

VirtuaTilt – Infected Mushroom Pinball Setup

Following some basic instructions to have your new VirtuaTilt up and running with Infected Mushroom Pinball and its DOFLinx support (full feedback with 3 solenoids and shaker motor!).

NOTE: The new upgraded VirtuaTilt allows you to enjoy feedback from flipper's solenoids and shaker motor even without DOFLinx configured! If you don't want to mess with DOFLinx configuration, go straight to section “Configure Infected Mushroom Pinball without DOFLinx”

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

NOTE: Latest DOFLinx is required for Infected Mushroom Pinball.

Please always refer to official DOFLinx guides available at:

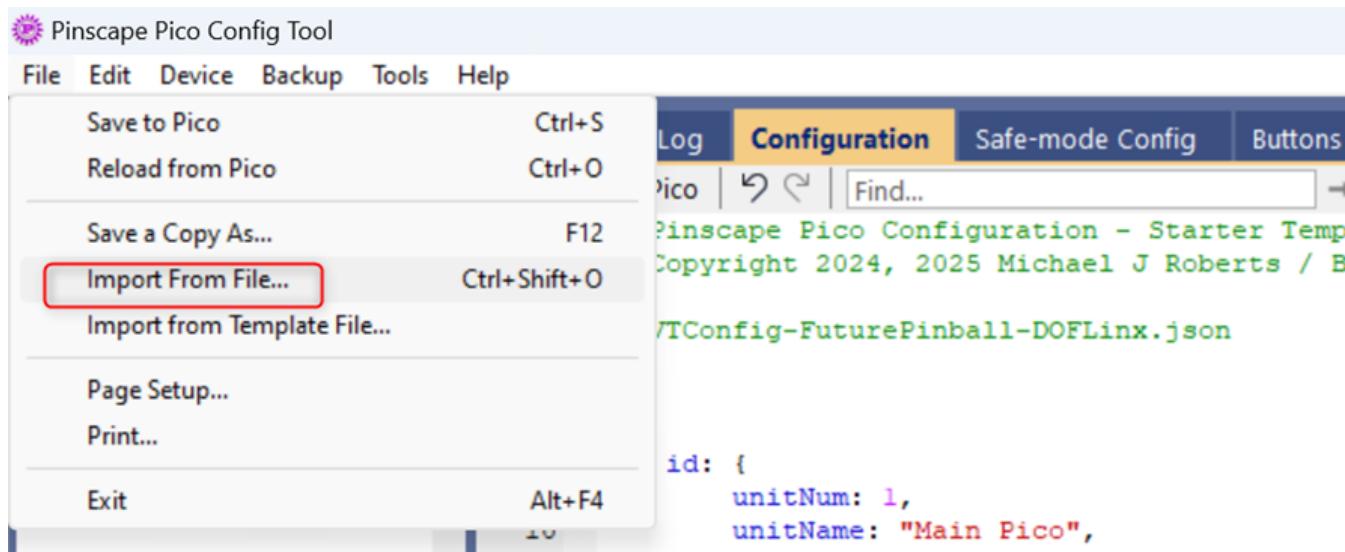
<https://doflinx.github.io/docs/>

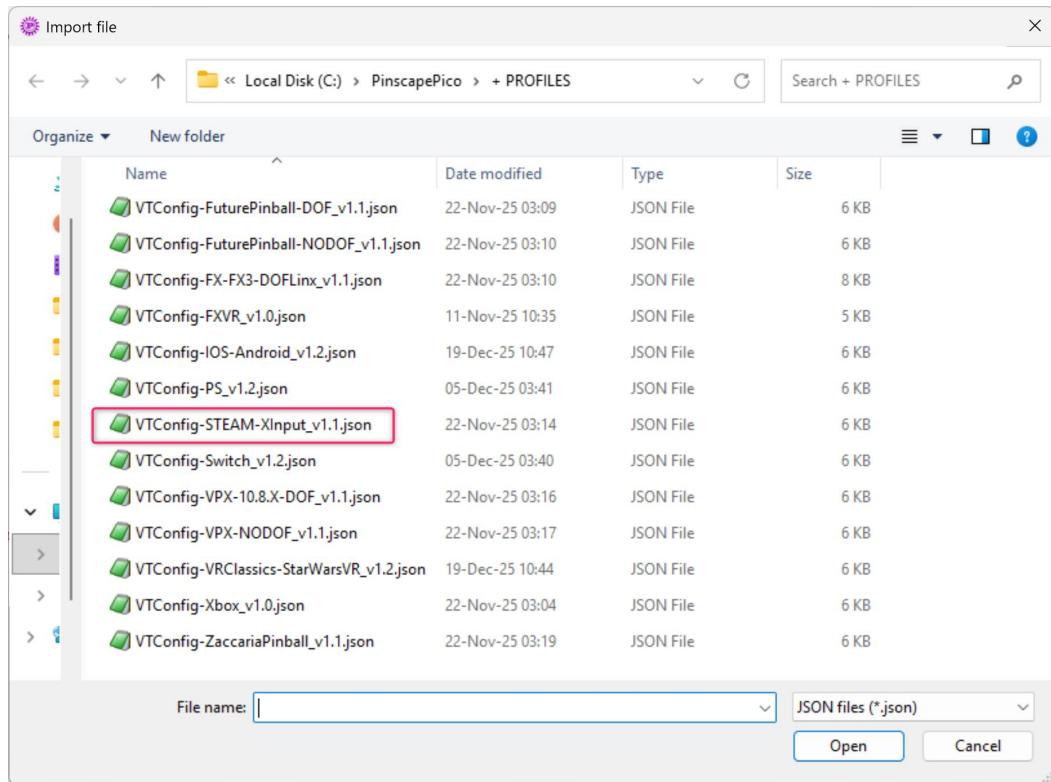
https://doflinx.github.io/docs/getting-started/08_PinballM.html

DOFLinx Setup

PREREQUISITES:

- **B2S Server** already installed <https://github.com/vpinball/b2s-backglass/releases>
- **DirectOutput (DOF)** configured (have a look at **VirtuaTilt-RP2040-VPXSetup_v1.X.pdf**)
- **VTConfig-STEAM-XInput_v1.X.json** profile loaded in **Pinscape Pico Config Tool**:





Pinscape Pico
Unit #1
(Main Pico)
HW ID E661410403883431

New Device Setup
Click to set up a new Pico

```

1 // Pinscape Pico Configuration - Starter Template
2 // Copyright 2024, 2025 Michael J Roberts / BSD-3-Clause license / NO WA
3 //
4 // VTConfig-STEAM-XInput_v1.1.json
5 //
6
7 = {
8
9 =     id:
10
11
12
13 },,
14
15
16 =     seri
17
18 =
19
20 =

```

Save to Pico

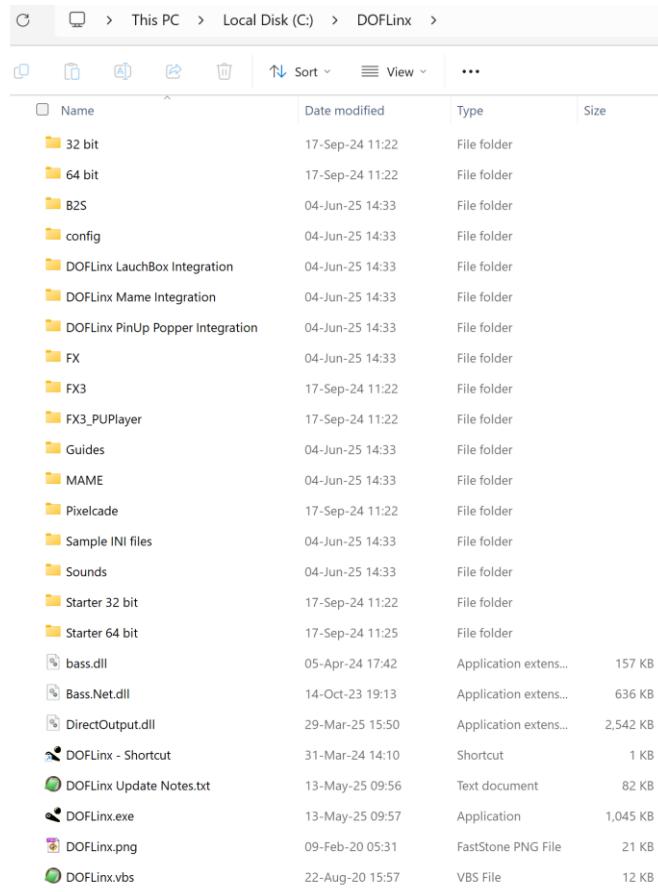
This will save the file to the Pico's flash memory and reboot the Pico to put the new settings into effect.

Do you wish to proceed?

