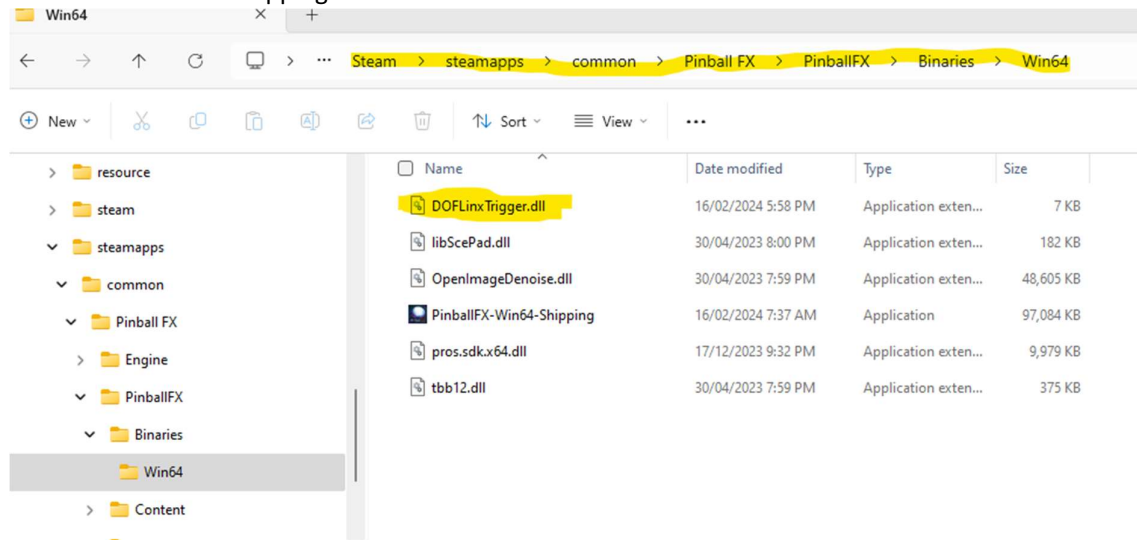


Enabling Pinball FX for DOFLinx

Assuming you have DOFLinx already running with B2S server and that Pinball FX is installed. If not, the “Start Here – DOFLinx Quicker Guide” may be for you.

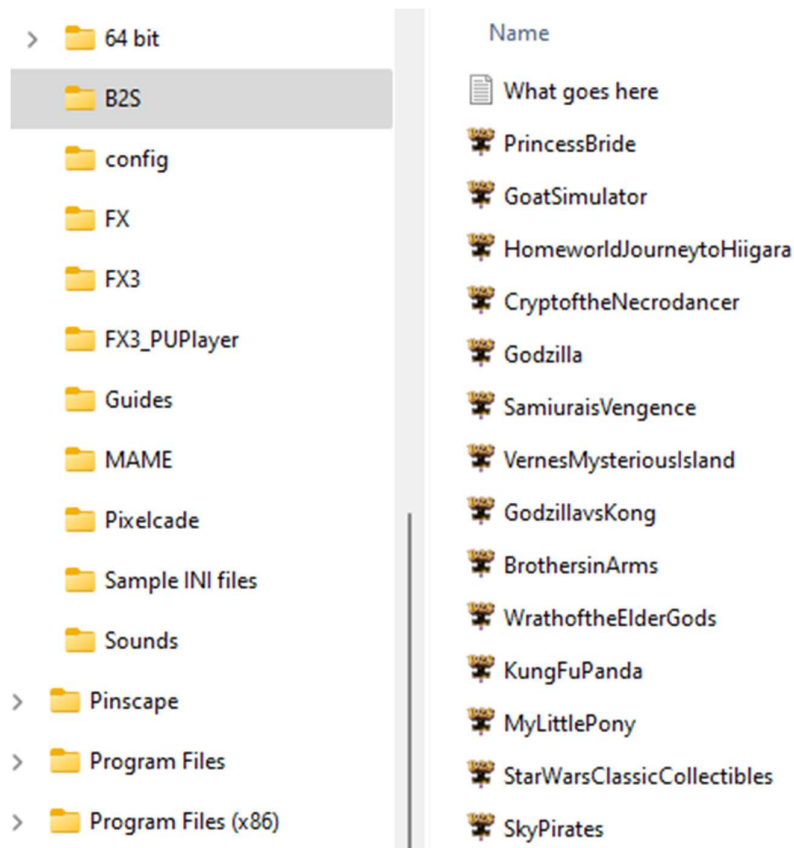
1. Copy DOFLinxTrigger.dll from where you unzipped the DOFLinx download to the same folder as PinBallFX-Win64-Shipping.exe



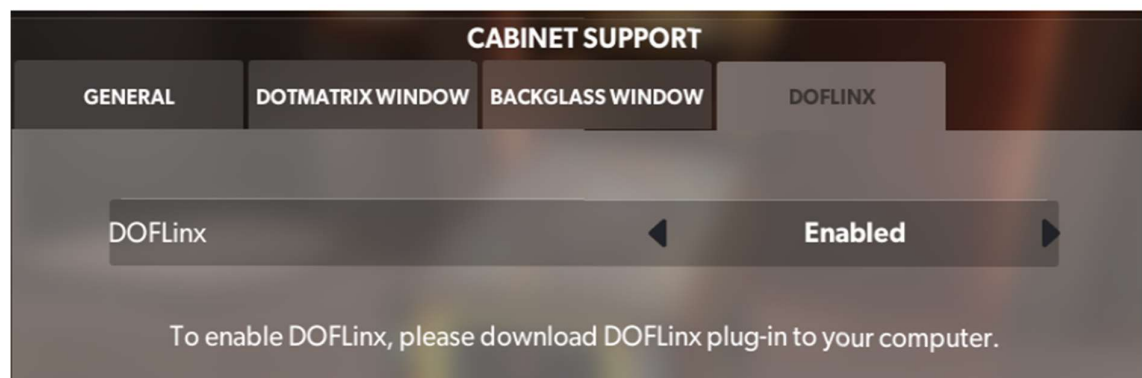
2. Make sure that you've got the FX files from the \FX folder in the DOFLinx download zip in a folder where you want them, ie C:\Directoutput\PinballFX\
3. Edit your DOFLinx.INI to
 - a. Make Pinball FX activate DOFLinx by adding in the PROCESSES= line PinballFX-Win64-Shipping , So if you wanted MAME 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.
 - b. have the PATH_FX= parameter point to the place you put the FX files in step #2 above
 - c. have the PATH_FX_B2S= parameter point to the place you have / will place your set of Pinball FX active back glasses

```
PATH_B2S_SERVER=C:\B2Sserver\  
  
# Pinball FX file locations  
PATH_FX=C:\DOFLinx\FX\  
PATH_FX_B2S=C:\DOFLinx\B2S\
```

4. Get the complete set of active back glasses from <https://drive.google.com/drive/folders/1AjJ8EQo3AkmG2mw7w0fLzF9HcOjFoUZH?usp=sharing> and place them in the folder you just setup in 3c above.



5. Start Pinball FX
6. Go to Settings | Cabinet
7. Activate cabinet mode if it is not already
8. Go to the DOFLinx tab, enable it



9. Start it all up and have fun.

Notes

1. A couple of people have reported that PinballFX will not “talk” to DOFLinx if DOFLinx is set to “run as administrator”. Check this if you have a problem.