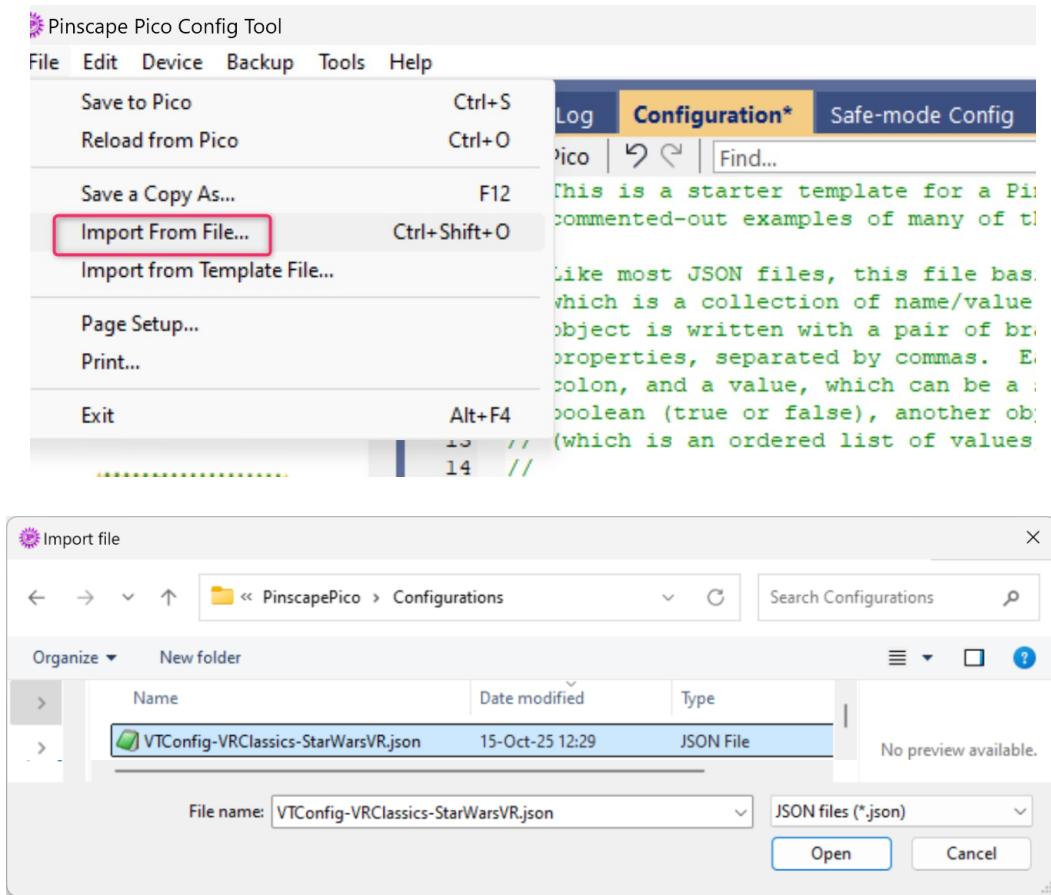


## VIRTUATILT – Pinball VR Classic/Star Wars Pinball VR SETUP GUIDE

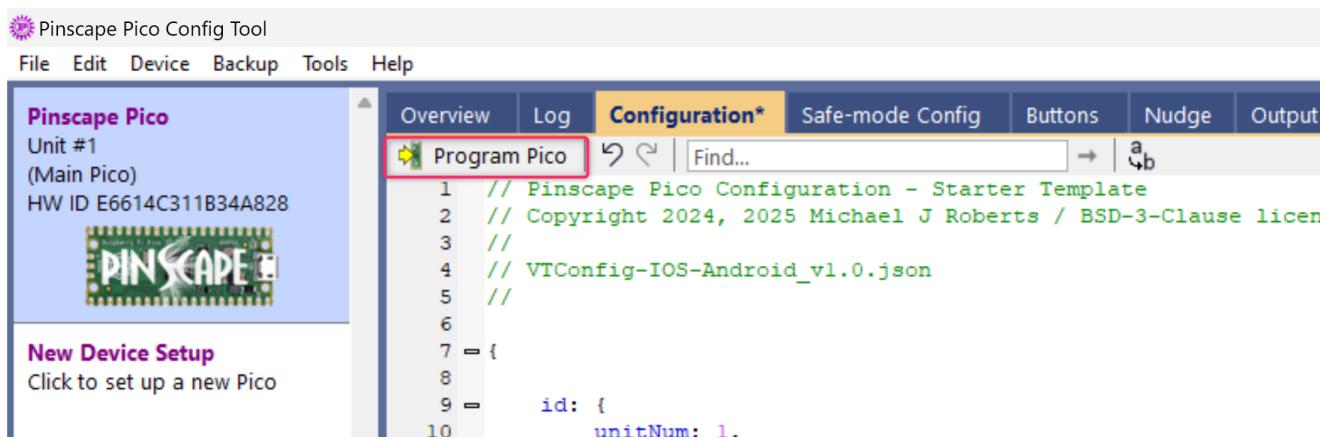
Following some basic instructions to set up your new VirtuaTilt for VR standalone games like Pinball VR Classic (old name: Pinball FX2 VR) and Star Wars Pinball VR.

