

Instructions for setting up the DMD extensions and colored ROMs

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Note

You can only download the files from Github, if you have an account there and are logged in.
I only describe the installation of the 32bit versions here (but the 64bit versions can be installed as well as you use the 64bit version of VPinMAME).

Downloads

VPinMAME:

<https://github.com/vpinball/pinmame/actions/runs/2334179057>
(VPinMAME-sc-3.5-77-c2a3dd9-win-x64)
(VPinMAME-sc-3.5-77-c2a3dd9-win-x86)

DMD extensions from freezy:

<https://github.com/freezy/dmd-Erweiterungs/releases> (.msi-Installer or ZIP-version)
(dmdext-v1.10.2-x64.msi)
(dmdext-v1.10.2-x64.zip)
(dmdext-v1.10.2-x86.msi)
(dmdext-v1.10.2-x86.zip)

PIN2DMD from lucky1

<https://github.com/lucky01/PIN2DMD/tree/master/integration/pinmame>
(dmddevice.zip)
(dmddevice64.zip)

FlexDMD from vbousquet

<https://github.com/vbousquet/flexdmd/releases>
(FlexDMD.zip)

Colored ROMs

VPUniverse

There are many colored ROMs available at vpinuniverse. Others you have to search yourself. 😊

So let's get started...

VPinMAME32

For the colored ROMs to be displayed correctly, the current „VPinMAME“ must be installed.
Load the 32bit/64bit version with the -sc- in the file name. Unzip the ZIP file and copy the files back to the folder „VPinMAME“. Thereby you overwrite the old files.

Attention!

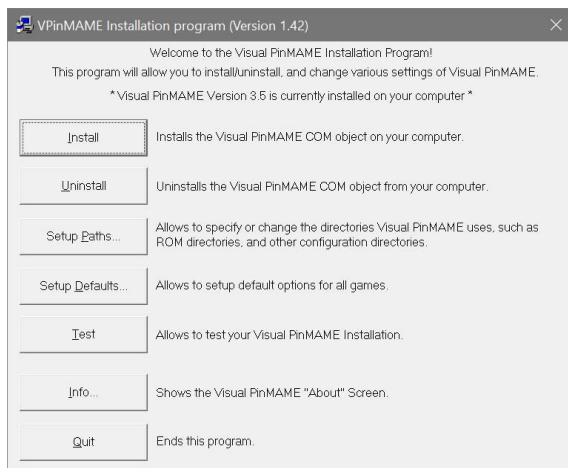
*If you have already edited a file VPMAlias.txt, do not overwrite it, otherwise your own entries are gone.
You can supplement your file with possibly existing new entries.
If you don't know, what this file is about, you can overwrite it. 😊*

For this a short explanation:

*The VPMAlias.txt file can be used, when different tables use the same ROM (e.g. Reskins).
So different PUP or DOF profiles can be used with the same ROM.*

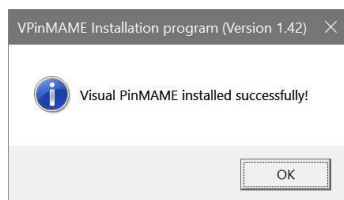
Call the file „**setup.exe**“ in the directory „**VPinMAME**“.

Here you can see if and which version is already installed and make settings.

