

## **AtGames Legends Pinball OTG Direct Controller Configuration for Visual Pinball, Future Pinball, and Pinup Popper on Windows based PCs**

Windows Direct X will automatically detect your AtGames Legends Pinball controls when you enter into OTG mode and your PC is connected with a high quality USB cable to the correct OTG USB port. As you may be aware, there are a number of third-party apps that will run in the background and act as a translation of your control actions to your configuration settings. This method avoids use of any third party software to achieve optimum use of PC resources and avoid potential lag response times from the point of pressing a button to the point of time the game responds. This also avoids future upkeep, maintenance, and compatibility of a third-party app with Windows and pinball game programs.

This guide will show you:

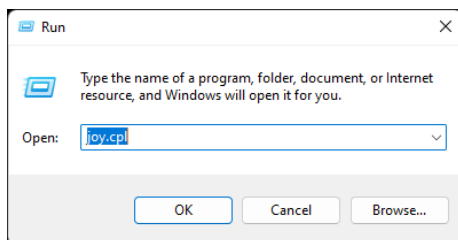
1. How to obtain the button values for your controls using joy.cpl
2. How to enter the controller values into Visual Pinball, Future Pinball, and Pinup Popper

There are many ways you can configure you controls and this is a guide to show you how to configure them. The provided examples are my personal preference for the configuration settings. You can use those settings if you like how I have configured my settings and your control values match my control values.

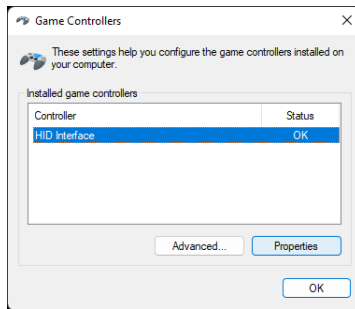
To begin, ensure your PC is connected to the ALP and the ALP is in OTG mode. You should be viewing the Windows desktop from your playfield.

### **How to obtain the button values for your controls using joy.cpl**

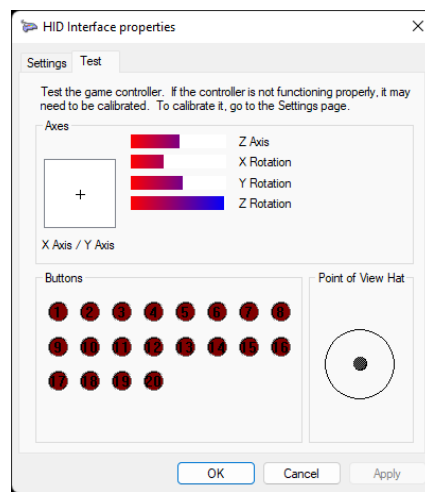
1. Right mouse click the Windows start icon, usually on the lower left corner of your window.
2. Select Run
3. In the Open field type: joy.cpl



4. Press enter and the Game Controllers configuration window will open.
5. Select the controller HID Interface by left mouse clicking on it. It will be highlighted after selection.



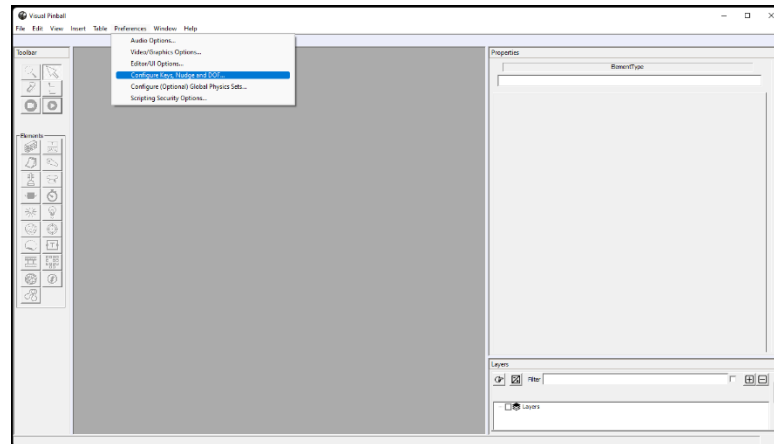
6. Press the Properties button.
7. In the HID Interface properties window, you will see a series of circles with numbers in dark red. You will also see Z Axis, and XYZ Rotation. Lastly you will see the point of view HAT.