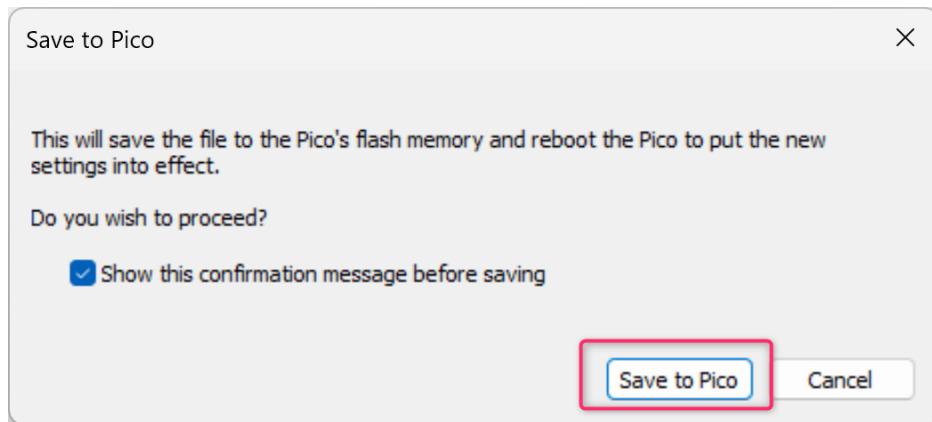
### Load Profile

Load **VTConfig-VRClassic-StarWarsVR\_v1.X.json** profile in **Pinscape Pico Config Tool**:

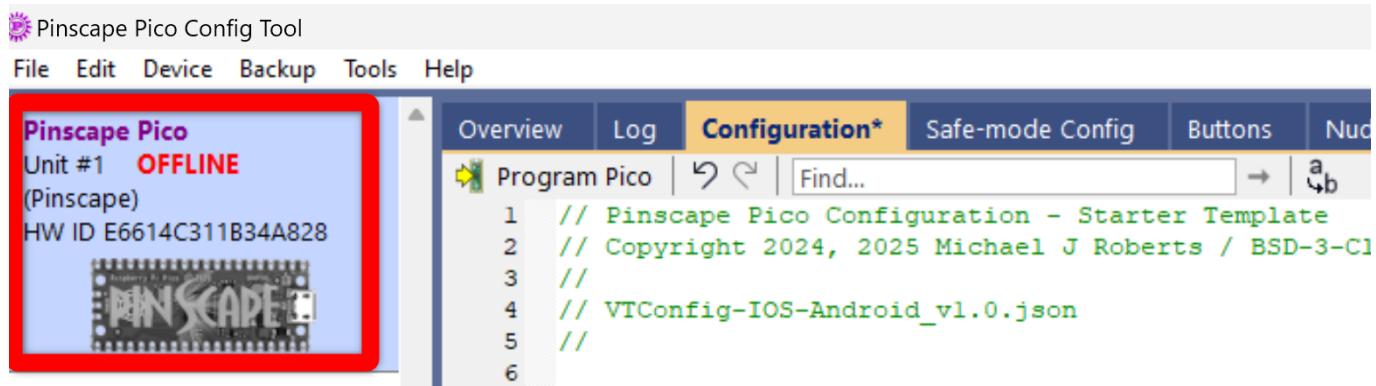


Click on “Program Pico” to save new configuration:





**NOTE:** Once this profile is loaded, Pico will go offline because the Windows XInput device driver now is claiming exclusive access to the device, preventing anyone from seeing its other USB interfaces:



# 3DPTronics

## Restore Profile

VirtuaTilt RP2040 – Pinball VR Classic-Star Wars Pinball VR Setup Guide v1.1

To load/restore a different profile keep **VirtuaTilt's Reset button** pressed for 2 seconds; device will reboot in **Factory mode**:

**Pinscape Pico**

Unit #1  
(Pinscape)  
HW ID E6614C311B5E0622

**New Device Setup**  
Click to set up a new Pico

**Overview**

**Pinscape Pico**

Pinscape Unit #1, Pinscape  
Virtual LedWiz ID 1  
Pinscape firmware version 1.0.0, build 202510231210  
Target board: Pico  
Hardware ID: E6614C311B5E0622  
CPU: RP2040, Version: 2, ROM: 3 (RP2040-B2)  
Build environment: Pico SDK 2.2.0, TinyUSB 0.18.0, GNUC 14.3.1

**Uptime**  
Time since Pico reset: 84,454,446 us (1:24 minutes)  
Main loop iterations since reset: 3,834,089  
Secondary core loops since reset: 49,562,213

**USB Interfaces**  
USB device identification: VID 1209, PID EAEB  
Pinscape Vendor Interface: Configured (always present)  
Pinscape Feedback Controller: Configured  
LedWiz Protocol Emulation: Not Configured  
Virtual COM port (CDC): Not Configured  
Keyboard: Not Configured  
Gamepad: Not Configured  
Xbox Controller: Not Configured  
Open Pinball Device: Not Configured

