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.



This system scrapes metadata for the “fpinball” group(s) and loads the `fpinball` set from the currently selected theme, if available.

Quick reference

- **Emulator:** fpinball
- **Folder:** `/userdata/roms/fpinball`
- **Accepted ROM formats:** `.fpt`

BIOS

MD5 checksum	Share file path	Description
65a8ebf870420316a939ac44fd4c731d	bios/wsh57/scripten.exe	

Tables

Future Pinball tables are distributed 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 `/userdata/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. For example, `roms/fpinball/my-cool-table/` which contains all the files.

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.

Configuration

Standardized features available to all cores of this emulator: `fpinball.videomode`, `fpinball.ratio`

Controls

Here are the default Future Pinball's controls shown on a Batocera Retropad:

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

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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https://wiki.batocera.org/systems:fpinball?rev=1638678967

Last update: **2021/12/05 04:36**