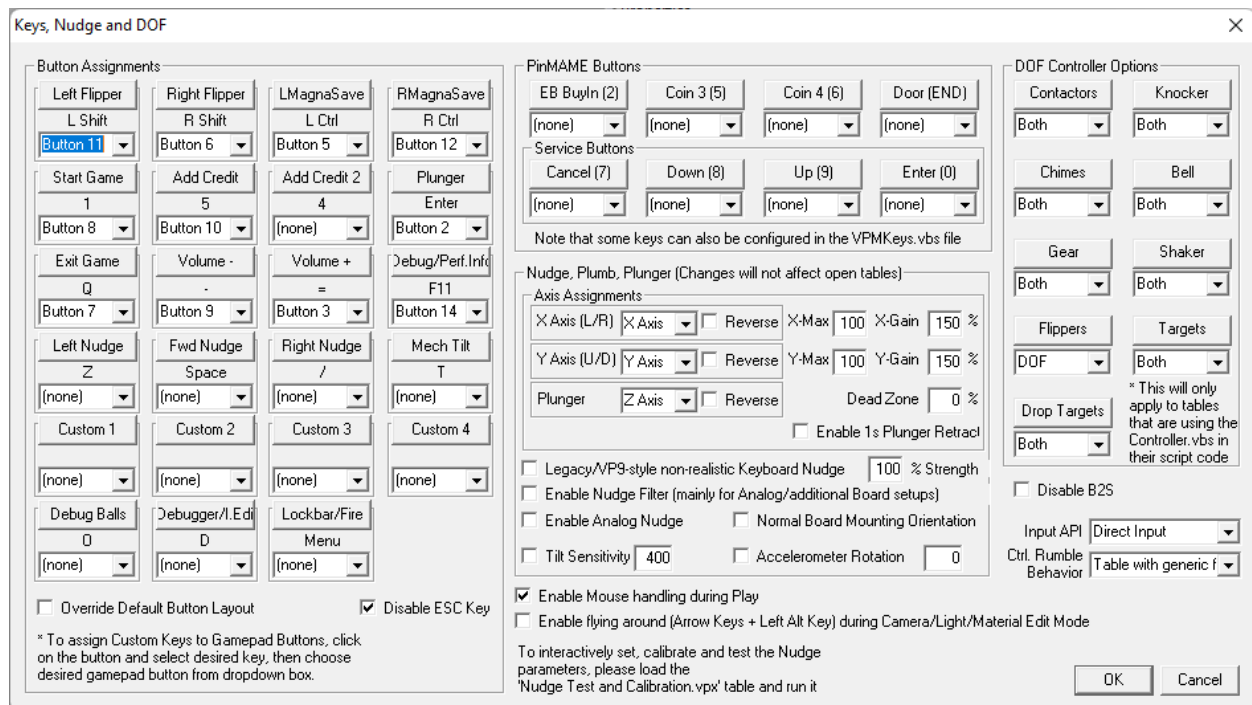
8. It is easiest to make a small diagram or list of your ALP buttons and controls. You will then press each button, joystick (in each direction), and joypad (in each direction) and record the value. As an example, if I press my left flipper button, the red circle with 11 written inside turns bright red. I would then record the left flipper button as Button 11.
9. Repeat step 8 until all the controls are documented. You have completed step 1 and you are now ready to enter your configuration settings.

### How to enter the controller values into Visual Pinball, Future Pinball, and Pinup Popper

1. Start by opening Visual Pinball outside the Popper front end. If you did not create a shortcut or deleted your shortcuts, you will need to launch the VPinballX.exe file from within the Visual Pinball folder location by navigating File Explorer.



