



This article needs some TLC. Read at your own risk.

## Visual Pinball X

The Visual Pinball X is a pinball developed by Randy Davis. It was released in 2000.

This system scrapes metadata for the "vpinball" group(s) and loads the vpinball set from the currently selected theme, if available.



### Quick reference

- **Emulator:** [vpinball standalone](#)
- **Folder:** /userdata/roms/vpinball
- **Accepted ROM formats:** .vpx

### BIOS

No Visual Pinball X emulator in Batocera needs a BIOS file to run.

But many tables recreations require the original pinball rom to run.

### ROMs

The current version of Visual Pinball supports version 10 (.vpx extension) tables.

Community based tables for can be downloaded from <https://www.vpforums.org> or <https://vpuniverse.com>

Place your VP X Tables in the .vpx format in /userdata/roms/vpinball.

### PinMAME

Many historical tables require the original rom file extracted from the pinball machine to run. To play these tables, you need to put the proper rom in .zip format in the /userdata/system/configs/vpinball/pinmame/roms

A few tables also require a nvram .nv file placed in

/userdata/system/configs/vpinball/pinmame/nvram

## Additional .vbs files

Visual Pinball uses VBScript as the scripting engine for tables. Due to incomplete support in Wine, some tables will open briefly, then close.

These tables may run with a modified .vbs script which can be found here:

<https://github.com/jsm174/vpx-standalone-scripts>

Put the .vbs file in /userdata/roms/vpinball folder, next to your vpx table. Only the .vbs file is required (not the .vbs.original, nor the .vbs.patch files).

## All Paths

folder	content description
/userdata/roms/vpinball	Your .vpx & and any associated .directb2s or .vbs files. Any associated .UltraDMD folders should also be in the vpinball roms folders. Note: .directb2s files should match the .vpx file name.
/userdata/system/configs/vpinball	VPinball configuration & log files
/userdata/system/configs/vpinball/user	VPinball user directory
/userdata/system/configs/vpinball/pinmame	VPinball generated PinMAME settings, ex. sound, cheat, dmd_red
/userdata/system/configs/vpinball/pinmame/roms	PinMAME ROMs directory
/userdata/system/configs/vpinball/pinmame/nvram	PinMAME NVRAM directory
/userdata/system/configs/vpinball/pinmame/altcolor	Serum colorizations directory <rom_name>/<rom.cRZ>
/userdata/system/configs/vpinball/pinmame/vpinball	VPinball PinMAME settings directory
/userdata/system/configs/vpinball/music	VPinball music directory, put your music here, or in the same folder as your vpx file in it's own 'music' folder. The music folder, should be lowercase - i.e. /userdata/roms/vpinball/Kiss/music

altsound is not supported for now.

## Emulators

### vpinball standalone

[Visual Pinball Standalone](#) is a modified version of VPinballX that is designed to run on non-Windows platforms. It is an open source cross platform pinball table simulator.

## vpinball configuration

Standardized features available to all cores of this emulator: `vpinball.videomode`, `vpinball.padtokeyboard`, `vpinball.videomode`, `vpinball.bezel`, `vpinball.bezel_stretch`, `vpinball.hud`, `vpinball.hud_corner`, `vpinball.bezel.tattoo`, `vpinball.bezel.tattoo_corner`, `vpinball.bezel.tattoo_file`, `vpinball.bezel.resize_tattoo`

## Controls

### Keyboard Keys for Visual Pinball

key	action
1	start game / add player
5	insert coin 1
4	insert coin 2
Enter	launch ball
Lshift	left flipper
Rshift	right flipper
L Ctrl	left Magna save
R Ctrl	right Magna save
Q	quit
T	mechanical tilt
Space	nudge forward
Z	nudge from left
/	nudge from right
Esc	contextual menu to pause emulator / launch webserver / adjust camera
F11	display stats (press twice to have graphical stats)

### Keyboard Keys for Stern S.A.M. Pinballs

Very useful to access and manipulate the service menu of the pinball, in order to change the volume, or the number of balls in play (and many other parameters)

key	action
3,4,5	insert coin 1, 2 , 3
7	back
8	minus
9	plus
0	select / access to the menus
home	slam tilt

Here are the default Visual Pinball X's controls shown on a [Batocera RetroPad](#):

## Accessing Service Menu

Due to the extreme variety of hardware, no generic procedure exists to change the volume or the number of balls. But an excellent topic on this subject is here:

<https://www.vpforums.org/index.php?showtopic=38669#entry388038>

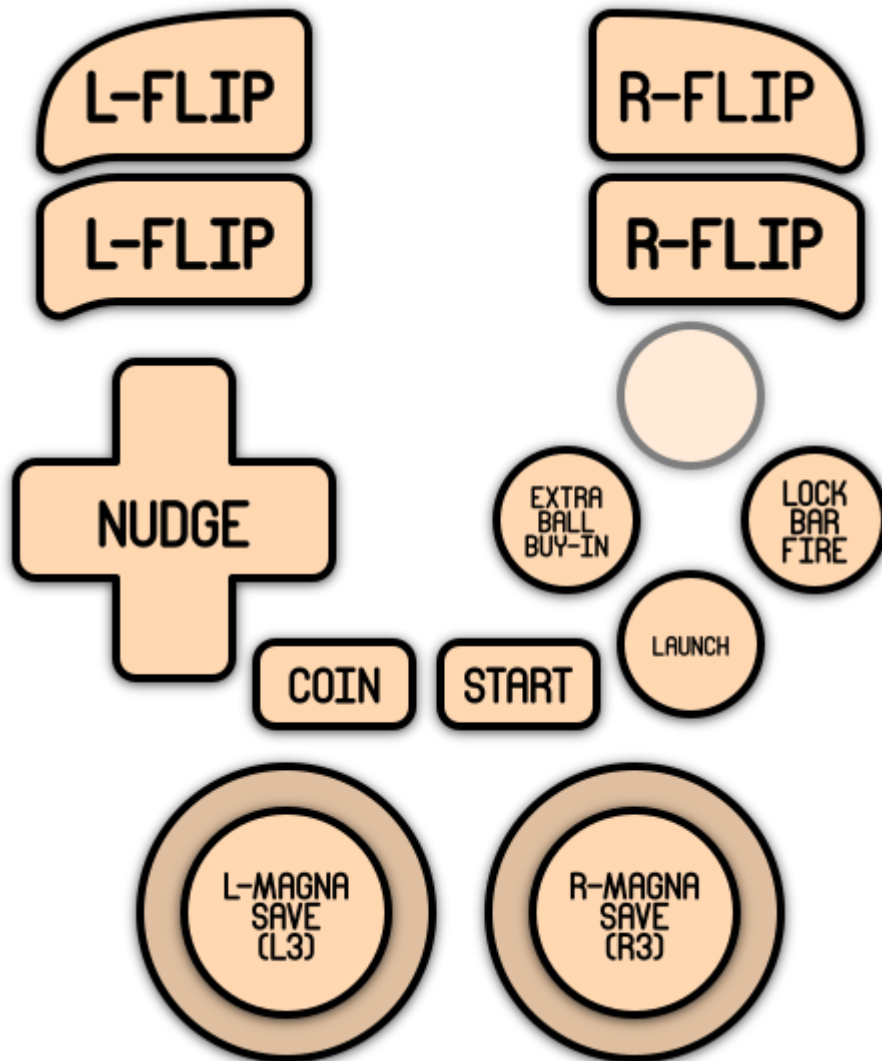
## Customize your keyboard keys

Example: you want to replace the AddCreditKey by I keypress:

- open the /userdata/system/configs/vpinball/VPinballX.ini file.
- In the Keyboard input mappings section, replace AddCreditKey = 23
- the keycodes are available here:  
<https://github.com/vpinball/vpinball/tree/standalone/standalone#keyboard>

## Customize your gamepad buttons

You should have a look at the Pad2Key system as modifications of /userdata/system/configs/vpinball/VPinballX.ini for the joystick are not taken into account.



## Customize your Table

### Change the Point of View

1. Press Esc then choose Adjust Camera
2. Use:
  1. Flippers (shift keys by default) to increase/decrease value
  2. Magnasaves (ctrl keys by default) to select previous/next item
  3. Credit (5 key by default) to reset to table's defaults
  4. Start (1 key by default) to save your changes in an pov file

This creates a .pov file next to your table .vpx file, with the same name.

Note that Environment Emission is not saved in this .pov file and must be set in your table's .ini file

## Troubleshooting

- my dmd is not showing: <https://github.com/jsm174/vpx-standalone-scripts/issues/6> (also

contains an explanation on howto to display the dmd with serum colorization .cRZ file)

- `.directb2s` may not work
- open your `/userdata/system/configs/vpinball/vpinball.log` to investigate your problems

## Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

From:

<https://wiki.batocera.org/> - **Batocera.linux** - Wiki

Permanent link:

<https://wiki.batocera.org/systems:vpinball?rev=1699779980>

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