**Recent main loop counters**  
Iterations (recent rolling window): 90,888  
Avg main loop time: 22 us  
Max main loop time: 731 us

**Recent secondary core loop counters**  
Iterations (recent rolling window): 1,175,561  
Avg main loop time: 1 us  
Max main loop time: 12 us

**Memory**  
Heap memory size: 209,560 bytes  
Heap unused: 184,320 bytes  
Malloc arena size: 25,240  
Arena in use: 22,120  
Arena unused: 3,120  
Total free memory: 187,440

**Raspberry Pi Pico Pinout Diagram**

The diagram shows the pinout for a Raspberry Pi Pico. The pins are numbered from 1 to 40. The pins are color-coded: GP pins (General Purpose) are orange, GND pins are green, and other pins like VBUS, VSYS, and ADCVREF are red. The pins are arranged in two columns: the left column contains pins 1 through 20, and the right column contains pins 21 through 40. The Raspberry Pi logo is in the center.

Go to **Configuration → File → Import From File** and choose the profile you need:

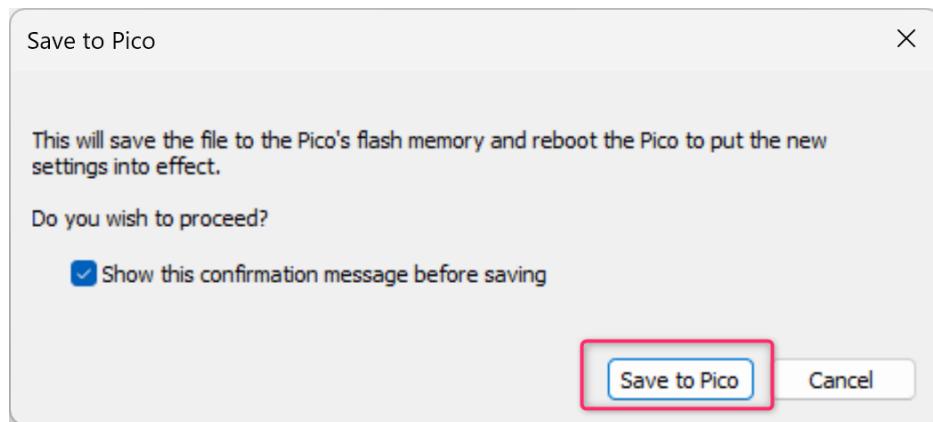
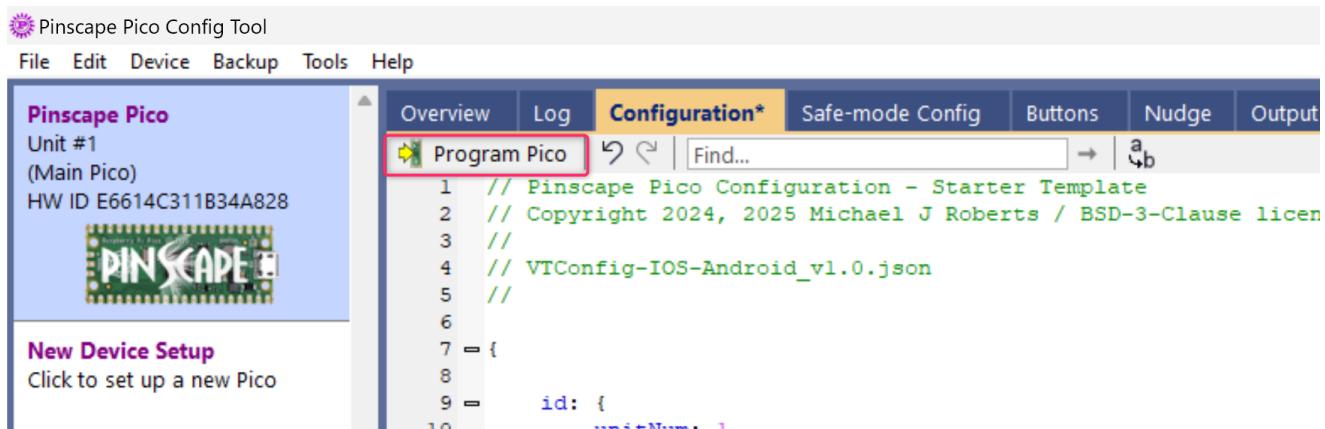
**Pinscape Pico Config Tool**

**File** Edit Device Backup Tools Help

- Save to Pico Ctrl+S
- Reload from Pico Ctrl+O
- Save a Copy As... F12
- Import From File...** Ctrl+Shift+O
- Import from Template File...
- Page Setup...
- Print...
- Exit Alt+F4

**Log Configuration Safe-m**

Click on “Program Pico” to save new configuration and you’re done:



That's it, enjoy!

## Default Buttons Mapping

This is the default buttons mapping for Pinball VR Classic / Star Wars Pinball VR profile. You can of course change assignments in Pinscape Pico Config Tool.

