

MVP Combo Manual



Congratulations on the purchase of your PinballBulbs **Mini Virtual Pinball Combo**! Better known as the 'MVP Combo'. Your MVP Combo is pre-loaded with all the latest Pinball FX2 tables, Ikaruga, Procyon and the ability to play both Visual Pinball(pinmame) and MAME (arcade games).

Before continuing. If you have any problems out of the box with your MVP combo please contact PinballBulbs directly at support@pinballbulbs.com. Do not return or contact your distributor.

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Getting Started

The MVP Combo is about as plug and play as you can get with a virtual pinball machine. To get started with playing your first games please follow the steps below:

1. Once you have followed the instructions attached to your cabinet for installing the monitor and folding the back head up, you can now power on your machine.
2. Plug in your machine to the wall and press the power button on the top of the head.

3. Once your MVP combo powers on you can use your joystick to select any of the games and use the red 'Launch Ball' button to select the game.
4. Each game may be slightly different but the red 'Launch Ball' buttons will get your games started. Enjoy!

Powering on and off the machine

Tap the power button on the top of the head of the machine to power the machine off and on.

The machine runs a full computer system and the Windows operating system. Therefore, you do not want to pull power from it without properly shutting it down. We have accounted for this for you as long as you use the power button on top of the machine.

Tapping the power button on top of the machine once should power the unit on and boot up Windows into our front end. The machine should boot up in about 10 seconds - very quickly. Tapping the power button once while the machine is running should cleanly shut down windows and power off the machine when it is done. This will also cause all the monitors and other components to power off.

First Time Setup

The MiniVP runs on Windows 7 and uses Steam for the majority of its built in games. Steam likes an internet connection in order to operate optimally. While you can work in offline mode, you'll want to configure the Wi-Fi adapter in order to play your games the first time in your house. Once you configure Wi-Fi the first time, it should be remembered in your house and not need to be configured again.

1. To get onto the network on first boot, perform these steps. Note: steam might be asking for connection at this point so make sure you do not click "retry" otherwise it will ask for your password. If this happens, follow the directions below then we will reboot your machine.
2. Get the keyboard out of the pouch on the head and power it on using the toggle switch on the top of the keyboard.
3. Exit the front end software by holding shift and pressing escape. This puts you on windows desktop
4. Move the mouse to the lower right of the screen to show the taskbar and click on the Wi-Fi bars with the left mouse button or track pad.
5. This should list the Wi-Fi networks. Select your network and enter your password if needed. Make sure you click the checkbox for "connect automatically".
6. When connected, double click the front end icon on the desktop to return to the front end.
7. Toggle off the power to your keyboard and put it back into its pouch.

8. At this point, you should power cycle your machine to reconnect to steam, which has probably already failed to connect. To do this, tap the button on top of the head. Windows should shutdown. Once done, tap the button again to boot up.

Internals

Software

The MiniVP runs on a Windows 7 64bit platform. Many steps were taken to remove some of the windows annoyances and prevent you from having to pull your keyboard out. However, we have provided a wireless keyboard/mouse in the attached pouch on the head of the game in case you need one.

Please note that we purposely do not install any anti virus software on this system. That will degrade performance and generate pop ups that require clicking away with a mouse. Therefore, you should not use the MiniVP to browse the web, download ROMs etc. All this should be done on a separate PC and files copied onto the MiniVP via USB stick or via the pinball network share.

The MiniVP is preconfigured with a network share called pinball. You can access this share via your home network. The username and password are your login credentials stored in the desktop password.txt file. The machine name is located on your front end and looks something like "minivp3". In order to access your network share, make sure you're connected to your wifi access point on both computers. Then on your desktop PC, open windows explorer and in the address bar enter \\minivp3\pinball, \\minivp4\pinball, etc. This should give you full access to the c:\pinball directory from your desktop in the other room.

Hardware

The MiniVP hardware was built as a full powered gaming machine with some future upgradeability in mind. The current hardware specs, which may change as needed are:

- Intel I3 CPU
- 4GB RAM
- 128GB Solid State Disk
- Nvidia GTX 750TI 2GB
- Accelerometer for nudging and key translation
- Xpadder free for keyboard translation from joystick presses
- 23" playfield monitor with extremely low lag rating
- 17" backbox monitor

The Front End

The front end is the piece of software that loads when you start your machine. Our front end is custom written software just for the MiniVP. The front end has logic in it to prevent losing focus and having to pull the keyboard out. When the machine boots, it automatically loads the front end. Here you will be able to launch the various software platforms.

File Structure

The MiniVP is layed out with all files in c:\pinball. The steam purchased apps install to c:\pinball\steamapps. There is a folder called c:\pinball\owncloud. You should never make modifications to this folder or add files here. These files are synced with our server (sort of like dropbox) but your MiniVP has only read-only access to the shared folder. If you modify files in the owncloud folder, you will not be able to sync them and then future updates of these files is unpredictable. In short, don't do it.

Statuses

Some things to note on the front end. In the DMD section of the backbox screen, you should see some statuses.

The first is the network status. It should have an IP address such as 192.168.1.51 or such. If it says "not connected" then your Wi-Fi is not connected and you should follow the Wi-Fi connection steps above before continuing.