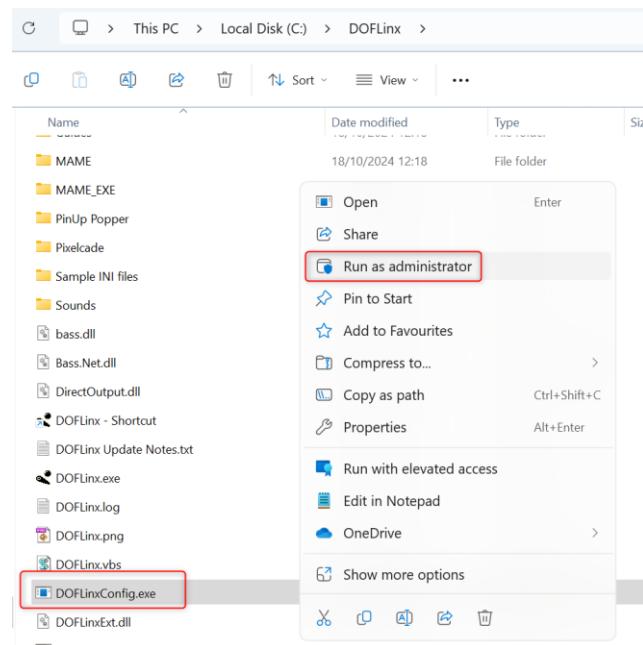
Show this confirmation message before saving

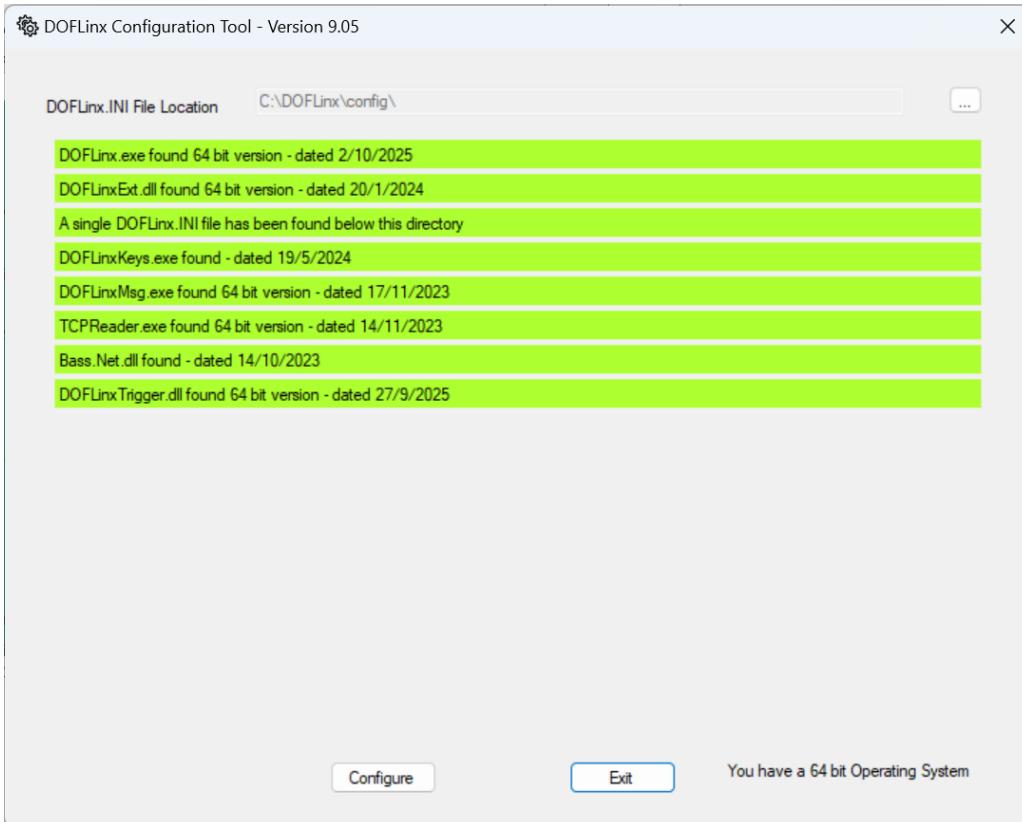
Save to Pico Cancel

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

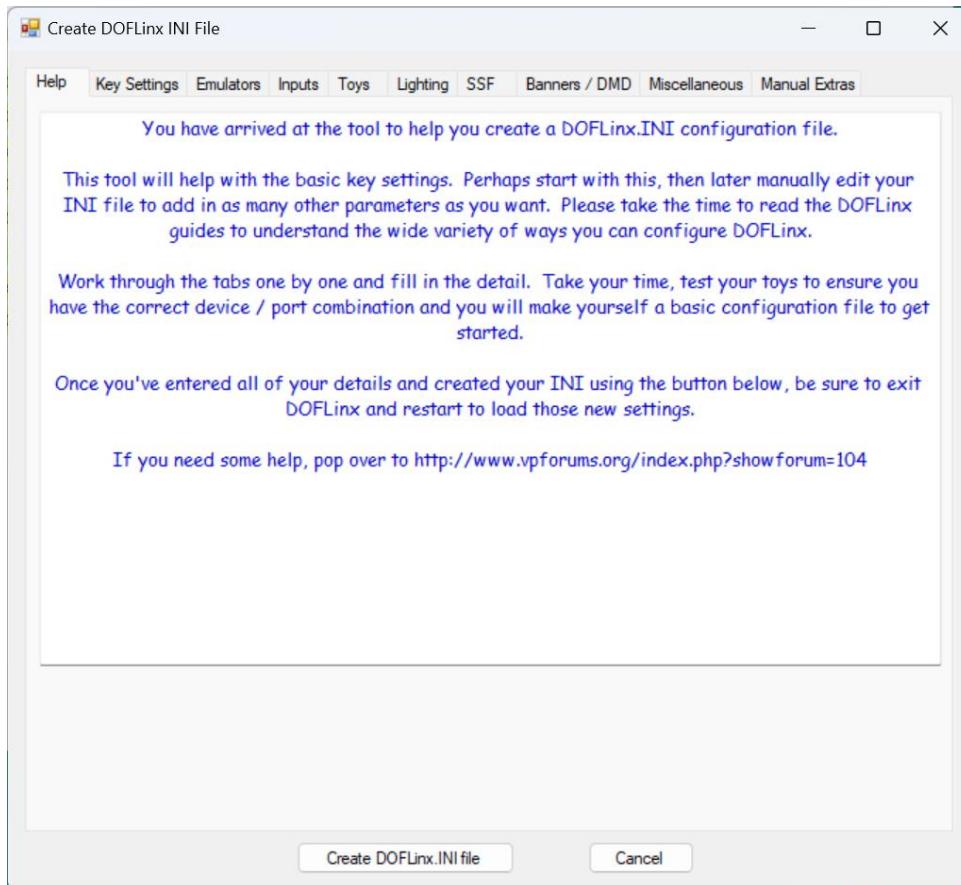


Run **DOFLinxConfig.exe** file in **DOFLinx** folder as administrator:

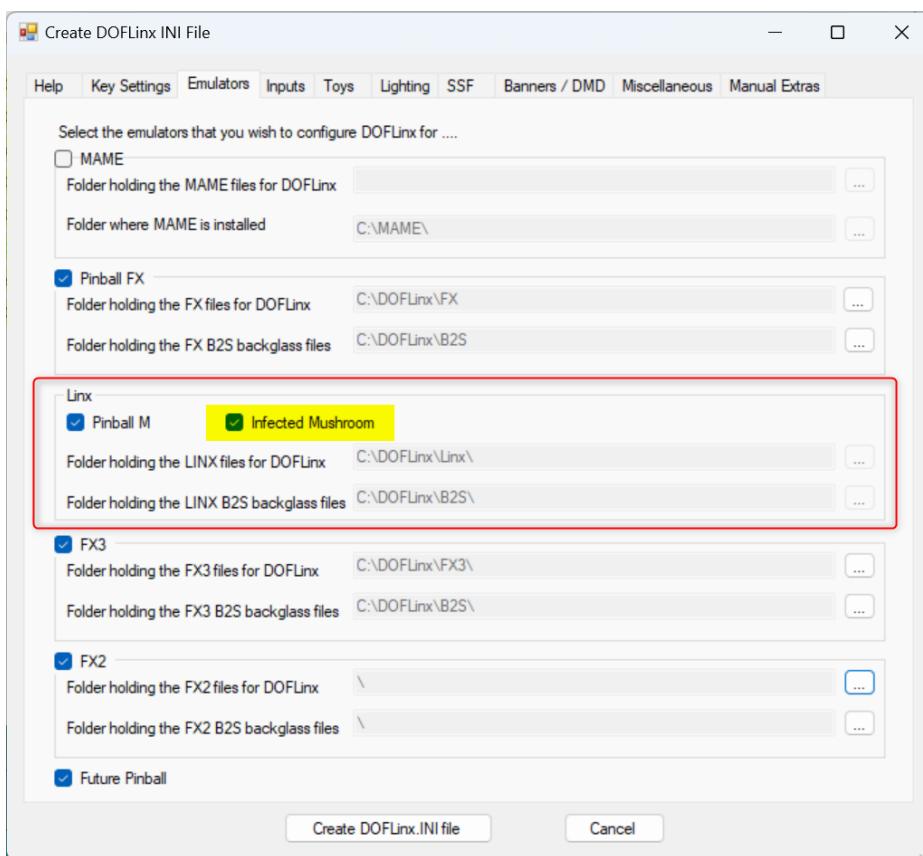
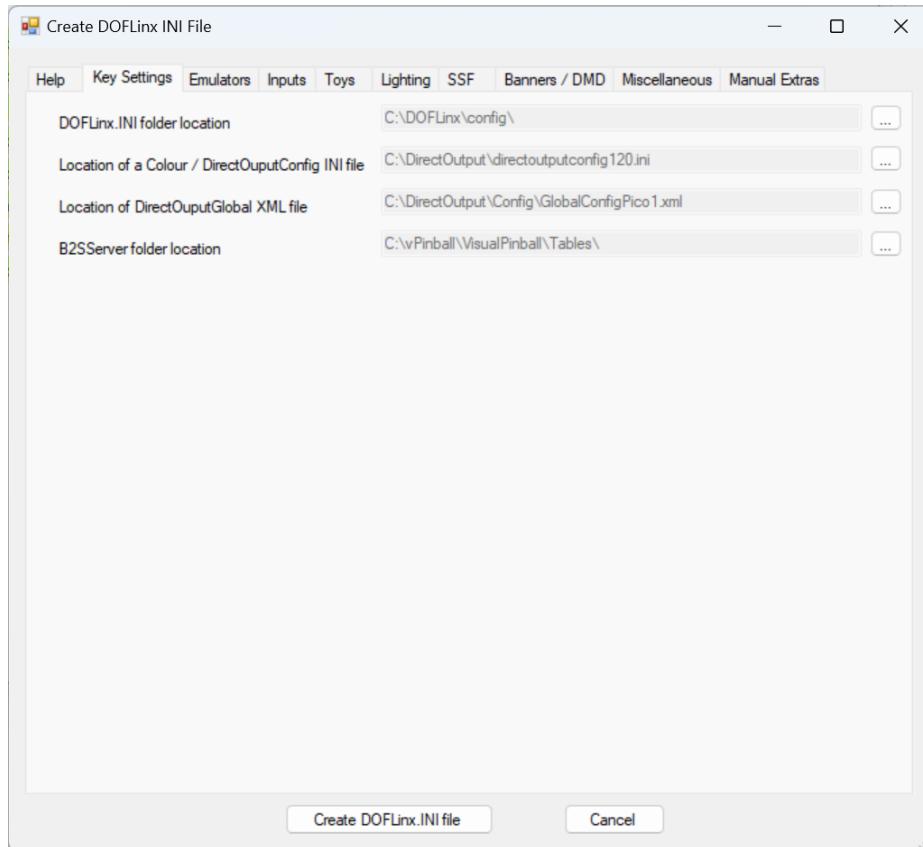


