VPX Launcher

by Basti Biermer
Fully working release based on
Visual Pinball X 10.8.0 Rev. 1975 / June 2024

Imagine you're standing at your VR pinball simulator and you want to select a new table using the buttons you use to control the pinball. This is now possible by calling up the exit menu in the overlay of the current table while playing.

There you can scroll through your table collection. Custom filters make it easier for you to sort and select the next table. Once you've selected the next table, VPX and all its currently running windows will be closed, and my little monitoring program ensures that the next table is loaded and started. Then it starts all over again …

Installation

- Install into your /VPX-folder
- Launch VPX-Launcher.exe there is a new green vpx-ixon at your taskbar.
  - o Right click to see menu „Settings"
  - o Setup your tables-folder set "Autostart last table" (for next start)
  - o Click on apply changes
- Click on "Run VPX gamemode"
  (Read below if you need to use steamVR)
  - o Launcher will pup up you will see doubled overlays
- Press `AddCredit`-Key to open launcher-settings
  - o Adjust eyeDistance:
  - o +/- : `magnaSave-Keys`
  - o up/down : `flipper-Keys`
- Press `AddCredit`-Key to save and close settings.

**If you need to go with steamvr (not recommend):**
1. rename openvr_api64.dll to openvr_api64_openxr.dll
2. rename openvr_api64_steam.dll to openvr_api64.dll

Anyone knows why my overlay is horizontal most of the time but not always?
You have to change from cabinet to desktop view in VPX graphics options!

You can hold `exitKey` until VPX and VPX Launcher are closing.

Now your setup is finish. You can use VPX Launcher to play and change tables or you can fine-tune your setup.
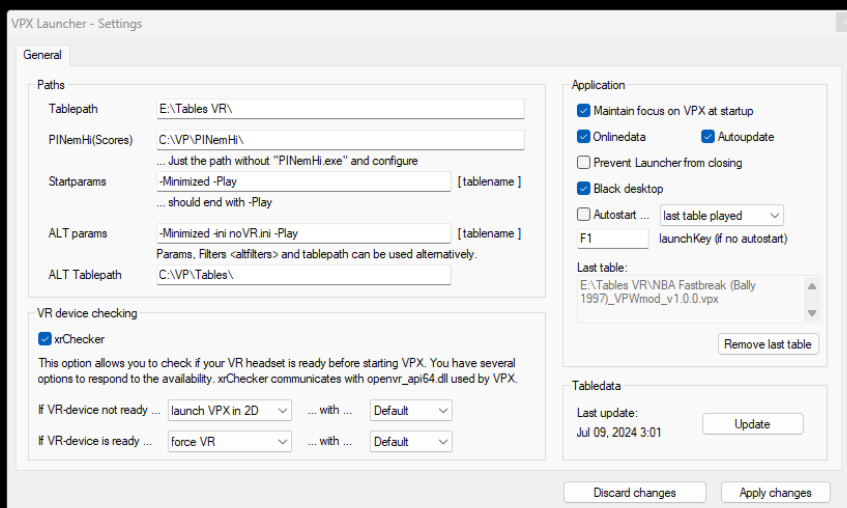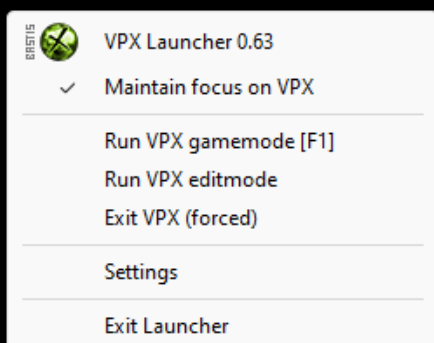
Usage

VPX Launcher has three screens. The main screen with the table-selection, a setup-screen and the filter-selection.

If you press `ExitGameKey` or `exitButton` you will open table-selection.

To select a filter you can get the filter-selection by pressing `StartGameKey`.

To get the settings page press `AddCreditKey`.

Keybindings
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All keys you need to control VPX Launcher are setup in VPX key/nudge options dialog.

