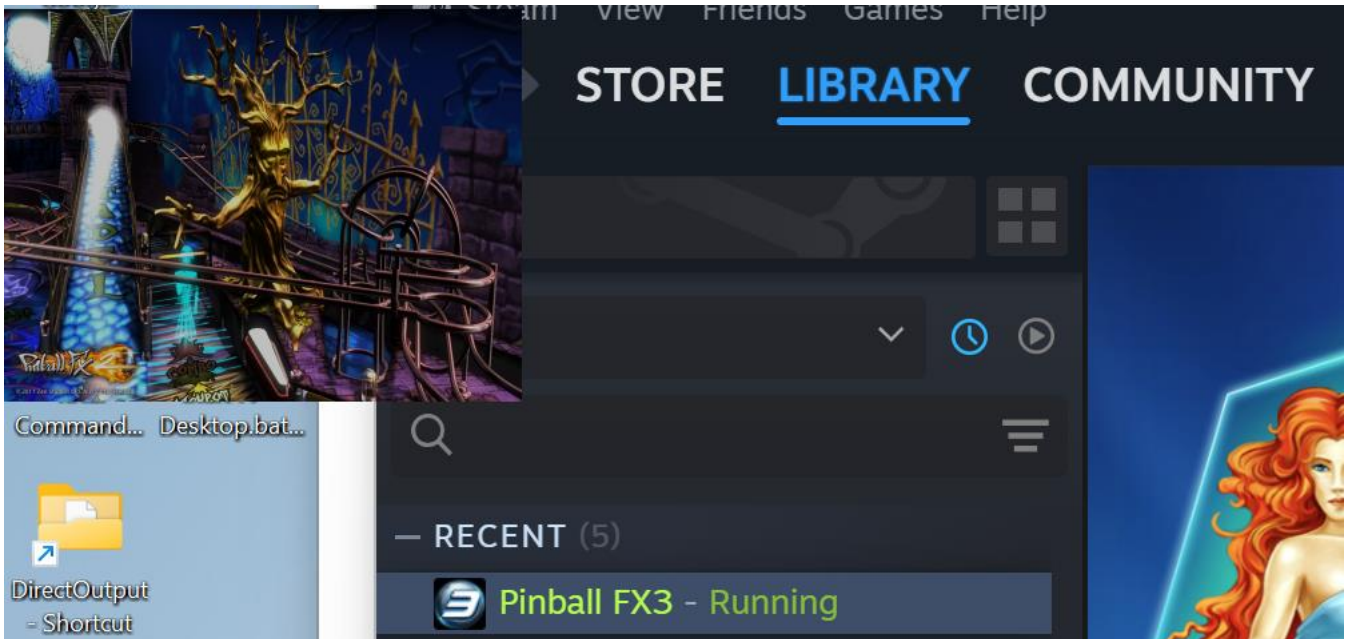
Disable everything under "External Gamepad Settings" with the except of "**Enable Steam Input for generic controllers**".



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_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

