Future Pinball

Future Pinball is a pinball simulator, written for Windows, and running in Batocera Linux through Wine. That's a reason why it is only available for Batocera PC.

It's a simulator for both original tables and re-creations of existing physical pinball tables, using Microsoft Visual Basic to implement all the table logic. The physics and overall graphics of Future Pinball make it feel closer to a physical pinball than an arcade game, as it's usually the case with pinball games that are available with console emulators.

All 3D graphics objects are rendered in real time, and you can change the view point at any given time (see controls below). As a consequence, it requires a PC with sufficient GPU power. It can still run well on recent Intel integrated GPUs.



BIOS

The md5 and filename are as follows:

```
65a8ebf870420316a939ac44fd4c731d bios/wsh57/scripten.exe
```

Tables

Future Pinball tables are distributes as `.fpt` files. In many cases, a pinball table is fully contained in the `.fpt` file. These kinds of tables can simply be placed in `roms/fpinball/`.

For some other tables, additional files (fonts, music) are required, which are distributed as side `.fpl` files. These tables must have their `.fpt` and all other associated files in a subfolder of their own, separate from the other tables.

The `.fpt` file is the main one that is loaded by Batocera to start your pinball game. It will decide the name that appears in EmulationStation.

Controls

Button	**Action**
Select	insert coin
Start	start game / add player
L1	left flipper
R1	right flipper
South	ball launcher
West	change camera view
East	Look up to the backglass
North	Pause / High scores
D-Pad	Shake the pinball (left, right, up/front)
Hotkey + start	Quit, as usual

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