The second status is for our nudge sensor. Hopefully this reads "Good". But sometimes the machine powers up in such a manner that the nudge sensor cannot boot correctly and the front end should show "needs reboot". If this occurs, you should power cycle your machine.

The Menu

The top menu item on the front end is Pinball FX2. Pinball FX2 is a unique original table layout with top notch physics and deep rulesets. Your MiniVP should have come with all the Pinball FX2 tables pre-purchased and ready to play.

The next menu item is for the Pinball Arcade. This is another Steam product which focuses on reproductions of real pinball tables. Pinball Arcade tables are sold via steam in season packs.

The menu also provides a line item for some vertical shooting games: Ikaruga and Procyon.

Adding menu items

The menu does have a configuration file. But it is not intended for user modifications. The menu does, however, have some intelligence. You can add MAME as a launcher for something like GameEx or HyperSpin. To do so, add the folder "c:\Pinball\MAME" and in that folder, put "launcher.exe" as your loader. In this case, you could install hyperspin to this folder and rename hyperspin.exe to launcher.exe. In doing so, the front end will pick up the change when it is relaunched. Likewise, you can add PinballX

or HyperPin for community pinball tables. Create a folder called `c:\pinball\vp` and rename your launcher there as "launcher.exe".

Special Keys.

- There are a few special keys we have preprogrammed. You access these via the shift key. The insert coin button is also a shift key. You can press and hold this key to get to shifted functions. The following are shifted functions:
 - Shift + Up on joystick = Raise system volume
 - Shift + Down on joystick = Lower system volume
 - Shift + Right on joystick = TAB key
 - Shift + Left on joystick = Backspace key
 - Shift + Exit = Alt+F4 – this is the global windows force quit any app. It should exit anything running unless that app has Alt+F4 detection.
 - Flipper button + exit = this will exit the front end to desktop. It is equivalent to pressing shift+escape on your keyboard. It's intentionally a hard to press combination that requires two hands to avoid kids finding it.

Steam Software

While we configure the software below, there are updates or times where the software may be need to be reconfigured. For example, Pinball Arcade is notorious for sending updates that invalidate the configuration file and require a reconfigure.

Purchasing New Software

Most the preinstalled software runs under steam. This requires a steam account and the steam app. Your system will come with a steam account preconfigured for your use. You can locate a file called "passwords.txt" on your desktop of your MiniVP. Just double click that file and you will see the password and login for your steam account and the gmail account that accompanies the steam account.

You can log into this steam account from your PC web browser and purchase new software. We recommend to use this method to buy table updates rather than trying to navigate from within the game menus. For one thing, our front end has to add some extra buttons to make game navigation friendlier. For example, on Pinball Arcade, we configure B to Backspace so that the button directly to the right of the joystick will act as backspace. This is because Pinball Arcade requires toggling between backspace and Escape to get out of games. This makes typing on your keyboard while Pinball Arcade is running difficult as many of these keys are overridden. Using the web browser on the PC instead of the in-game browser to purchase content solves this.

If you also have a separate steam account for your personal use, you can friend the steam account on the MiniVP. This will allow you to purchase content on your main steam account "as a gift" and send it to your MiniVP as a gift.

Pinball FX2

Pinball FX2 is easy to configure and we have not had any issues reconfiguring this. We do not anticipate any issues here and if there are any this section will be updated in the future.

Pinball Arcade

Pinball Arcade seems to constantly lose its configuration settings. We have not yet figured out why. But it happens often enough that we have backed up the original settings and stored them off in the owncloud folder. You can find them in `c:\pinball\owncloud\helpful files\PBA stuff\pinball arcade settings backup`. Here you will find a "my games" folder. You can copy that folder to `c:\users\pinball\My Games` overwriting the existing pinball arcade folders. This should reset your pinball arcade settings. Also, if you have to make any control changes for pinball arcade, you must actually play a game to its end, allow the score to be calculated and the next game to be ready to start or your changes will be lost.

If you wish to fix a pinball arcade issue in a less drastic manner, the most common issue is that you load pinball arcade and suddenly it is in a small window in the middle of the playfield monitor. This is solved by doing the above. But if you wish to solve it manually and retain other settings, you can follow these steps:

- 1) Exit Front End with shift-escape
- 2) Launch steam from the windows system tray icon
- 3) Go to library, and double click on pinball arcade, select configuration
- 4) Navigate to the right tab called "DX11" and set the options to width: 1080 and height: 2160.
- 5) Save and exit and relaunch the front end from the desktop icon and it should now be ok.

Ikaruga

Ikaruga can get into a state where the stick no longer controls the game. When in this state, sometimes the keyboard is greyed out and you cannot select any keyboard options and reconfigure it. This occurs if the game thinks it detected a gamepad button prior to a keyboard button. Often this is caused by tapping the launch button to make selections in the game. Use the 3rd button on the top (which is mapped to space bar) as the first button you press and it should solve this problem.