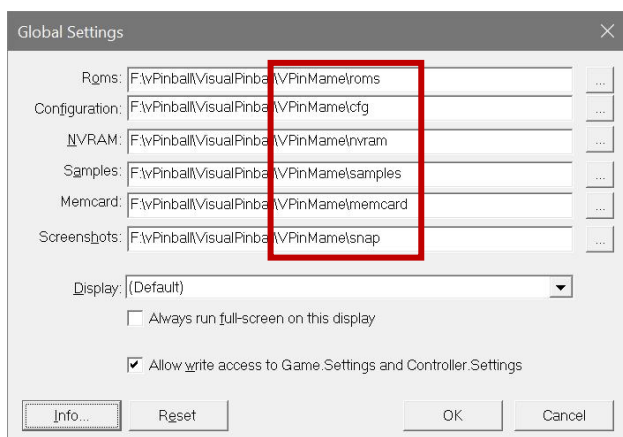


- **Install** - Installs a version for the first time or a more recent version
- **Uninstall** - Uninstalls the version
- **Setup Paths** - Here should already be the correct paths of the installation of Visual Pinball; if not, please correct
- **Setup Defaults** - Here you can change the settings, that are also available when pressing F1 in a started table
- **Test** - If you have ROMs in the „**roms**“ directory in the „**VPinMAME**“ subfolder, they will be listed here and can be tested
- **Info** - Program version
- **Quit** - Self-explanatory

After clicking on „**Install**“ the following message should appear.

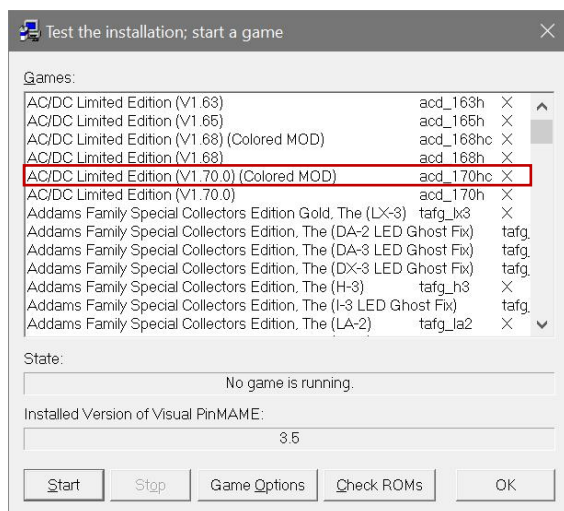


Here is an example of the paths, that I have. As described, they should already exist correctly. Of course, they can be different for you, if you have made the installation somewhere else. But the area marked in red should be the same for you.



If there are false paths here, you should think about why that is. 😊

For later testing here is another picture. The table with the respective ROM version and the name of the ROM is displayed..



This means, that the prerequisites are now in place, to include the colored ROMs.

Install DMD extension from freezy

Most VP users will already have freezy installed. Nevertheless I describe the installation here.

Installing the .msi file

You can download the file as installer version or as ZIP file (see above under Downloads).

For the installer version make sure, that you install into the correct directory „VPinMAME“.

Attention!

If you have already installed a version, the "DmdDevice.ini" will be overwritten after confirmation. You should therefore save this in advance.

Installing the ZIP file

The folder „VPinMAME“ is located in the root directory of Visual Pinball; for me it is the directory `F:\vPinball\VisualPinball\VPinMAME`.

Unzip the ZIP file from freezy and copy everything manually into the folder „VPinMAME“; old files will be overwritten..

Attention!

If you have already installed a version, do not overwrite your existing DmdDevice.ini or save it beforehand.

The following folders and files are in the ZIP file or will be added during installation.

Folder

dmdext
Future Pinball

Files

DmdDevice.dll
DmdDevice.ini
DmdDevice.log.config
dmdext.exe
dmdext.log.config
ProPinballSlave.bat

If you have not yet installed the DMD extension, the file „DmdDevice.ini“ must now be adjusted according to your setting.

Since there are many different possibilities (Desktop, 2Screen, 3Screen, 4k, HD), I will show you only two of my settings.

On one PC I use the desktop variant; on my pin I use the 3Screen variant.

My desktop monitor is a 4k screen. It has the resolution 3840x2160 pixels.