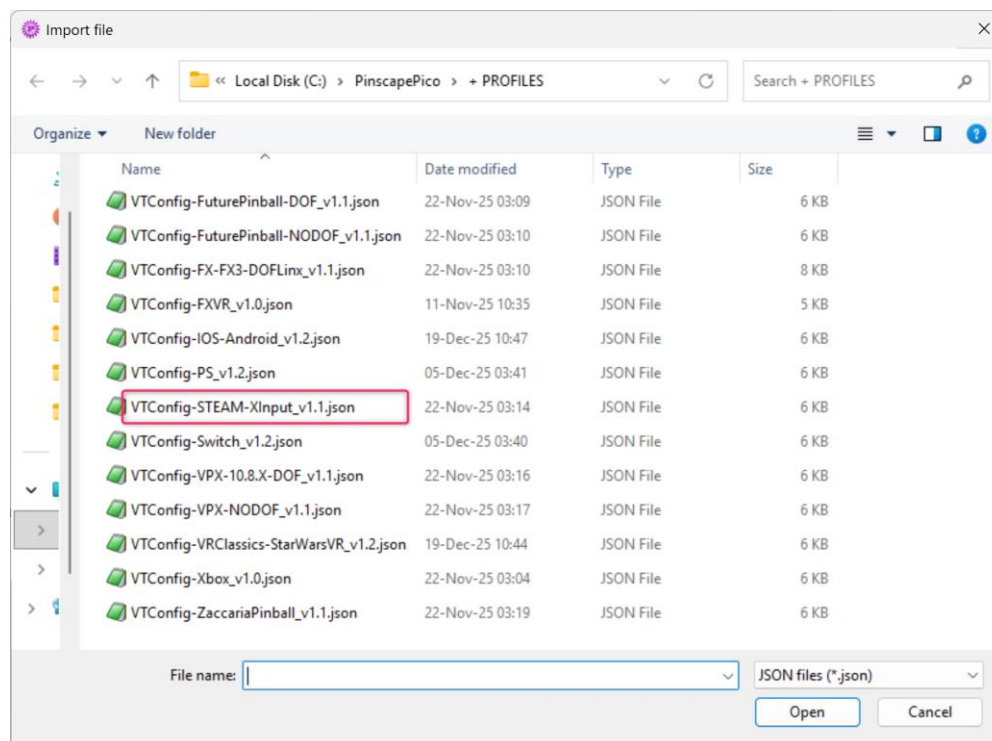
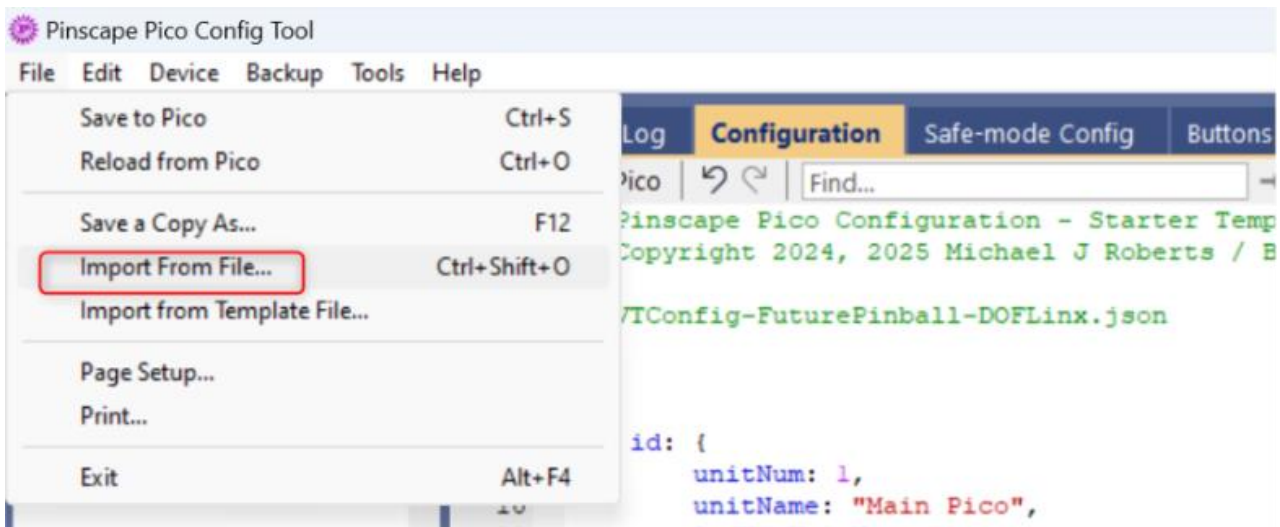
#!!!!!!!!!!!!!!!!!!!!!!

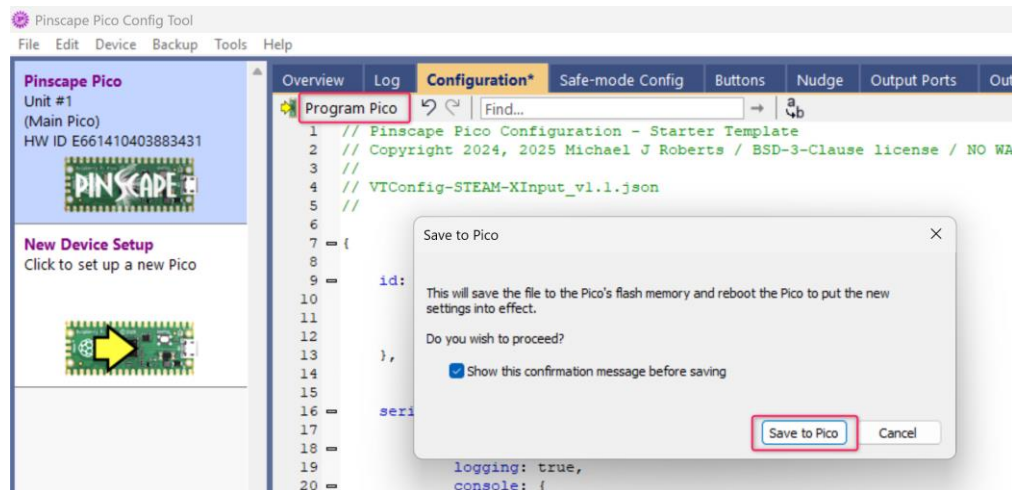
Use VirtuaTilt without DOF/DOFLinx

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 !