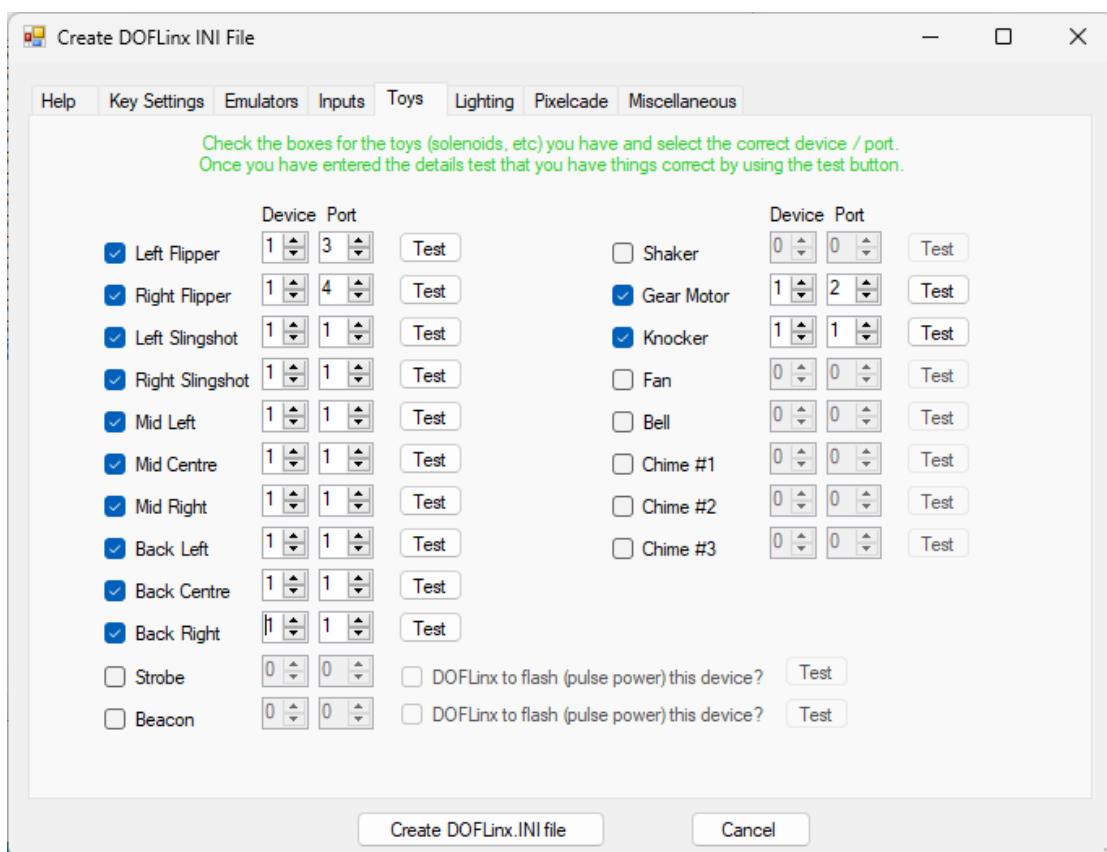
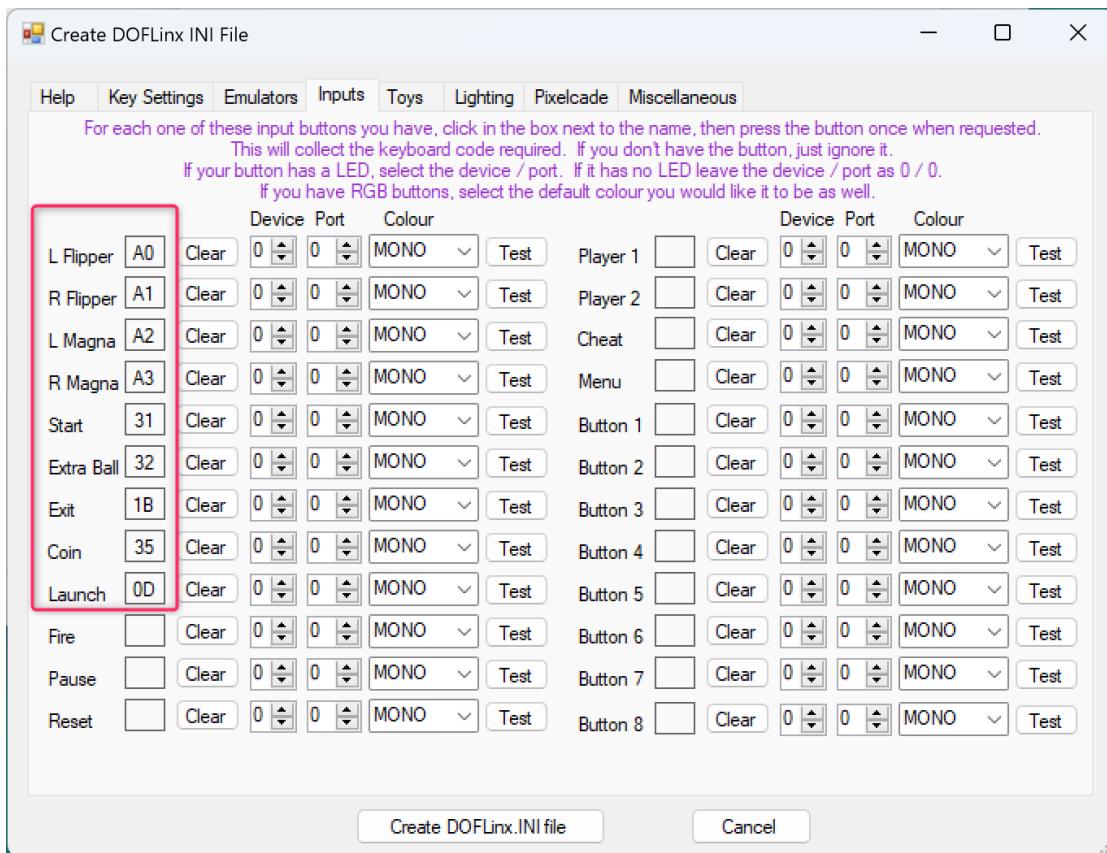


Turn on your VirtuaTilt power switch and click on **Configure** button and work through all settings:

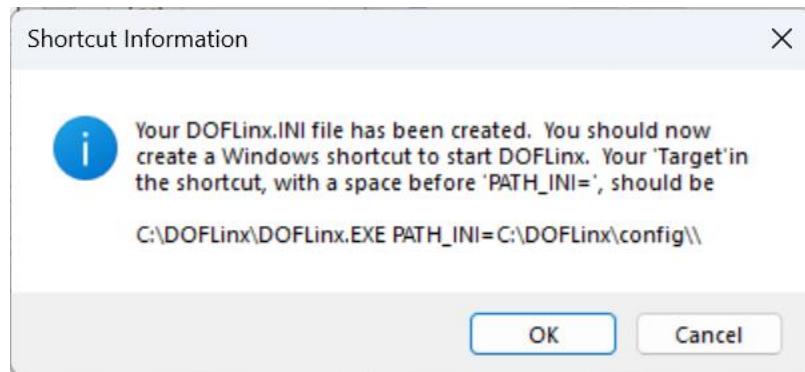


You need to configure **Key Settings**, **Emulators**, **Inputs** and **Toys** tabs:

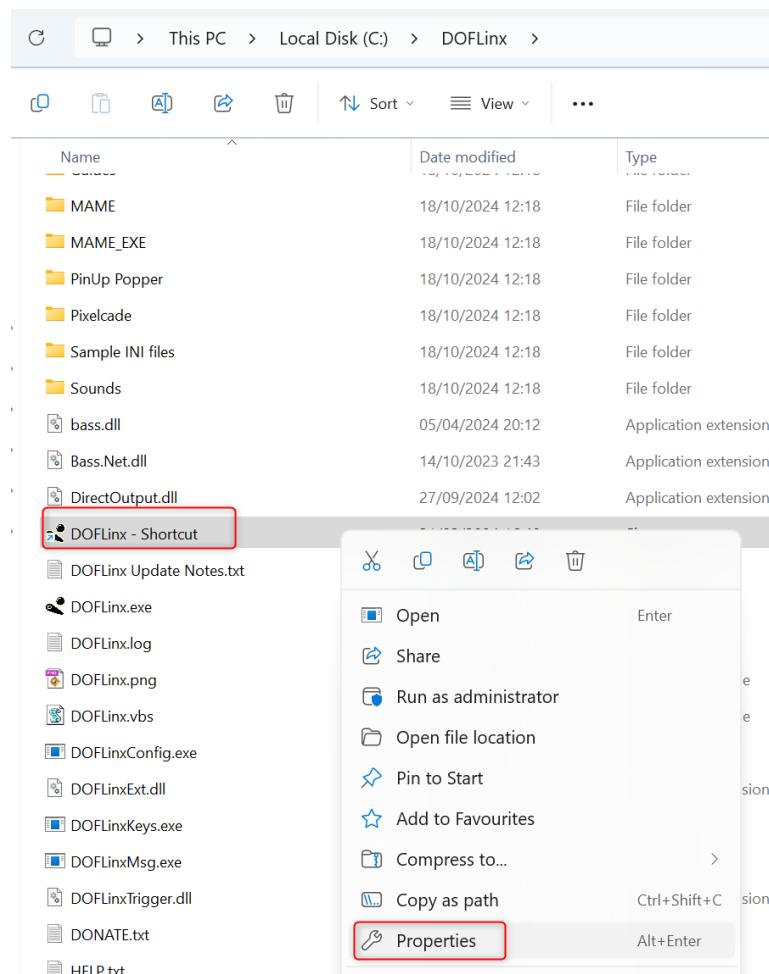


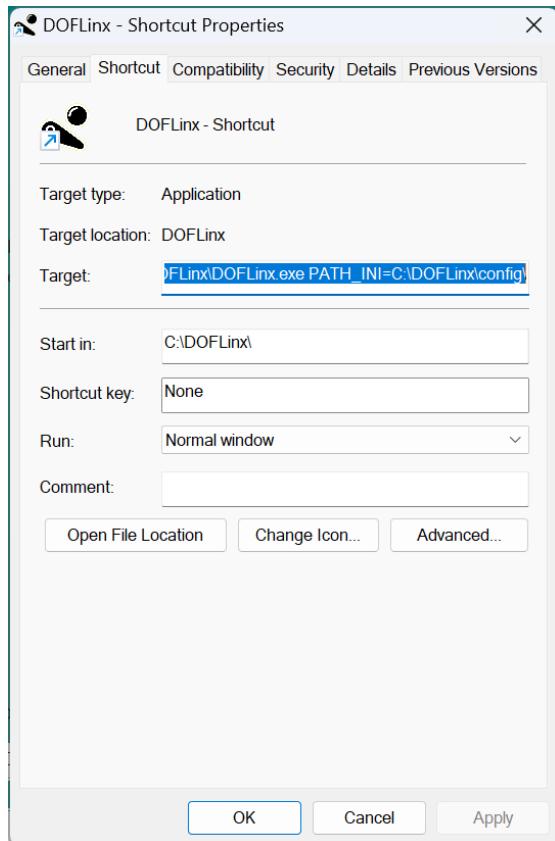


Click on “Create DOFLinx .INI File” when you’re done:



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





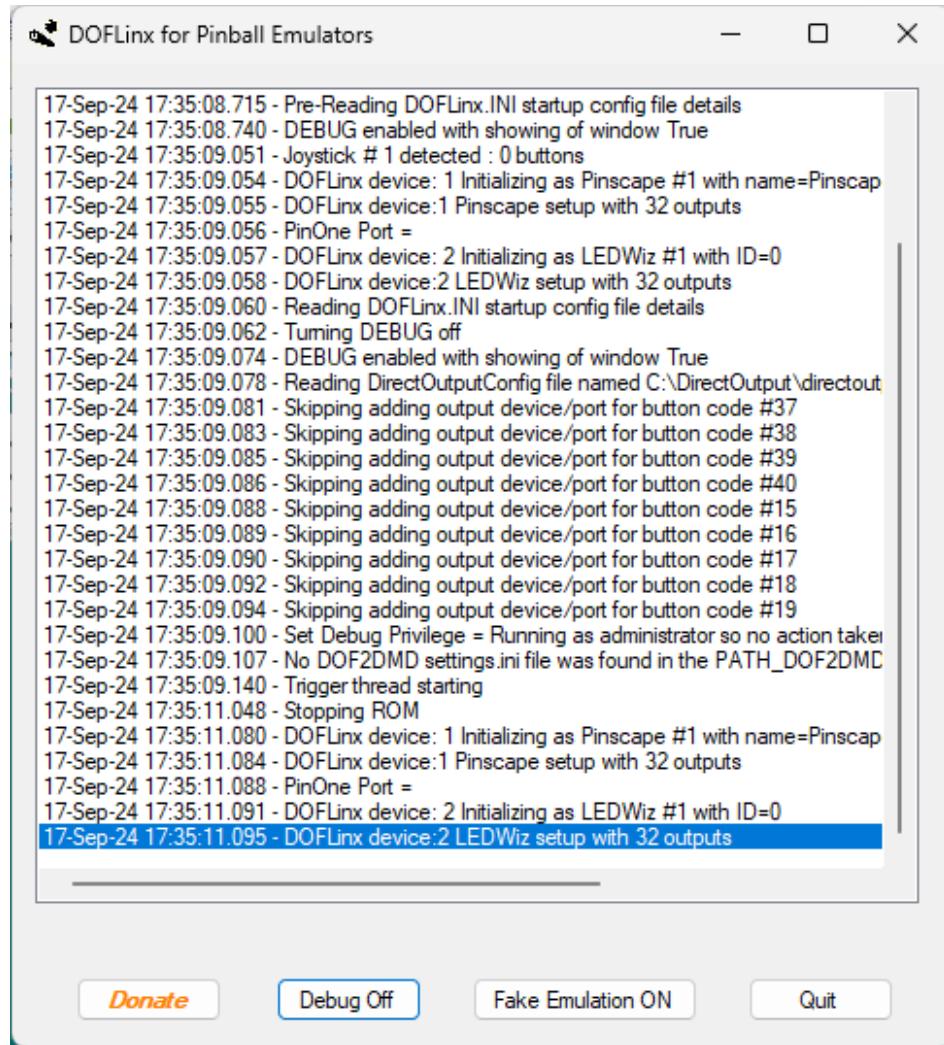
For automatic startup at every boot, put the shortcut in Startup folder:

The screenshot illustrates the steps to place the shortcut in the Startup folder. It includes:

- A 'Run' dialog box with the text 'shell:startup' entered in the 'Open:' field.
- A navigation bar showing the path: C:\ > Microsoft > Windows > Start Menu > Programs > Startup.
- A File Explorer window showing the contents of the Startup folder. The table below lists the files:

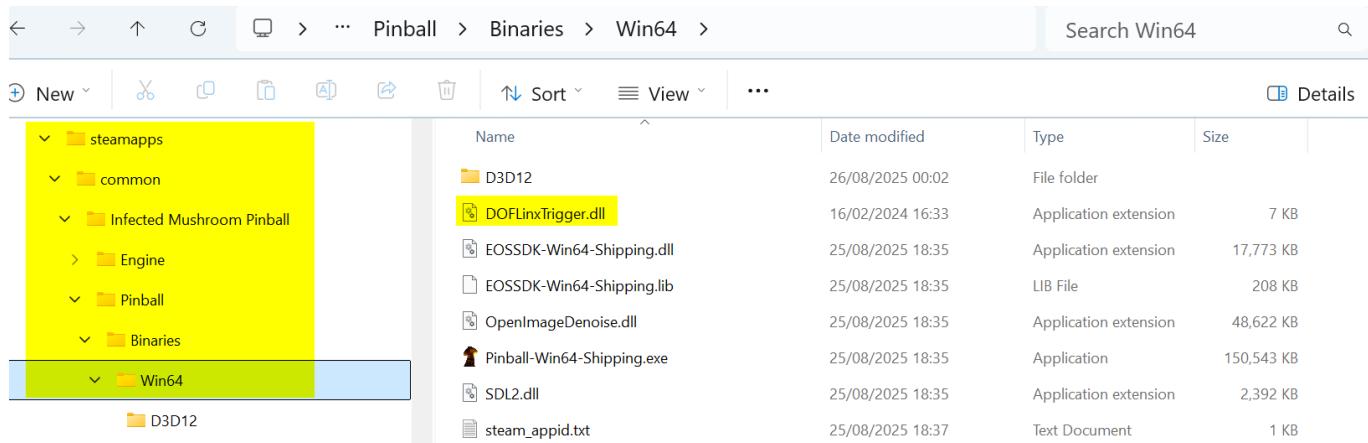
Name	Date modified	Type	Size
desktop.ini	5/7/2024 5:06 AM	Configuration settings	
DOFLinx - Shortcut	9/16/2024 6:36 PM	Shortcut	

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

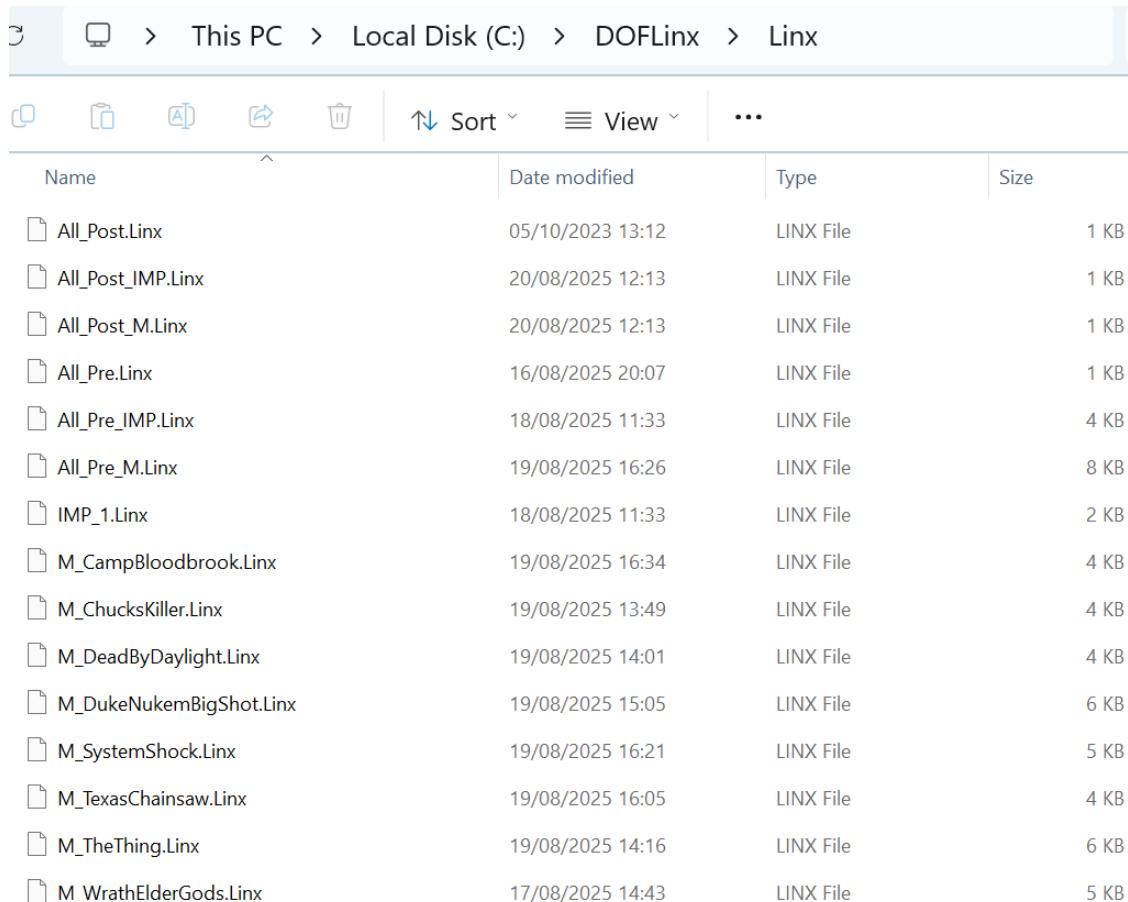


Configure Infected Mushroom Pinball with DOFLinx

Copy **DOFLinxTrigger.dll** from where you unzipped the DOFLinx download to the same folder as Pinball-Win64-Shipping.exe (**C:\Program Files (x86)\Steam\steamapps\common\Infected Mushroom Pinball\Pinball\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**



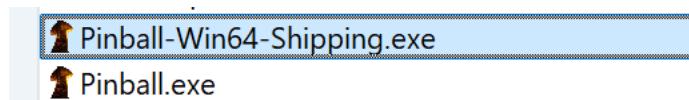
You can download latest VirtuaTilt **DOFLinx.INI** file from our GitHub here:

<https://github.com/3DPTronics/VirtuaTilt/tree/main/DOFLinx> . Copy it to your DOFLinx config folder and you're ready to go!