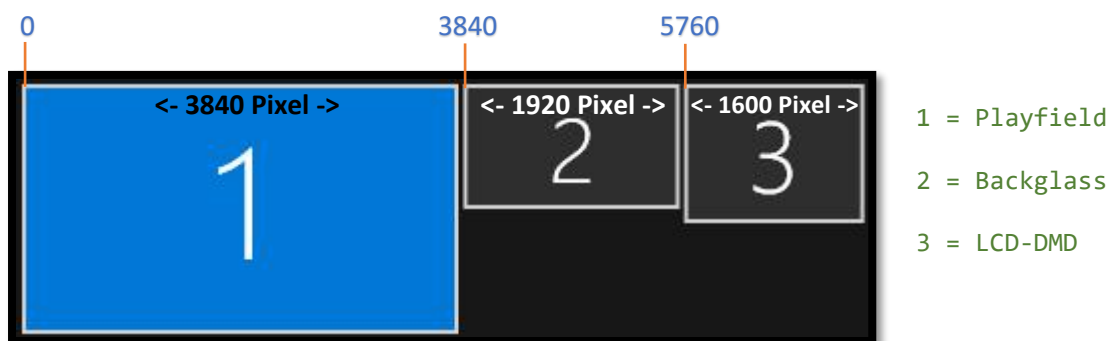
The important entries in the „DmdDevice.ini“ are:

Desktop (3840 x 2160 Pixel)

```
; a DMD that renders with nice dots on a computer monitor
[virtualdmd]
enabled = true
...
; x-axis of the window position
left = 0
; y-axis of the window position
top = 0
; width of the dmd in monitor pixels
width = 560
; height of the dmd in monitor pixels
height = 140
```

My DMD starts with it in the upper left corner at 0 pixels. I have set it to the factor of 4:1. It is therefore 560 pixels wide and 140 pixels high. You can change the values according to your setting.

3Screen (Playfield Landscape 2160 x 3840 Pixel, Backglass 1920 x 1080 Pixel, LCD-DMD 1600 x 1200 Pixel)



```
; a DMD that renders with nice dots on a computer monitor
[virtualdmd]
enabled = true
...
; x-axis of the window position
left = 5760
; y-axis of the window position
top = 0
; width of the dmd in monitor pixels
width = 1600
; height of the dmd in monitor pixels
height = 400
```

The DMD should appear at the top of screen 3. It therefore starts on the left at pixel 5760 (3840 + 1920), at the top at pixel 0 and has the size 1600 x 400 (4:1 format).

Info:

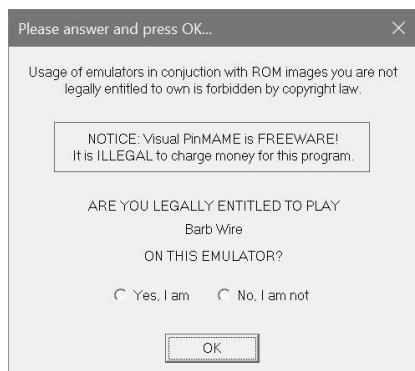
Entries preceded by a semicolon are comments only and will not be executed.

Leave all other entries in the „DmdDevice.ini“ at the default values for now.

Info:

To find the right place for the DMD, you can also do the following.

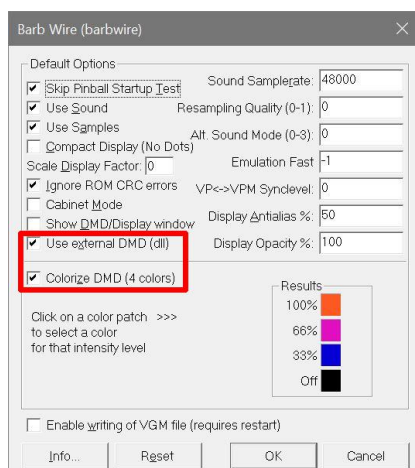
You open a table with DMD. If you start this table in desktop mode for the first time, the following message appears, which you have to confirm with "Yes, I am".



After that, the message will no longer appear on further starts.

As soon as the table is started, you press the **F1** key and a mask appears, in which you can mark different entries.

For the desktop mode, tick the entries shown. If you play in cabinet mode, you also check the cabinet mode.



Confirm with „OK“ and restart the table.

After the restart you can grab the DMD with the mouse and move it to a place you like.