In a dire case where nothing else works, to solve this, we have navigated to `c:\pinball\steampinball\steamapps\common\Ikaruga\save` and delete the file `sys2.save`. This should reset ikaruga data and allow you to configure the buttons. Once you reload ikaruga, instantly the left stick will be working again. But you'll need to navigate to the options screen and set up the player 1 controls under keyboard to use the first, second and third buttons for fire, polarity, and power. Also go into the graphics options and crank every thing up to the highest setting for best appearance.

Procyon

Procyon is controlled using the stick and the top 4 buttons. It should ship preconfigured and tested. If for some reason you have to remap controls, you must pull out the keyboard and actually use the mouse to click "accept" otherwise your changes will be lost.

MAME

When playing a MAME game you will need 'coin up' each game when inside that game itself. See below for those instructions.

1. Select MAME from the boot up screen and press the red 'Launch Ball' button.
2. Use the joystick and select any of the games you wish to play by pressing the red 'Launch Ball' button.
3. Once the game has loaded you need to give it credits as MAME is designed to work with quarters being inserted. To do this simply press the white 'Coin' button on the front of your MVP combo.
4. Once coined up press the green 'Start' button and your game will be started. Controls will vary per game.

While we cannot give out the MAME ROMs, we did configure your MAME installation for you at c:\pinball\MAME. If you wish to remove MAME from your front end menu, locate c:\pinball\MAME\launcher.exe and rename this file to something else such as launcher1.exe. The MAME front end is currently HyperSpin. You can get help and support for HyperSpin on the hyperspin forums.

When you launch a MAME game, a check will be performed to make sure the game ROM exists. If not, you will be told which game ROM to download and where to copy it. ROMs cannot be provided nor can we tell you where to get them. You will need to use search engines such as google to sort this out. (It's not difficult). Note: as stated above in the software section, you do not have any anti virus installed on the MiniVP nor do you want any. Please do not use the MiniVP to try to download ROM files. Do this on another computer and copy them in place using the network share or USB stick methods described above in the software section.

For ease of use, we have listed all the vertical MAME ROM files here for someone that wants to find each ROM and put it in the c:\pinball\mame\emulators\mame\verticalroms directory proactively.

MAME Complete Vertical Rom Listing:

005.zip	8ball.zip	airduel.zip	amazon.zip	argus.zip
1941.zip	8ballact.zip	ajax.zip	andromed.zip	arian.zip
1941u.zip	aafb.zip	alcon.zip	angelkds.zip	arkanoid.zip
1942.zip	acrobatm.zip	alibaba.zip	anteater.zip	arknoid2.zip
1943.zip	ad2083.zip	alieninvp2.zip	anteateruk.zip	arknoid2j.zip
1945kiii.zip	aerfboot.zip	alleymas.zip	apb.zip	arknoid2u.zip
19xx.zip	afighter.zip	alphaho.zip	arabian.zip	armedf.zip
20pacgal.zip	agallet.zip	alpine.zip	aracnis.zip	armedff.zip
25pacman.zip	airattck.zip	altair.zip	arbalest.zip	armorcar.zip