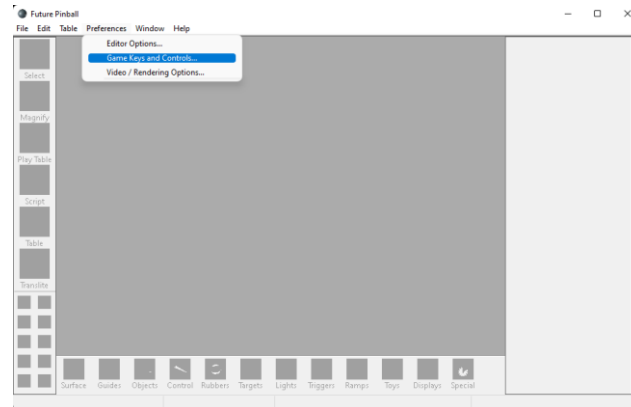
- Once open, choose Preferences: Configuration Keys, Nudge, and DOF from the menu options. A Keys, Nudge, and DOF window will open with the configuration settings.



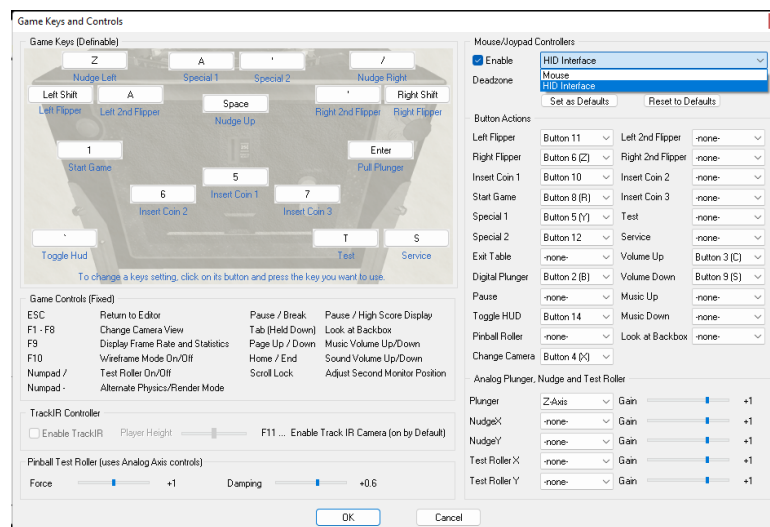
- For each of the Configuration Inputs, set the configuration value to your recorded ALP value using the drop down list box under the Configuration Input. You will configure the Button Assignments and under Nudge, Plumb, Plunger, set the Plunger to Z Axis. Do not configure an Exit button, as this will be handled by Pinup Popper (OR configure a spare button not used in Pinup Popper if you intend to run occasionally outside Pinup Popper and want an exit button).
- The provided picture is taken from my ALP configuration using the expanded Control Deck. This configuration will work well with the basic controls which came standard with the ALP, you will not have some features such as volume control or F11. I have nudge disabled on my system as my shaker motor causes nudge to tilt. Optionally, you can choose to assign nudge buttons or

use the ALP accelerometer (X Axis). Using the ALP accelerometer has mixed results due to the sensitivity of the accelerometer, which requires further calibration. This guide will not cover such setups.

5. When complete, run a visual pinball table to test your configuration.
6. Time to move onto Future Pinball. Start by launching the Future Pinball.exe from the Future Pinball folder location OR FPLoader.exe from the BAM folder location if using BAM.
7. Then chose Preferences: Game Keys and Controls from the menu options.



8. A window with the Game Keys and Controls configuration settings will open.
9. Select HID Interface from the Mouse/Joyypad Controllers drop down menu and click the Enable toggle box.