You can also enlarge or reduce the DMD by grabbing it at the bottom right corner and change it with the mouse.

Once you have found the right position and size, right-click on the DMD.

The following mask will open.



Depending on which item you click on, the setting is applied to all tables or only to the table that is currently open (here for the „Barb Wire“ table).

With the menu item „Customize Style“ you set the DMD according to your wishes.

The values are then written back to the „DmdDevice.ini“ file.

Install PIN2DMD from lucky1

This is a different version of the integration of the DMD.

While freezy uses one or two file/s ([pin2dmd.pal](#) / [pin2dmd.vni](#)), lucky1 uses one file ([pin2dmd.pac](#)).

I leave it up to you, to decide, which version is better. They both work.

Again I assume, that the 32bit version of „VPinMAME“ is used.

So download the file „[dmddevice.zip](#)“ from the download link above.

Copy again the complete content of the ZIP file into the folder „VPinMAME“.

Lucky1 uses a „[DmdExt.ini](#)“ instead of the „[DmdDevice.ini](#)“.

So the easiest thing to do is, to copy your „[DmdDevice.ini](#)“ and rename it to „[DmdExt.ini](#)“.

Thereby you overwrite the just copied file „[DmdExt.ini](#)“.

Install FlexDMD from vbousquet

FlexDMD is a DMD renderer extension for Visual Pinball and Pinball front-ends.

It can also be used as a replacement for the UltraDMD.

I copied the files directly into the folder „VPinMAME“, because FlexDMD looks for the files „[DmdDevice.dll](#)“ and „[DmdDevice64.dll](#)“.

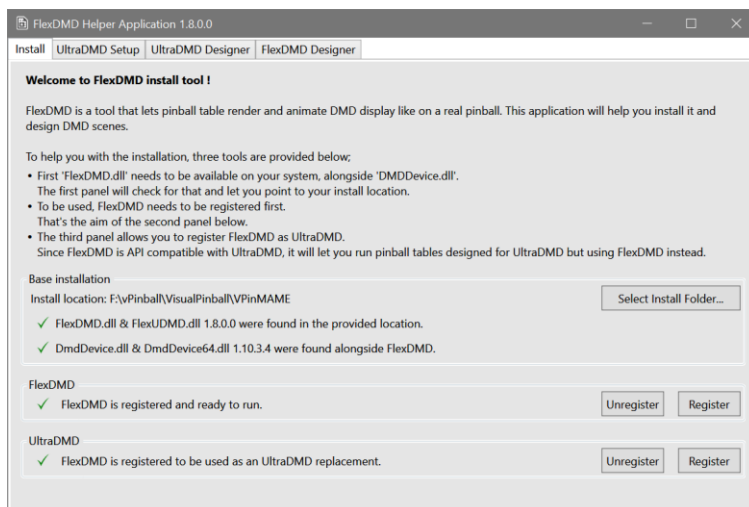
You only need the 64bit version, if you also use the 64bit version of VPinMAME.

In my case it is included in the folder, although I use only the 32bit version.

After copying the files to the desired place, start the program [FlexDMDUI.exe](#).

This should have green check marks after processing; as shown in the picture.

As described, the 64bit entry can also be left with red X, if the file is not present.



Installing the colored ROMs

If there is no folder named „[altcolor](#)“ in your „VPinMAME“ folder, create one. The colored ROMs will be stored in this folder.

Now we can test the first table. All other tables will be treated in the same way.

Let's take the popular table „[The Addams Family](#)“ as an example, which you can download here:

<https://vpuniverse.com/files/file/8755-the-addams-family-bally-1992/>

After you have done that, open the table in the editor and click on the button for scripts in the left menu.

You will always find the name of the ROM used in the upper part of the script.

If you don't see it, you can open the search mask with **CTRL+F (CMD+F)**, enter **cgamename** as search term and start the search.

The cursor should jump to this position and you will see, that the ROM used for this table is „[TAF_L7](#)“.