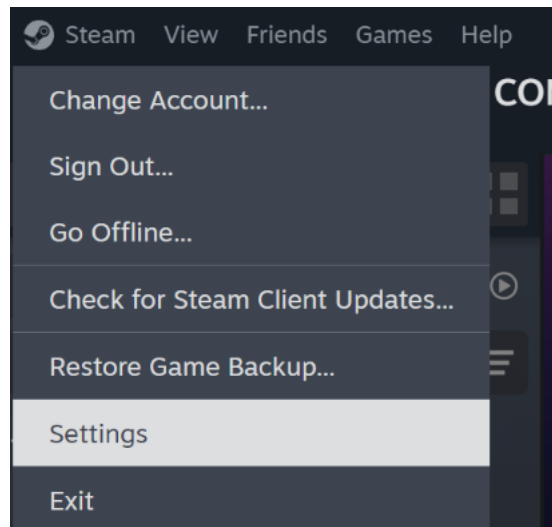
The **XInput mode** is used in Pinscape Pico firmware to achieve that.

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

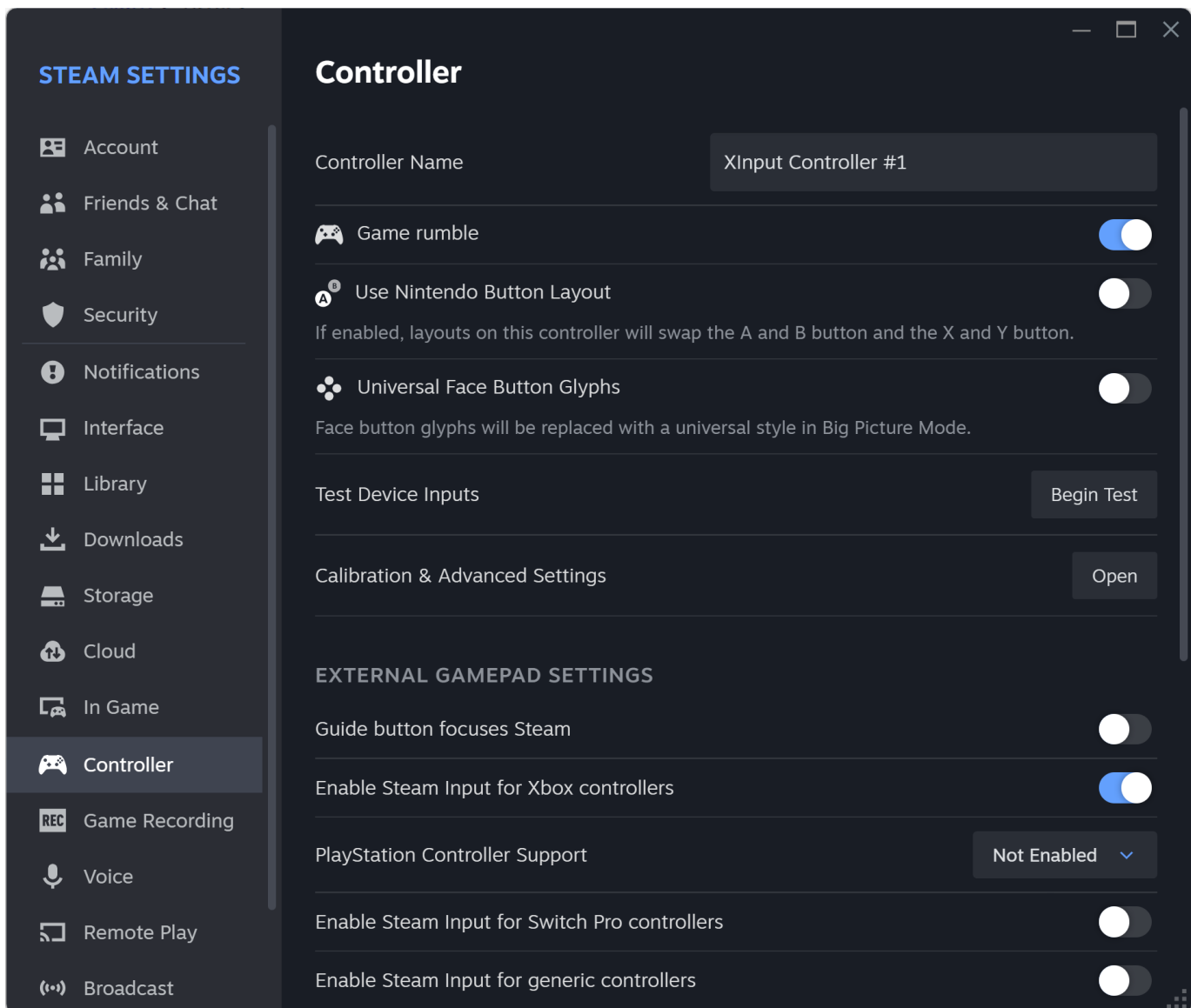




Start **Steam** and go to **Settings** → **Controller**



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).