ashura.zip	buggychl.zip	crshrace.zip	dragnblz.zip	futspy.zip
astinvad.zip	bullfgtr.zip	crush.zip	drakton.zip	gaiapols.zip
astrob.zip	bullsdrt.zip	crzrally.zip	dremshpr.zip	galactic.zip
astrof.zip	bwings.zip	cscrtry.zip	driftout.zip	galaga.zip
asuka.zip	cairblad.zip	csuperas.zip	drmicro.zip	galaga88.zip
asylum.zip	calibr50.zip	cterrani.zip	drtoppel.zip	galaxia.zip
atamanot.zip	calipso.zip	ctisland.zip	dsaber.zip	galaxian.zip
atlantis.zip	cannonbp.zip	ctornado.zip	dspirit.zip	galaxygn.zip
attckufo.zip	capbowl.zip	ctsttape.zip	dyger.zip	galivan.zip
avengers.zip	carjmbre.zip	curvebal.zip	dynamski.zip	galmedes.zip
azurian.zip	carnival.zip	cybattlr.zip	earthjkr.zip	galpani2.zip
babypac.zip	carnivalh.zip	cyvern.zip	eggorg.zip	galpani2i.zip
bagman.zip	carnivalha.zip	czeroize.zip	eightfrc.zip	galpani3.zip
bagmanf.zip	castfant.zip	dai3wksi.zip	elecyyoyo.zip	galpanic.zip
ballbomb.zip	catacomb.zip	daikaiju.zip	enigma2.zip	galsnew.zip
baluba.zip	catnmous.zip	daioh.zip	enigma2b.zip	galspnbl.zip
barrier.zip	cavelon.zip	dambustr.zip	equites.zip	galxwars.zip
baryon.zip	cbdash.zip	dangar.zip	espgal.zip	gametngk.zip
batrider.zip	cbtime.zip	dangseed.zip	espgal2.zip	gaplus.zip
batsugun.zip	cchasm.zip	darkmist.zip	esprade.zip	gardia.zip
battlane.zip	cdiscon1.zip	darwin.zip	evilston.zip	gbusters.zip
battlnts.zip	centiped.zip	dazzler.zip	extctsc2.zip	gcpinbal.zip
battroad.zip	cfarm.zip	dblewing.zip	extctscrr.zip	geebiee.zip
bbakraid.zip	champbwl.zip	ddayjlc.zip	exedexes.zip	gekiridn.zip
bbakraidj.zip	checkman.zip	ddonpach.zip	exerion.zip	gekiridnj.zip
bbakraidja.zip	cheekyms.zip	ddp2.zip	exerizer.zip	gemini.zip
beaminv.zip	chinhero.zip	ddp2100.zip	exerizerb.zip	gground.zip
beezer.zip	chkun.zip	ddp2101.zip	explbrkr.zip	ghox.zip
berenstn.zip	chopper.zip	demoneye.zip	extrmatn.zip	gmgalax.zip
bermudat.zip	chwy.zip	desertbr.zip	eyes.zip	gnbarich.zip
bgaregga.zip	circusc.zip	desertbrj.zip	f1gp.zip	goldbug.zip
bigprowr.zip	citybomb.zip	desertwr.zip	fantasy.zip	gondo.zip
bioatack.zip	ckong.zip	destryer.zip	fantasy95.zip	gorf.zip
bjtwinn.zip	ckongg.zip	destryera.zip	fastlane.zip	gp2quiz.zip
bjtwinnp.zip	ckongmc.zip	devilfish.zip	fcombat.zip	gp2se.zip
bladestl.zip	ckongpt2.zip	devstors.zip	feversos.zip	grchamp.zip
bladestll.zip	clapapa.zip	devzone.zip	fghtatck.zip	greenber.zip
blastoff.zip	clbowl.zip	digdug.zip	fhawk.zip	grobda.zip
blazer.zip	clocknch.zip	digdug2.zip	fightrol.zip	gseeker.zip
blkhole.zip	cmissnx.zip	digger.zip	finalizr.zip	gstream.zip
block.zip	cmmmb162.zip	diggerc.zip	firebarr.zip	gulfstmr.zip
blockcar.zip	cnightst.zip	dimahoo.zip	firebatl.zip	gulfwar2.zip
blockgal.zip	colony7.zip	dingo.zip	fireshrk.zip	gunbird.zip
blswhstl.zip	combh.zip	dirtfoxj.zip	firetrapbl.zip	gunbird2.zip
bluehawk.zip	commando.zip	discoboy.zip	firetrapj.zip	gundhara.zip
blueprnt.zip	commsega.zip	dkong.zip	fixeight.zip	gunfront.zip
bnj.zip	congo.zip	dkong3.zip	flyboy.zip	gunlock.zip
boggy84.zip	contra.zip	dkongjr.zip	flytiger.zip	gunnail.zip
boggy84b.zip	cosmica.zip	dkongx.zip	fnkyfish.zip	gunsmoke.zip
bombjack.zip	cosmicg.zip	dkongx11.zip	freekickb2.zip	guwange.zip
bombsa.zip	cosmo.zip	docastle.zip	freeze.zip	guzzler.zip
bongo.zip	cosmogng.zip	dockman.zip	frogger.zip	gwar.zip
boomrang.zip	cosmos.zip	dogfight.zip	fshark.zip	gyrodine.zip
botanic.zip	cppicf.zip	dogyuun.zip	fspiderb.zip	gyrodinet.zip
bowl3d.zip	cprobowl.zip	dompy.zip	fstarfrc.zip	gyruss.zip
bowler.zip	cprogolf.zip	donpachi.zip	funkybee.zip	gyrussb.zip
brdrline.zip	cptennis.zip	dorachan.zip	futari10.zip	hal21.zip
bucaner.zip	crbaloon.zip	dorodon.zip	futari15.zip	halleys.zip