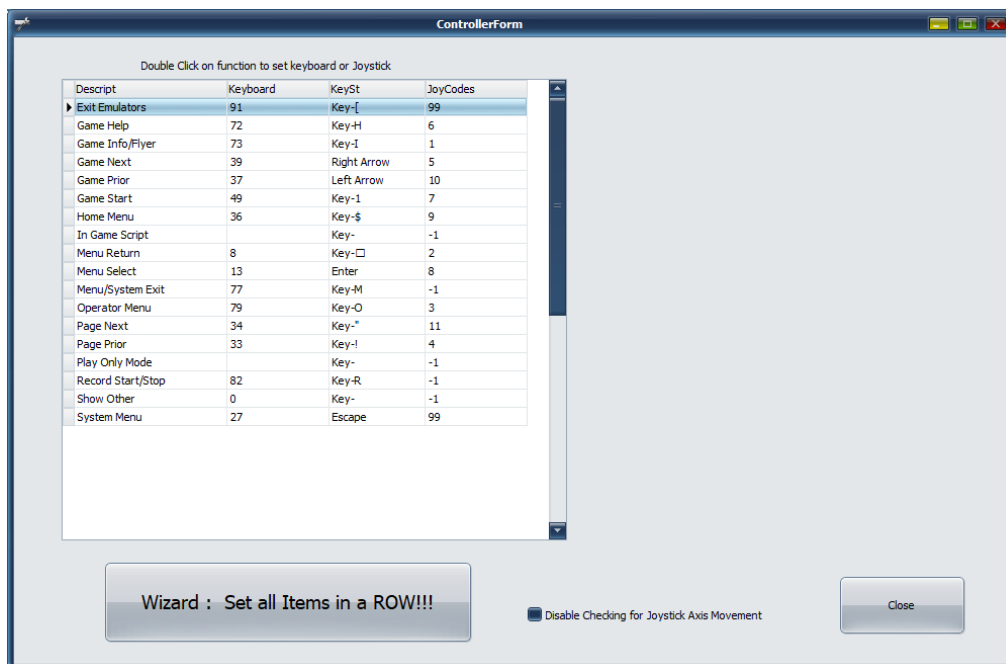


10. For each of the Configuration Inputs, set the configuration value to your recorded ALP value using the drop down list box under the Configuration Input. You will configure the Button Actions and Plunger, set the Plunger to Z Axis. Do not configure an Exit button, as this will be handled by Pinup Popper (OR configure a spare button not used in Pinup Popper if you intend to run occasionally outside Pinup Popper and want an exit button).

11. The provided picture is taken from my ALP configuration using the expanded Control Deck. This configuration will work well with the basic controls which came standard with the ALP, you will not have some features such as volume control or Toggle HUD. I have nudge disabled on my system as my shaker motor causes nudge to tilt. Optionally, you can choose to assign nudge buttons or use the ALP accelerometer (X Axis). Using the ALP accelerometer has mixed results due to the sensitivity of the accelerometer, which requires further calibration. This guide will not cover such setups.
12. Once complete, run a table in Future Pinball and test your controls. You should match the layouts closely between pinball programs to ensure consistent operation.
13. Last, let's configure Pinup Popper to work with your ALP controls. Launch the PinUp Popper Config using the created short-cut or navigate to the PinUpSystem folder and launch the PinUpMenuSetup.exe file. A Pinup Popper Setup window will open.



14. Navigate to the Popper Setup tab and chose the option for Controller Setup. The ControllerForm window will open.



15. Pinup Popper controller configuration operates a bit differently than how we just set-up Visual Pinball and Future Pinball. You will double click each value listed under the JoyCodes column. This will open a prompt to Press A Key or Joystick Button. At this point, press the corresponding ALP control buttons you wish to use. I use the following configuration. Importantly, set the Exit Emulators button and the System Menu button to a button NOT USED in Visual Pinball or Future Pinball configurations. These buttons allow for exiting emulators back into the Pinup Popper menu and will act as an exit button from the Pinup System to the desktop if pressed within the Pinup Popper menu.

Descript	JoyCodes
Exit Emulators	Red Button with Double White Back Arrows
Game Help	Skip or set Control Deck button
Game Info/Flyer	Skip or set Control Deck button
Game Next	Right Flipper Button
Game Prior	Left Flipper Button
Game Start	ALP Play Button on Coin Door
Home Menu	Skip or set Control Deck button
In Game Script	Skip or set Control Deck button
Menu Return	ALP Swirl Button on Coin Door
Menu Select	Skip or set Control Deck button
Menu/System Exit	Skip or set Control Deck button
Operator Menu	Skip or set Control Deck button
Page Next	Right Nudge Button
Page Prior	Left Nudge Button
Play Only Mode	Skip or set Control Deck button

Record Start/Stop	Skip or set Control Deck button
Show Other	Skip or set Control Deck button
System Menu	Red Button with Double White Back Arrows

16. Pinup Popper is now configured. Start the Pinup Popper front end and test the button configurations.