Optionally, you can also edit manually your **DOFLinx.INI** to make Infected Mushroom Pinball activate DOFLinx by adding in the **PROCESSES=** line **Pinball-Win64-Shipping**, so if you want for example MAME and Infected Mushroom Pinball to activate DOFLinx you would have:

PROCESSES=Mame,Pinball-Win64-Shipping

Note: **Pinball-Win64-Shipping** is the process to monitor, but you still run **Pinball.exe** to start Infected Mushroom Pinball:



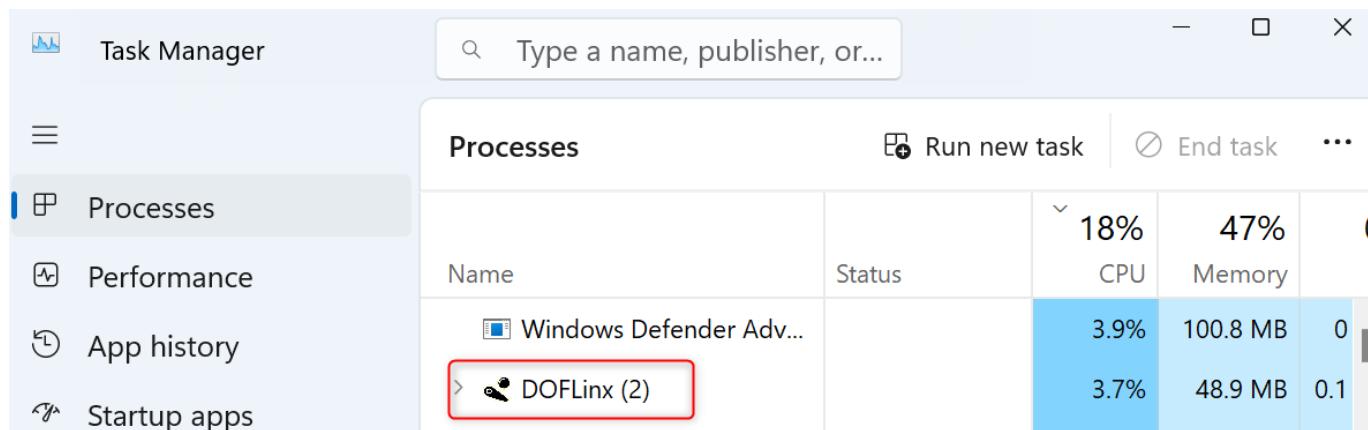
Be sure to have the **PATH_LINX=** and **PATH_LINUX_B2S=** parameters pointing to the place you put the Infected Mushroom Pinball files.

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

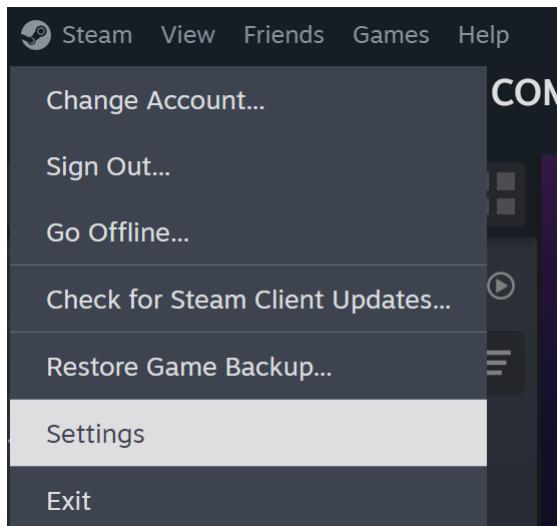
```
PATH_LINX=C:\DOFLinx\Linx\  
PATH_LINUX_B2S=C:\DOFLinx\B2S\
```