harem.zip	jumpcoas.zip	macross.zip	mschamps.zip	peggle.zip
hbarrel.zip	jumpshot.zip	macrossp.zip	msisaac.zip	pengo.zip
headoni.zip	jumpshotp.zip	madalien.zip	msjiken.zip	pengo2.zip
heartatk.zip	jungler.zip	madgear.zip	mspacman.zip	percuss.zip
heiankyo.zip	junofrst.zip	madshark.zip	mspacmnf.zip	perestro.zip
helifire.zip	kageki.zip	magspot.zip	mspuzzle.zip	perfrman.zip
hero.zip	kaitei.zip	magspot2.zip	mushisam.zip	phelios.zip
highsplf.zip	kaitein.zip	mahoudai.zip	mustache.zip	phoenix.zip
himesiki.zip	kamikaze.zip	maketrax.zip	mx5000.zip	phozon.zip
hoccer.zip	kamikcab.zip	maniach.zip	mystston.zip	phrcrazev.zip
hopprobo.zip	kangaroo.zip	manybloc.zip	naughtyb.zip	pickin.zip
horekid.zip	kaos.zip	mappy.zip	navarone.zip	pignewt.zip
horshoes.zip	karous.zip	marinedt.zip	ncv1.zip	pinbo.zip
hotdogst.zip	kchamp.zip	mariner.zip	ncv2.zip	pisces.zip
hotpinbl.zip	ket.zip	mars.zip	nebulray.zip	pitnrun.zip
hotshock.zip	keta.zip	marvins.zip	neobattl.zip	playball.zip
hotshockb.zip	ketb.zip	masterw.zip	netwars.zip	pleiads.zip
hotsmash.zip	kick.zip	matmania.zip	newfant.zip	plgirls.zip
hstennis.zip	kicker.zip	mazeinv.zip	newsin7.zip	plgirls2.zip
hunchbak.zip	kikikai.zip	mazinger.zip	nibbler.zip	plusalph.zip
huncholy.zip	kingball.zip	megadon.zip	ninjemak.zip	plygonet.zip
hustler.zip	kingoffb.zip	megazone.zip	nitrobal.zip	pntnpuzl.zip
hustlerd.zip	koikoi.zip	mercs.zip	nmouse.zip	polaris.zip
hwrace.zip	kopunch.zip	mercsur1.zip	noahsark.zip	polariso.zip
ibara.zip	krull.zip	merlinmm.zip	nob.zip	pollux.zip
igmo.zip	krzybowl.zip	metafox.zip	nomnlnd.zip	polynetw.zip
ikari.zip	kyros.zip	metlhawk.zip	nost.zip	pooyan.zip
ikaruga.zip	ladybug.zip	mgolf.zip	nsub.zip	popflame.zip
imago.zip	ladyfrog.zip	mightguy.zip	nyny.zip	popper.zip
imgfight.zip	ladykill.zip	mikie.zip	ohpaipée.zip	porky.zip
imolagp.zip	ladymstr.zip	milliped.zip	olibochu.zip	porter.zip
indianbt.zip	lagunar.zip	mimoney.zip	omegaf.zip	portrait.zip
intrepid.zip	laserbas.zip	minefld.zip	orbitron.zip	poundfor.zip
invad2ct.zip	lasso.zip	mirax.zip	outzone.zip	ppking.zip
invaders.zip	lastday.zip	misncrft.zip	overdriv.zip	progolf.zip
invadpt2.zip	lastduel.zip	mjleague.zip	ozmawars.zip	progolfa.zip
invds.zip	lastmism.zip	mmonkey.zip	ozon1.zip	progress.zip
invho2.zip	legion.zip	mocapb.zip	p911.zip	prosoccr.zip
invinco.zip	lethalth.zip	mofflott.zip	pachifev.zip	prosport.zip
invrvnge.zip	levers.zip	moguchan.zip	pacman.zip	protennb.zip
ipminvad.zip	lgtngfht.zip	monsterb.zip	pacmanf.zip	prtytime.zip
ixion.zip	liberate.zip	montecar.zip	pacmania.zip	psurge.zip
jack.zip	lizwiz.zip	monymony.zip	pacnpal.zip	psychic5.zip
jackal.zip	lnc.zip	monzagp.zip	pacplus.zip	psyvar2.zip
jackrabt.zip	locomotn.zip	moonbasea.zip	paddlema.zip	pturn.zip
jantotsu.zip	logger.zip	mooncrst.zip	pairlove.zip	puckman.zip
jcross.zip	looping.zip	mooncrstuk.zip	pandoras.zip	pulsar.zip
jin.zip	loopingv.zip	moonqsr.zip	panic.zip	puzlclub.zip
jjack.zip	loopingva.zip	moonwar.zip	panicr.zip	pzlestar.zip
joinem.zip	losttomb.zip	motos.zip	panther.zip	qbert.zip
jollyjgr.zip	loverboy.zip	mouser.zip	paprazzi.zip	qbertqub.zip
jongbou.zip	lrescue.zip	mplanets.zip	para2dx.zip	qix.zip
josvolly.zip	lsasquad.zip	mrdo.zip	paradise.zip	quantum.zip
journey.zip	luckyrlt.zip	mrfllea.zip	paradx.zip	quarterb.zip
joust2.zip	lupin3.zip	mrjong.zip	passst.zip	quasar.zip
joyfulr.zip	lwings.zip	mrkougar.zip	pbaction.zip	quester.zip
jrpacman.zip	m660.zip	mrtnt.zip	pballoon.zip	questers.zip
jumpbug.zip	machomou.zip	mrviiking.zip	pballoonr.zip	qwak.zip