Table Selection:
- Flipper: up/down
- MagnaSave: jumpup / jumpdown
- Plunger: launch table
- AddCredit: settingsmenu open
- StartGame: filtermenu open
- Add Credit 2 : mark/unmark favorite
- Fwd Nudge: random table

Filtermenu:
- Flipper: up/down -> select filter
- Plunger: filtermenu close
- StartGame: filtermenu close

Settingsmenu:
- Flipper: up/down -> select menuentry
- MagnaSave: left/right -> toggle value
- AddCredit: settingsmenu close

Keys, Nudge and DOF   DEFAULT KEYMAPPING

Button Assignments

Left Flipper	Right Flipper	LMagnaSave	RMagnaSave
up	down	left / jump up	right / jump down
Button 1 ▼	Button 2 ▼	Button 3 ▼	Button 4 ▼
Start Game	**Add Credit**	**Add Credit 2**	**Plunger**
filter menu	settings menu	+/- favorite	play selection
(none) ▼	(none) ▼	(none) ▼	(none) ▼
Exit Game	**Volume -**	**Volume +**	**Debug/Perf.Info**
show launcher			
Button 7 ▼	(none) ▼	(none) ▼	(none) ▼
Left Nudge	**Fwd Nudge**	**Right Nudge**	**Mech Tilt**
	random table		
(none) ▼	(none) ▼	(none) ▼	(none) ▼
Custom 1	**Custom 2**	**Custom 3**	**Custom 4**
(none) ▼	(none) ▼	(none) ▼	(none) ▼
Debug Balls	**Debugger/I.Edi**	**Lockbar/Fire**	**Pause**
			show launcher
(none) ▼	(none) ▼	(none) ▼	(none) ▼
StagedLFlipper	**StagedRFlipper**		**Tweak**
			show tweakmenu
(none) ▼	(none) ▼		(none) ▼

☐ Override Default Button Layout ☐ Disable ESC Key

* To assign Custom Keys to Gamepad Buttons, click on the button and select desired key, then choose desired gamepad button from dropdown box.

If you really need to change the mapping of them you can readdress the keys.
Please read the how to at page 8.

Filter customization
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Setting up your custom filters
with regexpr against filenames

edit /vpxlauncher/config.xml:

```
<filters>
      <filter>
        <name><![CDATA[1990's]]></name>
        <needed><![CDATA[.*199.\).*]]></needed>
      </filter>
      <filter>
        <name><![CDATA[Bally & Midway]]></name>
        <needed><![CDATA[.*\((bally|midway).*]]></needed>
      </filter>
</filters>
```

All filenames will be checked LOWERCASE!

Example:
```
 <filter>
    <name><![CDATA[VPW Releases]]></name>
    <needed><![CDATA[.*\).*vpw.*]]></needed>
 </filter>
```

the regex: `.*\).*vpw.*`

`.` matches any character (except for line terminators)
`*` matches the previous token between zero and unlimited times, as many times as possible, giving back as needed (greedy)
`vpw` the chars
`\)` matches the character `)` <- escaped with `\` because it's a special char
`.` matches any character (except for line terminators)
`*` matches the previous token between zero and unlimited times, as many times as possible, giving back as needed (greedy)
`vpw` matches the characters vpw literally (case insensitive)
`.` matches any character (except for line terminators)
`*` matches the previous token between zero and unlimited times, as many times as possible, giving back as needed (greedy)
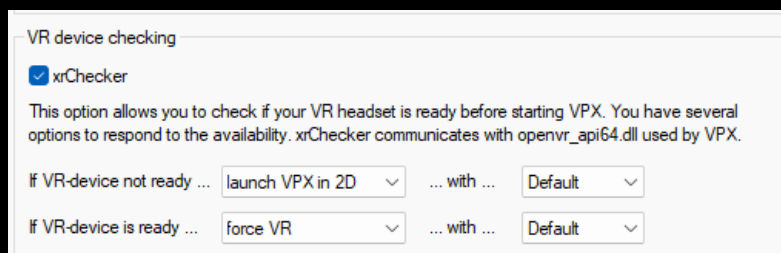
Using xrChecker

VPX Launcher - xrChecker

VR-Device not ready
Launching VPX in forced 2D mode ...
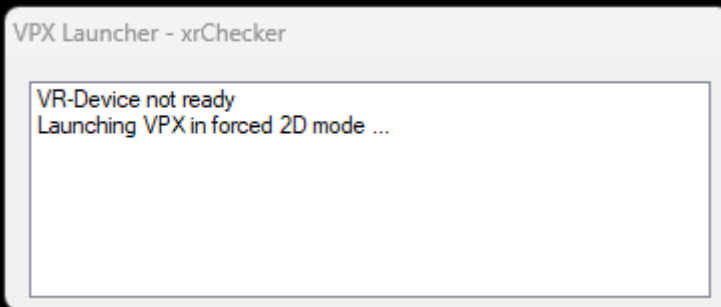
For me - playing only in VR and setting up everything in 2D - this is a gemechanger!!!

