JPSalas-DT table's arcade physics

	Metals	Plastic	Wood	Rubber
Elasticity	0,3	0,3	0,3	0,5 (pins & posts, slingshots) 0,6 (long rubber bands)
Friction	0,15	0,15	0,15	0,2

Scatter Angle 5 on everything
Elasticity FallOff 0,1 on everything

Ball: Size: 50
Mass: 1

	2.5"	3" (70's-80's)	3" SS modern table (90's ++)
Flipper settings			
Mass	2	5	5
Strength	1000 +	4500 +	5500 +
Elasticity	0, 6	0,6	0,6
Elasticity Falloff	0,1	0,1	0,1
Friction	0,2	0,2	0,2
Return Strength	0,2	0,08 +-	0,055 +-
Coil Ramp up	0	0	0
EOS Torque	0,75	0,35	0,35
EOS Torque Angle	6	7	8

Flipper's angle 51-53 (for ex. Left flipper: Start angle 121, End angle 70)

Playfield settings

Gravity constant	0,980665	
Playfield friction	0,02	
Playfield Elasticity	0,2	
Contact Scatter Angle	5	
Min & Max Slope	5 +- (EM)	6 +- (SS)

Targets , Ramps same as metal/plastic
Bumpers strength 8+
Slingshots strength **6+**

Desktop tables view in desktop and FS mode to be run in “Exclusive Fullscreen Mode (EFS)”

Arcade physics with low friction, lower elasticity, higher ball acceleration and no flipper re-bounce

What’s new:

Rev 1:

- Changed flipper settings, EOS Torque and Angle, and also Return Strength