r2dtank.zip	s1945ii.zip	slapfigh.zip	sstrike.zip	thepitu2.zip
r2dx_v33.zip	s1945iii.zip	slapfighb1.zip	stagger1.zip	thunderl.zip
raaspec.zip	safarir.zip	slapfighb2.zip	starfigh.zip	thunderlbl.zip
rackemup.zip	samurai.zip	slapfighb3.zip	starforc.zip	tictacv.zip
radarscp.zip	samuraia.zip	slikshot.zip	starjack.zip	tigerh.zip
radarzon.zip	sandscrp.zip	slither.zip	starrkr.zip	timelimt.zip
radirgy.zip	sasuke.zip	solarfox.zip	stg.zip	timeplt.zip
raflesia.zip	satansat.zip	sonicbom.zip	stinger.zip	timescan.zip
raiden.zip	saturnzi.zip	sonofphx.zip	stmblade.zip	timesold.zip
raiden2.zip	sbagman.zip	sos.zip	stratab.zip	tisland.zip
raidenu.zip	sbasketb.zip	spacbeam.zip	streakng.zip	tndrcade.zip
raidenua.zip	sbomber.zip	spacecr.zip	streaknga.zip	tnextspc.zip
raiders.zip	sbombera.zip	spacefb.zip	strtheat.zip	tnk3.zip
rallybik.zip	sbowling.zip	spacefbc.zip	sub.zip	todruaga.zip
raphero.zip	sbrkout.zip	spacefev.zip	sundance.zip	tokio.zip
razmataz.zip	sbugger.zip	spacefrt.zip	supdrapoa.zip	tokioo.zip
rcirulet.zip	schaser.zip	spaceg.zip	supdrapob.zip	tokisens.zip
rcorsair.zip	scobra.zip	spaceint.zip	superbar.zip	tomahawk.zip
rdft.zip	scontra.zip	spacelnc.zip	superbik.zip	toobin.zip
rdft2.zip	scorpion.zip	spaceod.zip	superbon.zip	toprollr.zip
rdftadi.zip	scotrsh.zip	spacetrk.zip	superbug.zip	toratora.zip
rdftam.zip	scramble.zip	spacmiss.zip	superpac.zip	torus.zip
rdftu.zip	scramblebb.zip	spbactn.zip	supertnk.zip	toucheme.zip
re800ea.zip	scregg.zip	spcforce.zip	superwng.zip	tp84.zip
re800v1.zip	scudhamm.zip	spcfcrci.zip	superx.zip	tranqgun.zip
re800v3.zip	sdtennis.zip	spcinv95.zip	supmodel.zip	travrusa.zip
reaktor.zip	sdungeon.zip	spcking2.zip	suprglob.zip	trgheart.zip
redalert.zip	searchar.zip	spclaser.zip	suprridr.zip	tricktrp.zip
redclash.zip	seicross.zip	spclforc.zip	survival.zip	triplep.zip
redlin2p.zip	sengekis.zip	spcpostn.zip	swat.zip	tripool.zip
redrobin.zip	senjyo.zip	spdcoin.zip	szaxxon.zip	trisport.zip
redufo.zip	sexyboom.zip	speakres.zip	tacscan.zip	trizeal.zip
redufob.zip	sfkick.zip	speakresb.zip	tactcian.zip	tron.zip
regulus.zip	sflush.zip	speedbal.zip	tail2nos.zip	truxton.zip
rescue.zip	sheriff.zip	spfghmk2.zip	talbot.zip	truxton2.zip
retofinv.zip	shienryu.zip	spiders.zip	tankbatt.zip	tryout.zip
revenger.zip	shikgam2.zip	spiders3.zip	tankbust.zip	tsamurai.zip
rfjet.zip	shippumd.zip	springer.zip	tattack.zip	tugboat.zip
rfjet2kc.zip	shollow.zip	spyhunt.zip	tazmania.zip	tunhunt.zip
rfjets.zip	shootbul.zip	sqbert.zip	tcobra2.zip	turbo.zip
ridleofp.zip	shtrider.zip	sqix.zip	tdfever.zip	turbofrc.zip
roadf.zip	shuffle.zip	sraider.zip	tdragon.zip	turbotag.zip
rockduck.zip	shuttlei.zip	srdarwin.zip	tdragon2.zip	turtles.zip
rockn.zip	sia2650.zip	srdmissn.zip	teambqb.zip	tutankhm.zip
rockn2.zip	sindbadm.zip	srumbler.zip	teedoff.zip	twinbee.zip
rockn3.zip	sinistar.zip	ssi.zip	telmahjn.zip	twincoobr.zip
rockn4.zip	skullfng.zip	ssia.zip	tempest.zip	twineag2.zip
rocnope.zip	skyadvnt.zip	ssingles.zip	tenspot.zip	twineagl.zip
rollingc.zip	skyalert.zip	ssmissin.zip	terrace.zip	twinhawk.zip
rompers.zip	skyarmy.zip	ssozumo.zip	terraceo.zip	ultrax.zip
ropeman.zip	skybase.zip	sspacaho.zip	tharrier.zip	unclepoo.zip
rotaryf.zip	skybump.zip	sspaceat.zip	thedeep.zip	undefeat.zip
roundup.zip	skychut.zip	sspeedr.zip	theend.zip	uniwars.zip
route16.zip	skyfox.zip	sspirits.zip	thehand.zip	upndown.zip
rshark.zip	skylancr.zip	ssrj.zip	thepit.zip	upyoural.zip
rumba.zip	skylove.zip	sstarcrs.zip	thepitj.zip	usclssc.zip
ryujin.zip	skysmash.zip	sstingry.zip	thepitm.zip	valkyrie.zip
s1945.zip	skysoldr.zip	sstrangr.zip	thepitu1.zip	valtric.zip