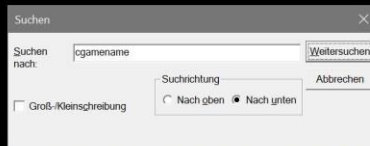
```

Sub LoadCoreVBS
    On Error Resume Next
    ExecuteGlobal GetTextFile("core.vbs")
    If Err Then MsgBox "Can't open core.vbs"
    On Error Goto 0
End Sub

'Standard Definitions
Const UseSolenoids = 2
Const UseSync = 0
Const SCoin="Coin3"
Const MaxLut = 4
Set GICallback2 = GetRef("UpdateGI")
vpmMapLights AllLamps
Dim bsThingSaucer, BookMech, ThingMech
Dim UpperMagnet, RightMagnet, LeftMagnet
Dim LeftFlipperButton, LGION, RGION
Dim PrimCase1, PrimCase2, PrimCase3, PrimCase4, PrimCase6, PrimCase7, PrimCase8
Dim DayNight
DayNight = table1.NightDay

'table init
Const cGameName = "TAF_L7"

```



If you don't have it open anymore, open the folder „altcolor“ in „VPinMAME“ again and create a new subfolder there with the name "taf_l7". The upper/lower case does not matter.

Now download the colored ROM for the table here:

<https://vpuniverse.com/forums/topic/5391-complete-pin2dmd-colour-file-list-for-virtual-real-pins/#comment-53368>

Plug and Play Pin2dmd Releases (only .PAL and .FSQ files required - see the list under this one for Pinball Browser versions)

- Addams Family - Complete - Author: @NetzZwerg - [Vpin Download](#) - Real Pin (Contact Author)
- Adventures of Rocky & Bullwinkle - Incomplete - Author: @X3r2A6 - [Vpin Download](#) - [Real Pin Download](#)

In this case you will receive a file „taf_2.1.pac“. You can tell from the .pac file extension, that it is a file for the lucky1 DMD extension.

Rename the file to „pin2dmd.pac“. Then copy or move it to the folder ...VisualPinball\VPinMAME\altcolor\taf_l7.

Now start the table and press **F1** after the start.

The two checkmarks at „Use external DMD“ and „Colorize DMD“ must be set.

Then you confirm with „OK“. Then close the table and start it again.

And you have the first colored ROM in a table... I hope so anyway. 😊

I still have in my folder the two files .pal and .vni for freezy. The files do not interfere.

Attention!

Remember: The files must always be named pin2dmd!

Name ▲	Größe auf Datenträger	Typ
pin2dmd.pac	808 KB	PAC-Datei
pin2dmd.pal	28 KB	VisualStudio.pal.1ae392dd
pin2dmd.vni	11.780 KB	VNI-Datei

Have fun trying it out. If you notice any errors or have a suggestion for improvements, please let me know..

Rajo Joey, 26.05.2022

The „special“ pinball

There is a pinball machine that requires a special installation. The distribution of the pinball is not possible officially. But those who already have it, might want to use the colored ROM for it.

There is a special subfolder for this pinball called „VPinSPA“ in the directory „VPinMAME“. In the folder „VPinSPA“ are the following folders and files:

VPinSPA

altcolor

spagb_100

pin2dmd.pac

spagb100

three more files not described here

bass.dll

dmddevice.dll

DmdDevice.log

DmdDevice.log.config

dmddevice64.dll

DmdExt.dll

dmdext.exe

DmdExt.ini

dmdext.log.config

InstallVPinSPA.exe

libusbK.dll

VPinSPA.dll

Copy the files for the colored ROM into the folder „altcolor\spagb_100“ as shown above.

The other red marked files you can copy from the folder „VPinMAME“.

Start the file „InstallVPinSPA.exe“ and make the settings as described before.

Don't be surprised if version 3.1 is installed.

As far as I know, there is no newer version. This version is specific for the pinball machine and will not cause problems with any other installed version.

When you start the pinball, press **F1** to open the menu and make the settings, that have already been described. After that this pinball also has a colored DMD.