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

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

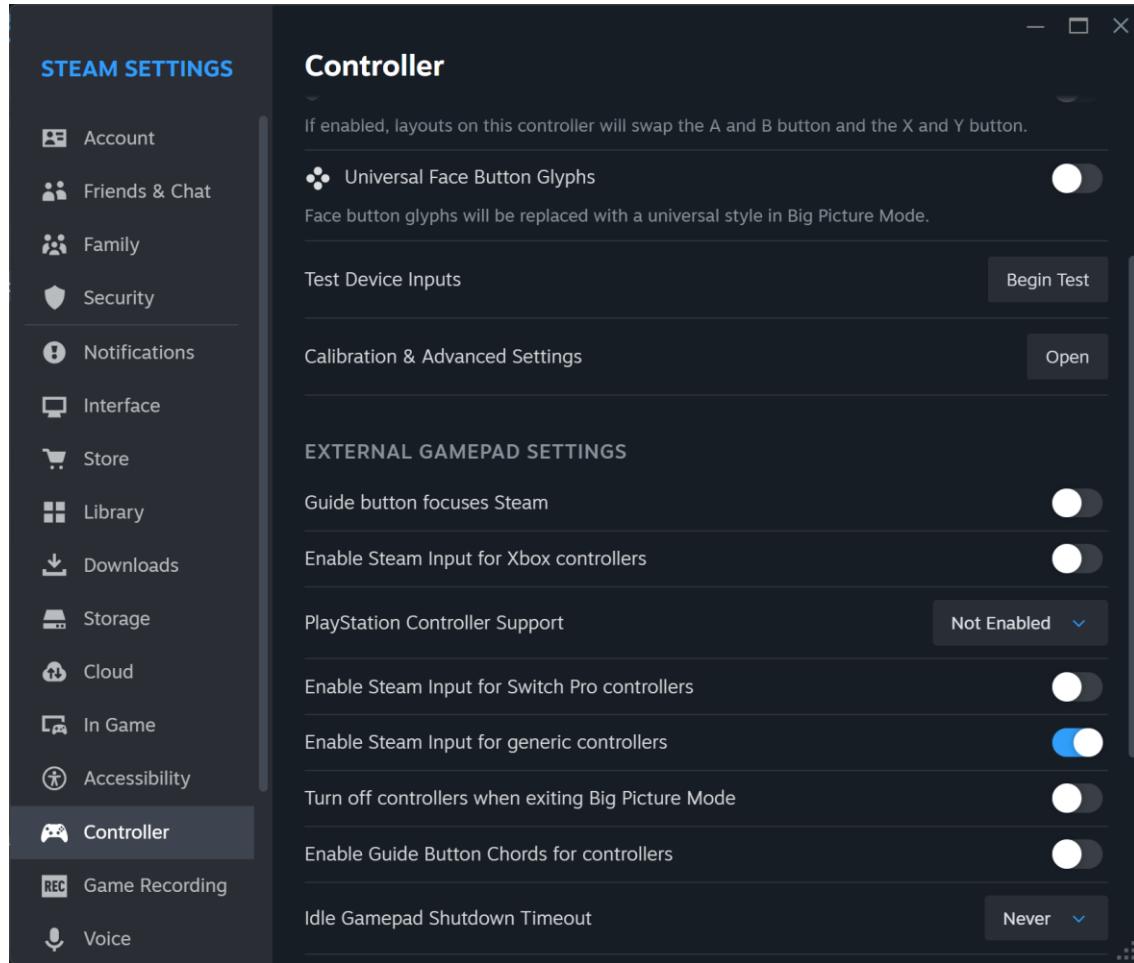


Go to **Steam Settings → Controller**

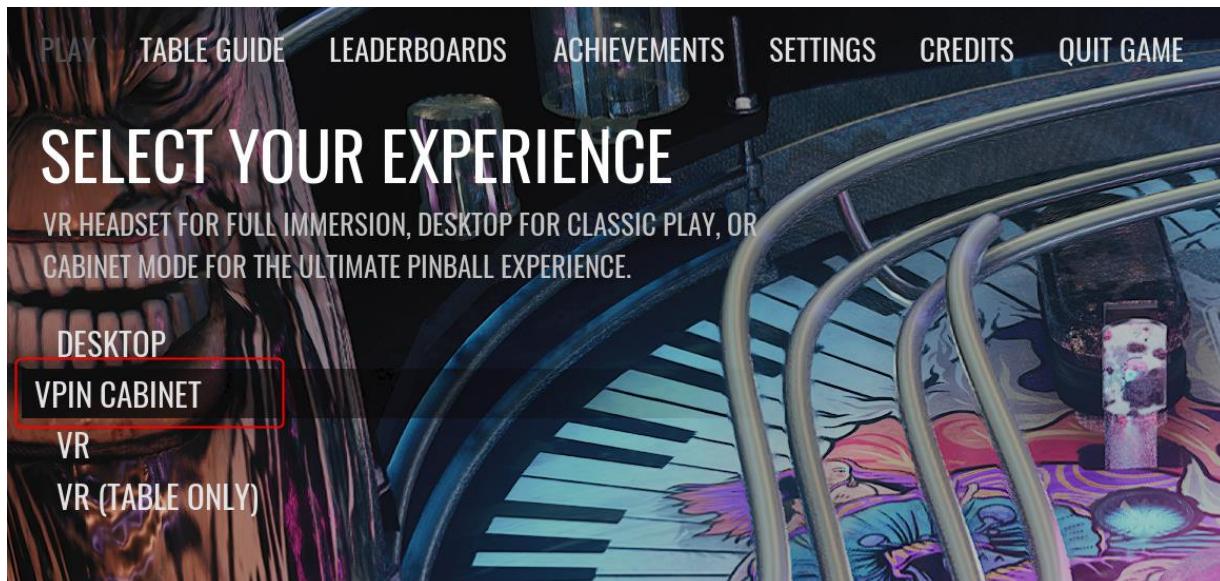


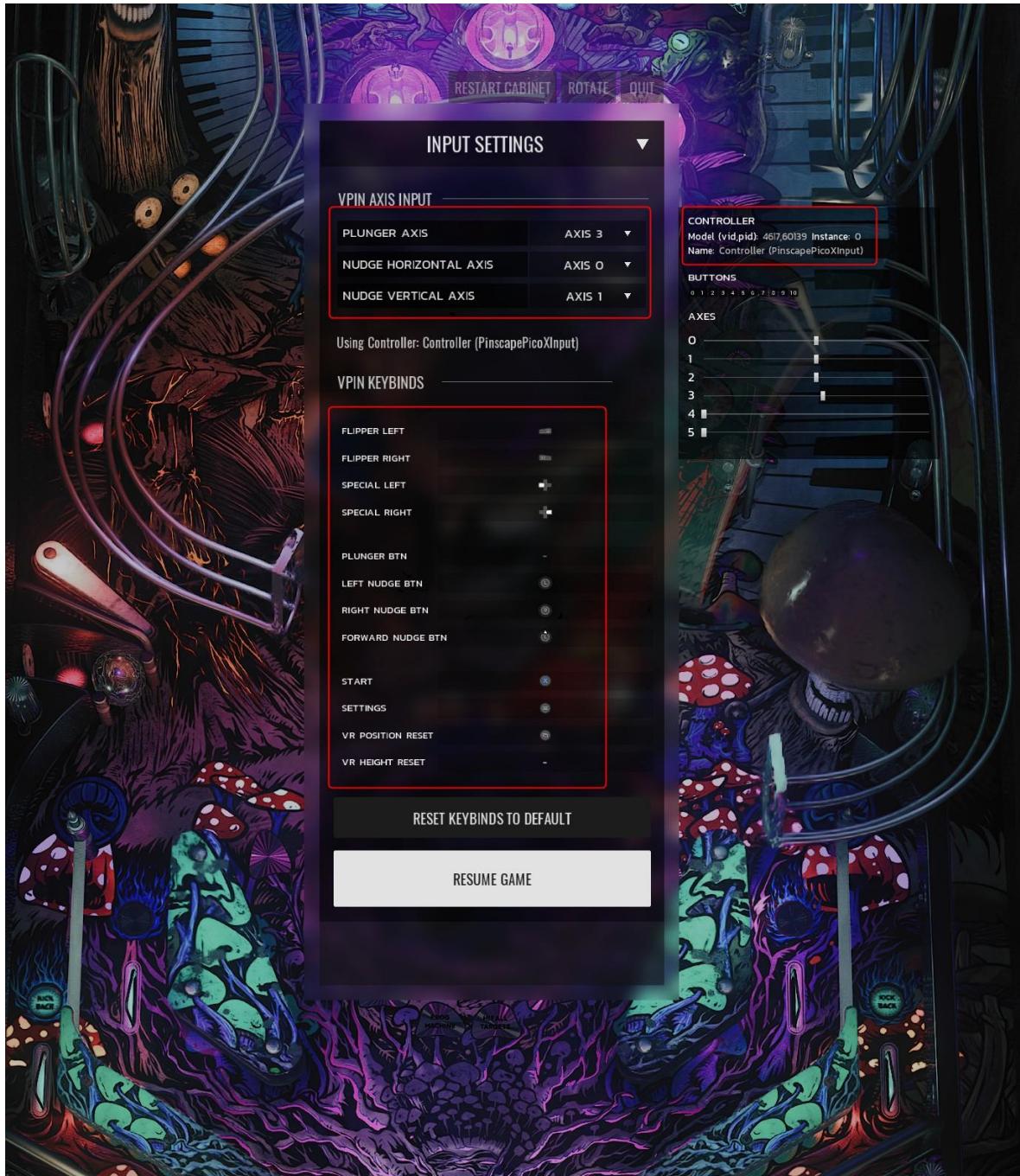
Disable everything under "External Gamepad Settings" with the except of "**Game Rumble**" and "**Enable Steam Input for generic controllers**":

A screenshot of the Steam Settings window, specifically the 'Controller' tab. The left sidebar shows other settings like Account, Friends & Chat, Family, Security, Notifications, Interface, Store, Library, Downloads, Storage, Cloud, In Game, Accessibility, and Game Recording. The 'Controller' tab is selected. The main pane shows two controller configurations: 'XINPUT CONTROLLER #1' and 'LABS PINSCAPEPICOXINPUT'. Under 'XInput Controller #1', the 'Controller Name' is set to 'XInput Controller #1'. The 'Game rumble' setting is turned on (blue switch). Other settings include 'Use Nintendo Button Layout' (disabled), 'Universal Face Button Glyphs' (disabled), and a 'Test Device Inputs' button. Below these are sections for 'Calibration & Advanced Settings' (with an 'Open' button) and 'EXTERNAL GAMEPAD SETTINGS'. Under 'EXTERNAL GAMEPAD SETTINGS', the 'Guide button focuses Steam' and 'Enable Steam Input for Xbox controllers' switches are off. The 'PlayStation Controller Support' dropdown is set to 'Not Enabled'. The 'Enable Steam Input for Switch Pro controllers' switch is also off.



Start Infected Mushroom Pinball in **VPIN CABINET** mode, go to Input Settings and ensure that Pinscape PicoXInput appears in controller name:

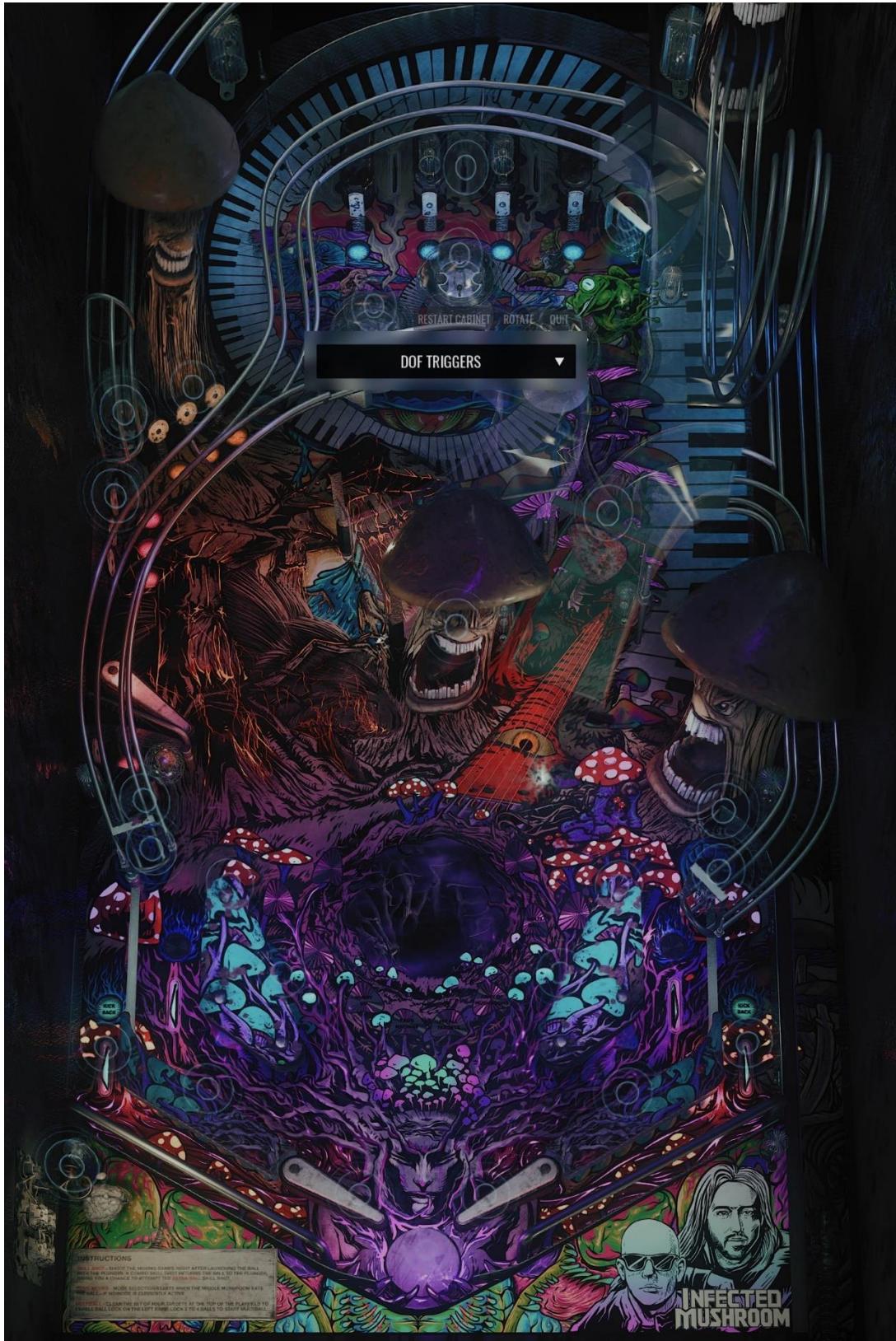




Select **Axis3** for Plunger (check if axis is correct by pulling plunger), **Axis0** for Nudge Horizontal and **Axis1** for Nudge Vertical.

Map Keybinds as you like.