vandyke.zip	videopin.zip	warofbug.zip	wtennis.zip	zaxxon.zip
vangrd2.zip	vimana.zip	warofbugg.zip	ww3.zip	zerohour.zip
vanguard.zip	viprp1.zip	warpwarp.zip	wwestern.zip	zerohoura.zip
vanvan.zip	viprp10j.zip	waterski.zip	wyvernwg.zip	zigzag.zip
vaportra.zip	viprp1u.zip	wiggie.zip	xevious.zip	zingzip.zip
vaportra3.zip	vmetal.zip	wiping.zip	xxmissio.zip	zingzipbl.zip
varth.zip	volfied.zip	wiz.zip	yamagchi.zip	zipzap.zip
vasara.zip	vortex.zip	wmatch.zip	yamato.zip	zoar.zip
vasara2.zip	vsgongf.zip	wndrplnt.zip	yosakdon.zip	zodiack.zip
vastar.zip	vulgus.zip	woodpeck.zip	youjyudn.zip	zzyzyxx.zip
vega.zip	wallst.zip	worldwar.zip	youma2.zip	
vfive.zip	wanted.zip	wrestwar.zip	zaryavos.zip	
victroad.zip	warcadia.zip	wrofaero.zip	zaviga.zip	

Visual Pinball / PinMame

There is an entire community dedicated to working on a free PC pinball platform. There are actually a few. (As of this writing, Visual Pinball (VP for short), Future Pinball, and Unit3d Pinball all exist). These platforms are freeware and anyone can download and configure them. Tables are created by users and user submitted. Therefore, quality of these tables varies widely. Configuration of these platforms for an average person generally requires reading several guides and forums, lots of trial and error, and hours of learning.

In addition to VP, the community tables run on pinmame. Like the MAME ROMs above, we are unable to provide the pinmame ROMs. But they can be downloaded from sites like vpforums.org or ipdb.org or simply searching for the ROMs on google.

Starting with MiniVP6, your machine should come somewhat preconfigured with visual pinball and pinmame. A pre-released version of Visual Pinball 9 was released called "Physmod". This is a version that a talented developer modified heavily with physics changes. This was a game changer for Visual Pinball. The Physmod version requires tables to be converted to run on the new physics engine. In addition, at this time, VP10 is being developed with no release date scheduled.

We have converted about 200 tables from VP9 to VP9 Physmod. Since these tables are not available any place else, we have provided these converted tables with our build. We cannot provide the ROMs that go along with them. So in order to get them to run, you will need the accompanying ROMs. What we have done is preconfigured VP9 Physmod as well as all the known pinmame ROMs.

In order to use our VP / Pinmame configuration, you should do the following:

1. Go to `c:\pinball\vp` and rename `launcher1.exe` to `launcher.exe`. This will enable our custom launcher. You can alternatively replace this with `hyperpin` or `pinballx`.
2. Go to `c:\pinball\vp` and run `vpinball.exe`. Open each table (`vpt` file) in the `c:\pinball\vp\tables` directory and click the script button and search for the ROM being used. Unfortunately, if you're confused by this step it will require a lot of forum searching to figure out what we are referring to. Generally, you can search for a line called "Gamename" or such.

3. Locate this ROM file from step 2 (as a zip file) and drop it into the c:\pinball\vpinmame\roms folder.
4. The game will now run.

Unit 3d

Unit3D is one of the newest platforms. It also runs well on the MiniVP. You can create a PinballX or HyperSpin platform that loads Unit3D and locate it under c:\pinball\unit3d\launcher.exe and it will show up on the Front End menu as a right option to Visual Pinball PinMame or directly at the bottom of the menu system if you did not enable the VP launcher option.

Future Pinball

Future pinball can be installed and will run on the MiniVP. However, the physics are so terrible in this we do not bother installing it. You have two options for installing Future Pinball onto your system and integrating it into our Front End.

Option 1: Install something like PinballX and add all the future pinball tables. Then configure an OtherPCPinball launcher to run this PinballX installation.

Option 2: Install something like PinballX and add all the community tables to it (VP, Unity, Visual Pinball etc). You have two options to get this into the launcher. You can locate the installed PinballX at c:\pinball\vp\launcher.exe and this will enable the Visual Pinball PinMame option in front end.

Other PC Pinball

The MiniVP comes preconfigured with a custom launcher for almost every video pinball game. New launchers are added to owncloud often. These games can be purchased via steam, gog.com, or amazon. Most of them do not support portrait layout. Most of them will not even run on a modern pc with the monitor rotated. Great tricks had to be performed to get these games working. This section should generally be considered an extra added benefit to owning a MiniVP. These games are not going to be perfect as many are not meant to run in modern windows at all. These games can be launched from our custom launcher which is accessed by selecting the pinball fx2 menu item and hitting right on the joystick.

The game launchers themselves will be stored in owncloud under c:\pinball\owncloud\olderpcpinball. To add a game, install it either in its folder in c:\pinball or via steam. Then locate the game launcher from the olderpcpinball folder and copy it to c:\pinball\olderpcpinball. Each launcher consists of 5 files:

1. Gamename.pin - this is just an empty file used for the game launcher to know which files to show.

2. Gamename-.ahk - this is the launcher script. It creates the .exe to launch the game
3. Gamename-.exe - this is run by gamelauncher.exe to run the game. It's compiled by the .ahk file.
4. Gamename.jpg - this is the image shown on gamelauncher when browsing game titles.
5. Gamename-bg.jpg - this is the backglass shown while the game is running.