If i attach my VR-device, i play in VR and if not, i play/edit in 2D.
I don't have to toggle anything.

my settings to achieve this:
1. Activate xrChecker
2. VR-device not ready ... launch VPX in 2D
3. VR-device is ready ... force VR.

VR device checking

☑ xrChecker

This option allows you to check if your VR headset is ready before starting VPX. You have several options to respond to the availability. xrChecker communicates with openvr_api64.dll used by VPX.

If VR-device not ready ...   launch VPX in 2D   ... with ...   Default

If VR-device is ready ...   force VR   ... with ...   Default

For the VR user, this changes many things, but your ini files and VPX settings remain untouched. All it changes are the responses of my modifications inside VPX. My special version of VPX Launcher listens to the configuration sent by the tray icon app. The config-central is the tray icon app. To handle VR device availability, it uses my little helper app (located in the subfolder /vpxlauncher/xrchecker/).

However, keep in mind that if you start the original (non-launcher modified) VPX, everything will be as it was before. Additionally, there is the option "Let VPX decide," which allows you to start VPX Launcher as it used to (with ini settings). You can also completely disable the xrChecker, and VPX Launcher will behave exactly as it did before this new version.

Alternative setup

You can set up the VPX Launcher to use two completely independent configurations. This way, you can configure and use it separately for your 2D environment and your VR environment. The detection of the currently active environment can be handled by xrChecker, so you don't need to change anything manually. If you're wearing your headset, the VR environment will start; if not, the 2D environment will start.
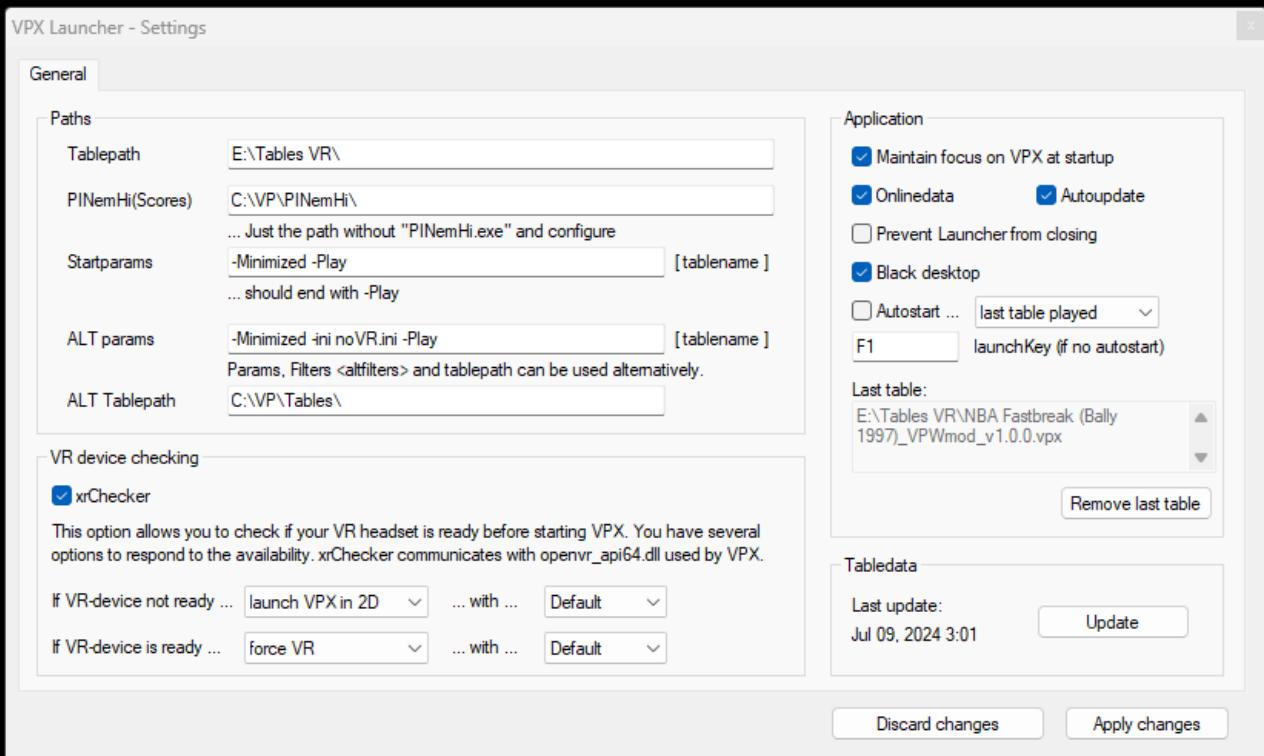
In Settings you can configure ALT params and ALT Tablepath.