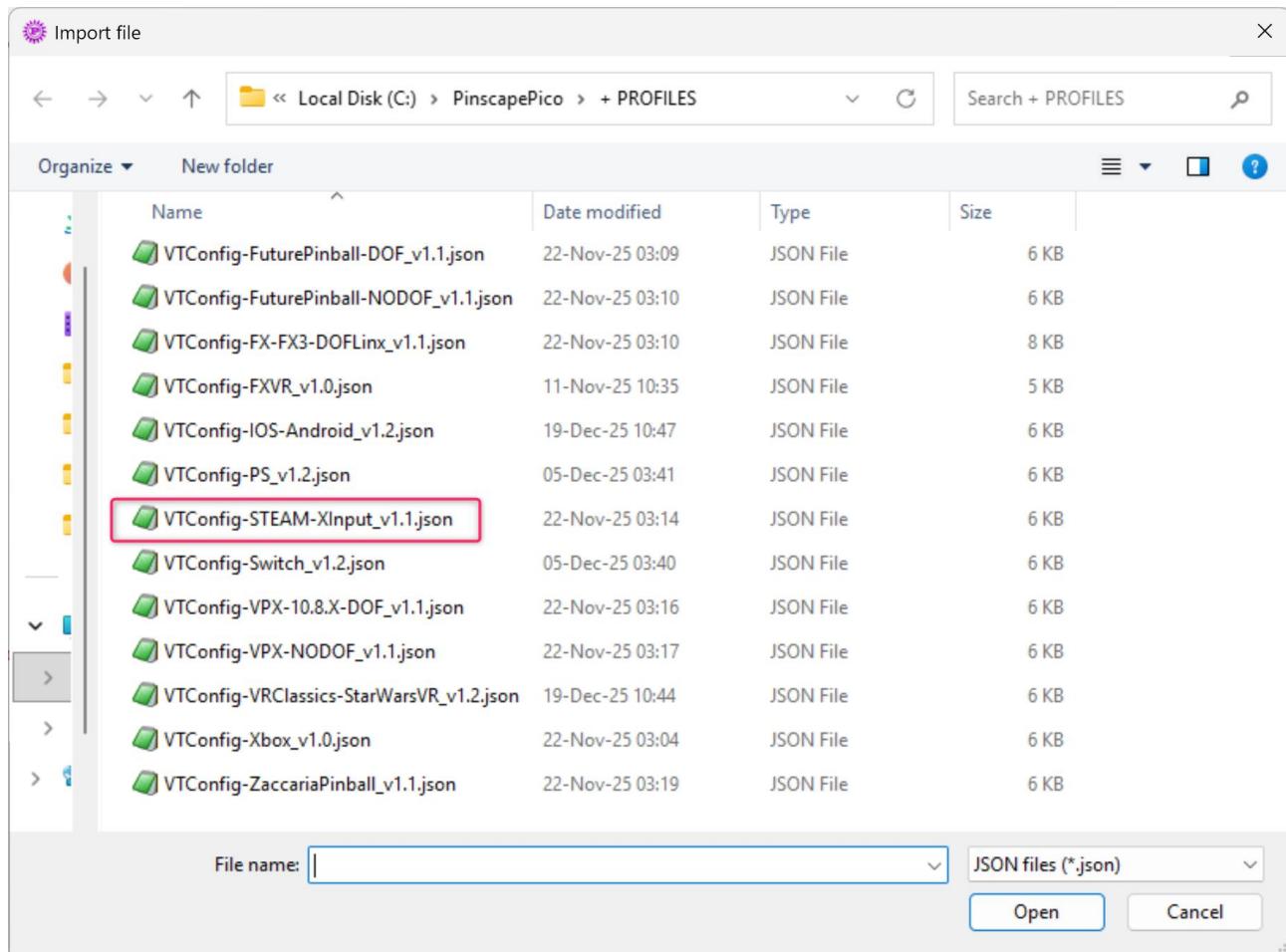
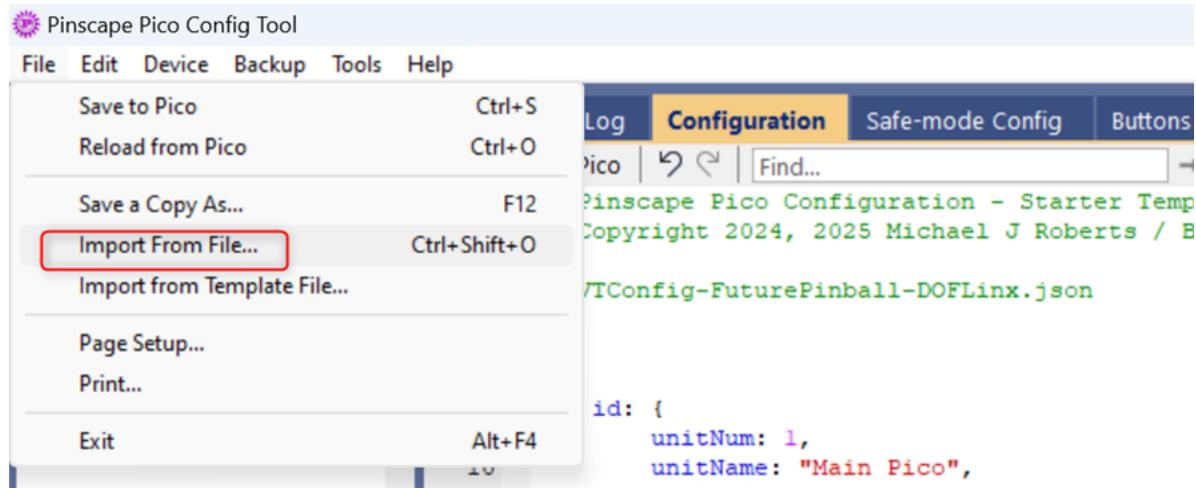
You can check if your DOFLinx configuration is working correctly by selecting **DOF TRIGGERS** from menu and passing your mouse onto triggers. Slingshots/Bumpers solenoid and shaker motor should trigger:

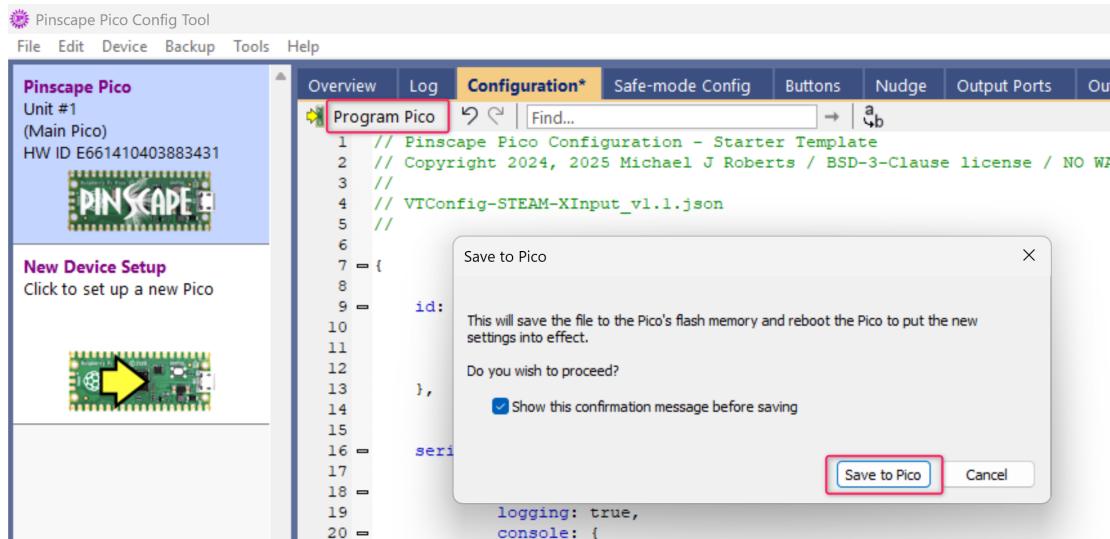


Have fun with DOFLinx full feedback with Infected Mushroom Pinball!

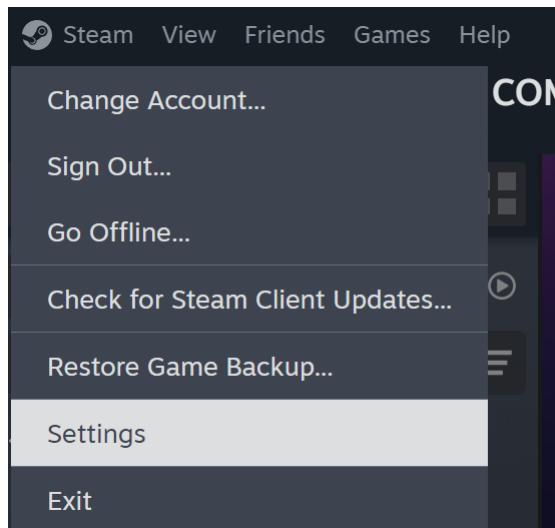
Configure Infected Mushroom Pinball without DOFLinx

- Load **VTConfig-STEAM-XInput_v1.X.json** profile in **Pinscape Pico Config Tool**:

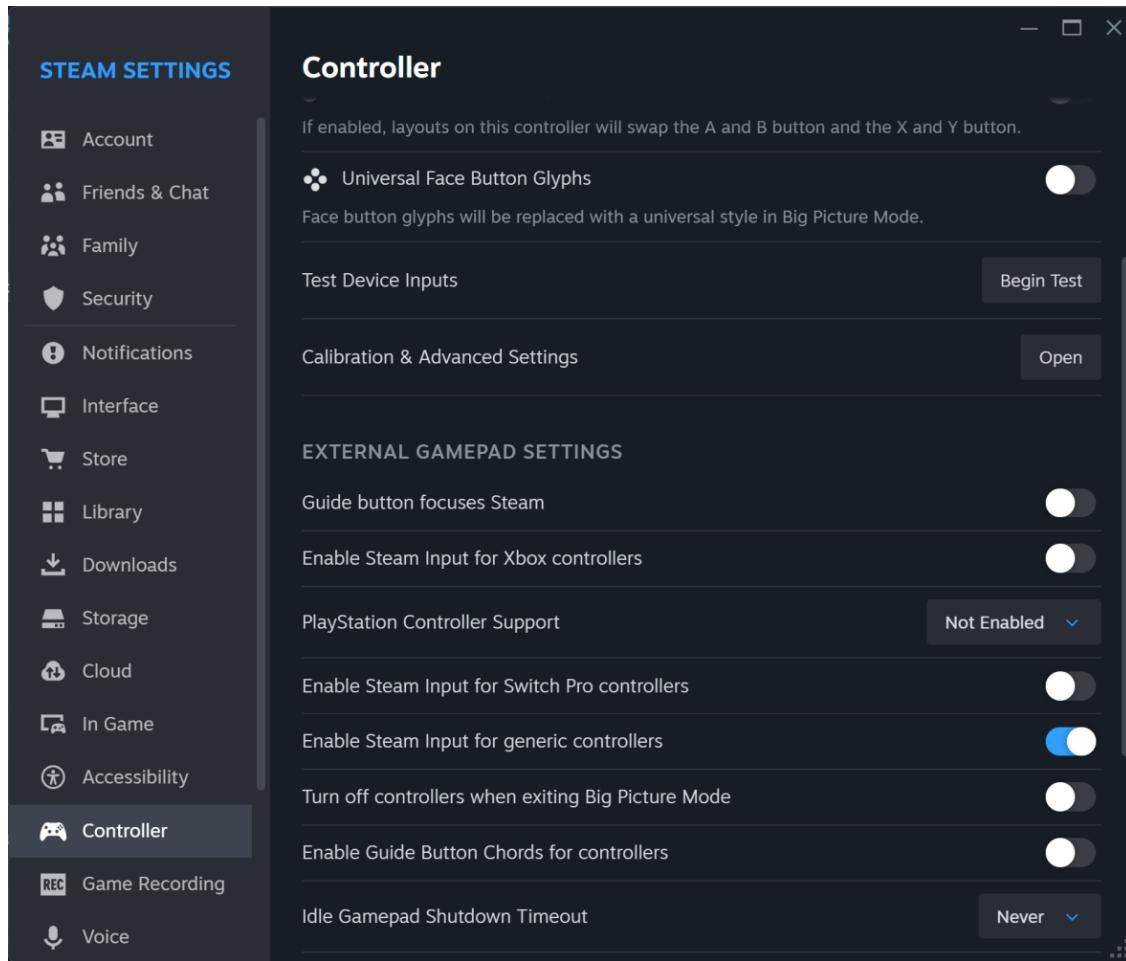




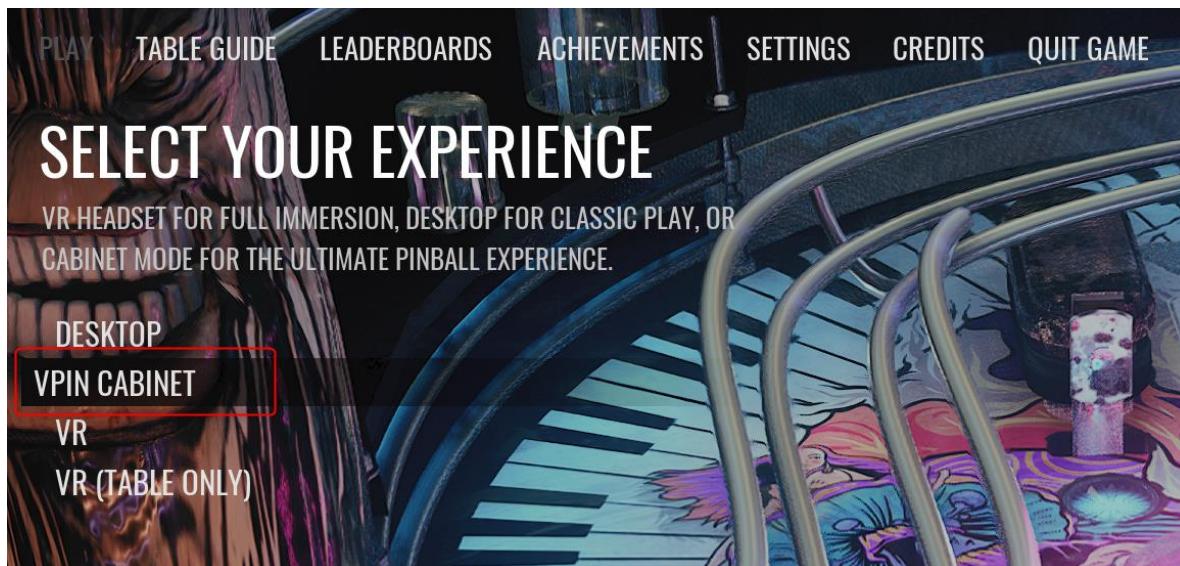
Go to **Steam Settings → Controller**

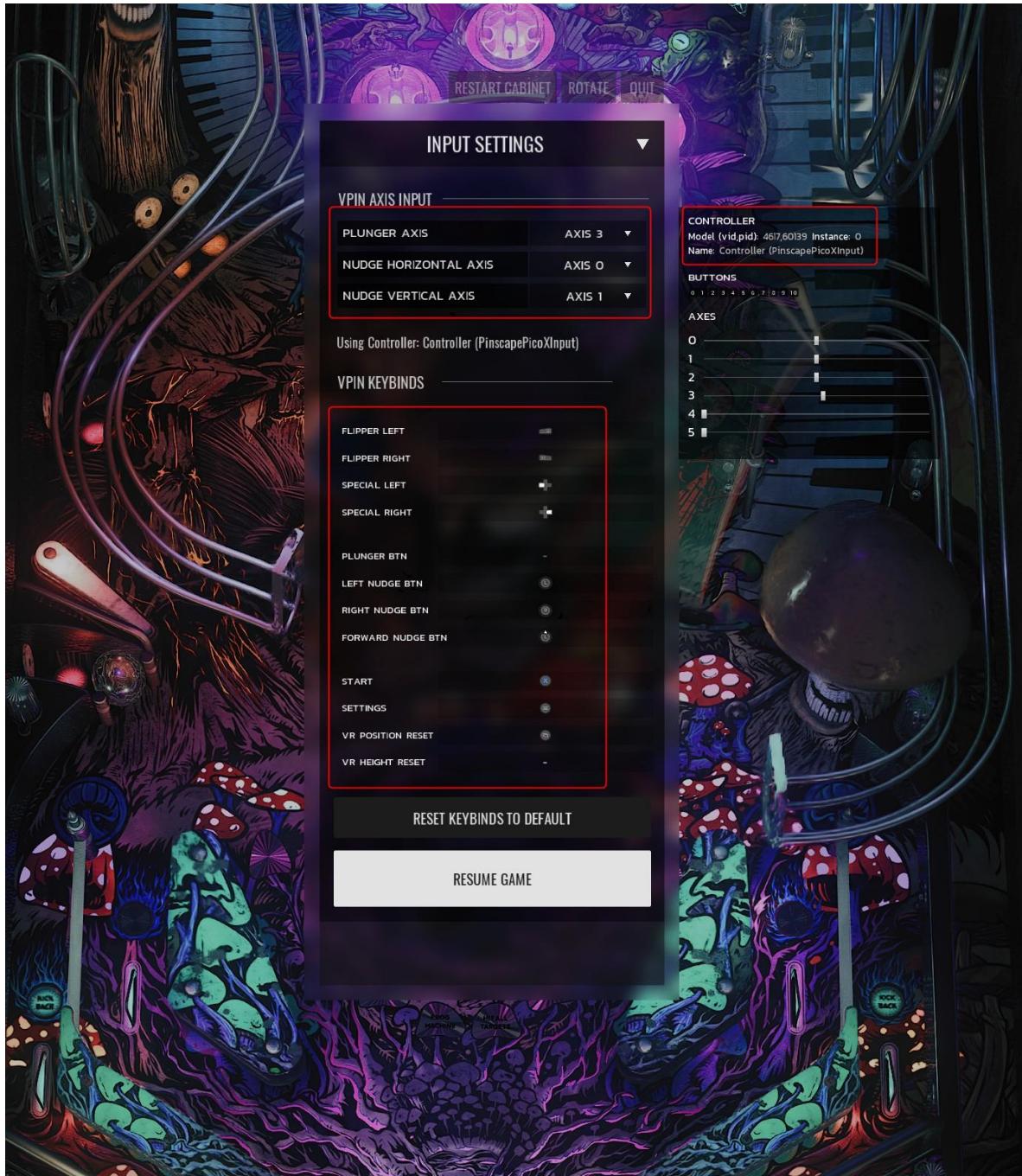


Disable everything under "External Gamepad Settings" with the except of "**Game Rumble**" and "**Enable Steam Input for generic controllers**":



Start Infected Mushroom Pinball in **VPIN CABINET** mode, go to Input Settings and ensure that Pinscape PicoXInput appears in controller name:





Select **Axis3** for Plunger (check if axis is correct by pulling plunger), **Axis0** for Nudge Horizontal and **Axis1** for Nudge Vertical.

Map Keybinds as you like and enjoy!

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:

```
#####
# DOFLinx Configuration Tool generated DOFLinx.INI file
#####
DEBUG=0

COLOUR_FILE=C:\DirectOutput\directoutputconfig120.ini
DIRECTOUTPUTGLOBAL=C:\DirectOutput\Config\GlobalConfigPico1.xml
PATH_B2S_SERVER=C:\vPinball\VisualPinball\Tables\

PATH_FX2=C:\DOFLinx\FX2
PATH_FX2_B2S=C:\DOFLinx\B2S
PATH_FX3=C:\DOFLinx\FX3
PATH_FX3_B2S=C:\DOFLinx\B2S
PATH_FX=C:\DOFLinx\FX
PATH_FX_B2S=C:\DOFLinx\B2S
PATH_MAME=C:\DOFLinx\MAME
PATH_LINUX=C:\DOFLinx\Linux
PATH_LINUX_B2S=C:\DOFLinx\B2S
FP_ATTEMPT_LINK=1
MAME_FOLDER=C:\MAME
PATH_PIXELCADE=C:\Pixelcade
PATH_HI2TXT=C:\HI2TXT\

PROCESSES=Pinball FX2,Pinball FX3,PinballFX-Win64-Shipping,Mame,Future Pinball
MAME_PROCESS=Mame
PROCESSES_LINUX=PinballM-Win64-Shipping,IMPinball,IMPinball-Win64-Shipping

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
```

```
#!!!!!!!!!!!!!!
```