The following lists the current games with launchers and some tips to get each running. This list may be incomplete as new games may be added in the future.

Balls of Steel.

Where to get: Steam.

What is it: 5 or 6 unique tables written for PC

Limitations: Balls of steel was written for a single monitor in landscape mode. It is an older game with low resolution. Through our "magic" we have managed to position the two monitors in a side-by-side fashion and stretch the Balls of steel game window so it appears to support two monitors. This was very tricky.

Balls of steel supports a mouse based user interface. This was especially challenging but our script does a nice job allowing you to use the joystick and buttons to select your game.

Caveats: Sometimes windows may enumerate your monitors reversed (main is 2 and backbox is 1). We have only seen this happen once, but if this happens your monitors will be put into a funky state trying to run Balls of Steel. In this case, you will need to exit to desktop, right click and reset your monitors so that the playfield is portrait, 1080x1920 resolution, on bottom and main monitor. The backbox should be 1024x1280 portrait flipped and directly above the playfield monitor right justified.

Dream Pinball 3d

What is it: 5 or 6 unique tables written for PC. Physics aren't terrible but table pitch is a little floaty.

Where to get: Steam or gog.com (gog.com provides DRM free games). If you get from GOG make sure you install to c:\pinball\dream pinball 3d

Limitations: Game will be heavily letterboxed. Game supports 1024x768 resolution so we will trick this resolution into portrait mode using the nvidia control panel. Starting with MiniVP6, this should be done for you. Otherwise, set up a custom nvidia resolution for 1024x768 while in 1080x1920 portrait. Use defaults and automatic. Next, go to landscape view in desktop and run dream pinball. This will allow seeing all the game options. Set resolution to 1024x768 and then edit display options and set camera to default to 7 and disable swing camera. Next edit controls and use start 1, launch enter, and configure flippers to left and right shift not control. If you

want you can use nudge for left and right control. Once this is done, you should be able to quit dream pinball and reset your desktop to portrait view. Then copy the launchers over from owncloud and launch from the launcher from front end.

Fantastic, Hot, and Soccer Pinball Thrills

Where to get: steam. There is a single pack that contains all 3 of these discounted.

What is it: each has 3 or so tables.

Limitations: These are heavily letterboxed but the game itself supports decent portrait resolutions at least. Unfortunately, 1080x1920 will be severely scaled and out of aspect ratio. Therefore, you should make a custom nvidia resolution using the nvidia control panel for 1080x1080.

With this resolution, you will be able to fill enough of your screen without skewing the aspect ratio too badly. Once this resolution is created, it will show up in the game as a selectable resolution.

Pro Pinball Big Race

Pro Pinball Fantastic Journey

Pro Pinball The Web

Pro Pinball Timeshock

Pro Pinball Timeshock - 2015 version

Pure Pinball 2.0 Redux

SlamIt Big Score

Worms Pinball

Troubleshooting Guide

Buttons stopped working

If you are certain a button has stopped working one of the first steps is to remove your top monitor and trace the wire from the button to the nudge sensor unit. Check to see if the wire has come off the button or out of the nudge sensor and correct as needed.

When I power on, none of the controls work

The nudge sensor also runs the controls on your MiniVP. Sometimes this device cold powers in an odd state and requires a reset. This happens most often when the pc has been unplugged and moved. If this occurs, the front end should show "Needs Reboot" next to "Nudge Sensor". In this case, tap the power button on top of the unit and power down, then power up again. It should be ok after this and the display on the front end should show "Good".

There is a portion of the system start up that will attempt to detect this situation and spend the first 60 seconds trying to reset the controller so you don't have to restart. This works most the time. If your front end is v1.8.11 or higher, you should see a status update on the nudge sensor about every 5 seconds. When it's scanning it will say so and if it ends in "Failed Reboot" then reboot.

Lower monitor powers on rotated in landscape view. I cannot fix it!

This could happen if you power the game off while inside a game that rotates the lower monitor. Some of the "Other PC Pinball" games do this as well as the visual pinball / PinMAME stuff. To avoid this problem, simply make sure you don't power off your system while in the middle of a game – always exit to front end first.

To get out of this situation, load Visual Pinball / PinMAME, from the launcher (that is side ways now), load any game. Exit that game. Upon game exiting, the monitor should return to its portrait orientation.

Pinball Arcade was working but now it is back into a small window.

See the pinball arcade section above under Steam Software.

Pinball FX2 launch hangs with a black window and a Pinball FX2 backglass image.

This sometimes happens on a cold boot because either steam has not yet finished initializing or pinball fx2 is being updated via steam. If this happens, you can pull out the keyboard and click the steam icon in the system tray and select pinball fx2. There either the game will launch or you will see an updating progress meter.

Controller Board Pinout

The controller board uses a Freescale KL25Z with custom written firmware for the MiniVP. This acts as a joy stick emulator for the control panel and buttons as well as handles accelerometer functions for nudging. The free version of xpadder is used to convert the joy stick presses into key presses and comes preconfigured for this Freescale firmware on delivery.

Below is the pin out of the Freescale as the headers in the image map to the button mappings in the game.