ALT filters are configured in /vpxlauncher/config.xml:

```
<altfilters>
    <filter>
        <name><![CDATA[Williams & Stern 80's]]></name>
        <needed><![CDATA[.*(williams|stern).*198.\).*]]></needed>
    </filter>
</altfilters>
```

Change up keybindings
– – – – – – – – – – – – – – – – – –

This is really not for everyone, so I warn you about potential errors. If you enter invalid values here, VPX will crash. If that happens, delete your changes and everything will be as it was before. To minimize errors as much as possible, this function is well hidden.

In your Windows-registry ...
`HKEY_CURRENT_USER\Software\Visual Pinball\VP10\Launcher`

valide names:
`startKey, filterKey, settingsKey, favoriteKey, randomizeKey, upKey, downKey, leftKey, rightKey, jumpupKey, jumpdownKey`

Some values are already blocked by the tweak menu itself. Therefore, they are not easily usable. They are listed here but currently not usable.

valide values:
`eLeftFlipperKey, eRightFlipperKey, eStagedLeftFlipperKey, eStagedRightFlipperKey, eLeftTiltKey, eRightTiltKey, eCenterTiltKey, ePlungerKey, eFrameCount, eDBGBalls, eDebugger, eAddCreditKey, eAddCreditKey2, eStartGameKey, eMechanicalTilt, eRightMagnaSave, eLeftMagnaSave, eExitGame, eVolumeUp, eVolumeDown, eLockbarKey, eEnable3D, eTableRecenter, eTableUp, eTableDown, eEscape, ePause, eTweak, eCKeys`

Example:
You want to start selected table wit Lockbar/Fire-Button instead of Plunger-Button?
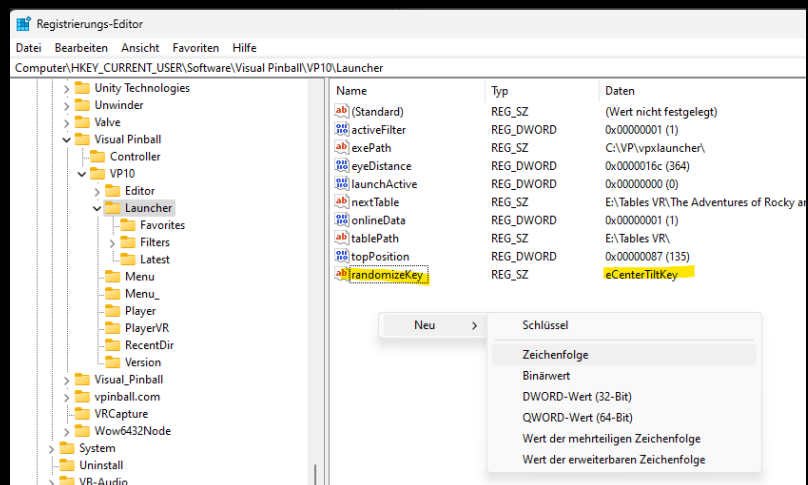
1) add a registry string-value under `HKEY_CURRENT_USER\Software\Visual Pinball\VP10\Launcher\`
2) name it `startKey`
3) set its value to `eLockbarKey`