The 5-minute conversion of a VP pinball to the VR environment. (DeepL translation from the german tutorial)

This tutorial is the fastest conversion of a EM-pinball table to the VR environment.

That is, the existing table is supplemented with a room, a cabinet with backbox, a clock and - if available - a flyer.

The artwork of the cabinet and backbox is initially generic; i.e. the same for all cabinets. If you want to have the correct artwork, you can easily create it yourself. There are also templates in the download folder.

Furthermore, animations of the buttons (plunger, flipper buttons, start button, magnasave buttons) are built into the tables.
It should be noted, that an external backglass is required for these tables. So you need to have a directb2s file with identical name of the table in the tables folder.

This tutorial is made for people, who already know a bit about the editors in the VPX environment and don't want to play the tables in an absolutely black room. 😊
For all those who have never worked with the editors, there is also a much more comprehensive tutorial in the near future.

So I hope, that in the future some people will pick themselves up and do this quick conversion and upload tables; if they have the authorization to do so. 😉

I concentrated on the Loserman76 tables, because there are many of them, almost all are relatively identical and mostly have the same table size (Gottlieb). With some adjustments, however, other tables can also be converted.

In the download you will find the materials and images you need, the template for the EM tables from Gottlieb and the PSD files to change the graphics for the Cabinet etc.

And now enough of the preface. Let's start!

Procedure:

1. Open the template table
2. Open the table, to be converted in the same editor **(do not open a new editor!)**
3. Import of the materials
4. Import the graphics
5. Copy and paste the objects from the template table
6. Creation of collections
7. Inserting the lines in the script

Download the templates folder

The file contains the VR table, the materials and the graphics.
I always copy and unzip the file to the folder of the table I want to convert. But you can put it anywhere and unzip it.
Download

Opening the table to be converted in the editor

Load the table you want to convert into the editor. At the moment you should still use 10.7.2 for the creation, because 10.8.0 is still in beta phase. But you can play the tables already in 10.8.
Here you can download the latest version of 10.8 (login, click workflow, scroll down):

https://github.com/vpinball/vpinball/actions/workflows/vpinball.yml

10.7.2: https://github.com/vpinball/vpinball/releases/tag/v10.7.2-366-f94da1e
(Log in to Github, to download the version, if you haven't it).

Import of the materials

Open the **Material Manager (F4)** and import the **"_VR_Materials.mat"** file from the template folder.

Import of the graphics

Open the **Image Manager (F3)**. Then import all image files from the template folder.

Open the Template-table in the same Editor (do not open a new Editor!)

In the open editor, load the VR template table **„! VRRoom Template (Gottlieb) 10.7.2“**.

You should now be in the template table. If this is not the case, please select it.

Double-click on the **„VR Room and Cabinet“**. All objects will be selected.

Copy them and change to the table to be converted. Paste the objects.

Since the objects are still selected after pasting, immediately create a collection called **„ColRoomMinimal“**. To do this, click on **„Create from selection“** in the **Collection Manager (F8)**.
Since Loserman76 has always created a collection called **„DesktopCrap“**, that we don't need and delete later in the script, you can delete this collection.

Switch back to the template table, double-clicks on **„VR Timer“**, copies the four marked timers, switches to the other table and inserts them.

Switch back to the template table. Click on the button for **„Backglass View“**. Here you will find only the **LUTBox** in the template table. This shows in desktop mode which LUT has been selected.

Copies the **LUTBox**, switch back to the EM table and paste it into **„Backglass View“**.

There are probably many more objects in the view. All existing objects should now be stored in a separate collection. Draw a rectangle with the mouse around all objects, so that they are marked.

Call the **Collection Manager (F8)** again, click again on **„Create from selection“** and give the collection the name **„ColBackdrop“**.

There are still three objects in the Loserman76 tables, that must be hidden in VR. These are usually **„Ramp3“, „Ramp4“** and **„Ramp17“,** sometimes also **„Ramp2“, „Ramp8“ a**nd **„Ramp17“**.
The objects are the left and right rails and the lockdown bar.
These must be added to the **„ColBackdrop“** collection.

And now for something completely different … 😉

Inserting the lines in the script

To make it easier, I always put both script windows next to each other. So open the Script Editor in both tables.
I know that the scripting is not optimal and could be much cleaner. But it works and that's what counts.

Marks the first section and copies it (VRRoom); line 1 - 15. I always copy the green lines as well.

Search now in the new table **„Sub Table1_Init“**. This is usually located after all the dim commands on the Loserman76 tables.

Before this sub you insert the copied lines.

Since you now see the **Table1_init** area, you can also delete the following script lines at the beginning of the sub, since they are no longer needed

```
If Table1.ShowDT = false then
        For each obj in DesktopCrap
                obj.visible=False
        next
End If
```

Now look for the sub **Table1_exit** in the new table. In Loserman76's tables, this is usually located directly under the **Table1_init** sub. Here you will find commands, that are called, when you exit the table. Add the command

saveLUT

The spelling or where the command is in the sub, does not matter.

```
Sub Table1_exit()
    savehs
    saveLUT
    SaveLMEMConfig
    SaveLMEMConfig2
    If B2SOn Then Controller.Stop
end sub
```

Now look for the sub **Table1_KeyDown(ByVal keycode)**. In Loserman this is normally also directly under the sub **Table1_exit**. In this and the sub **Table1_KeyUp(ByVal keycode)** the control of the buttons etc. is regulated.

Marks and copies the lines 35 - 78 from the template table and inserts them after the beginning of the Sub **Table1_KeyDown(ByVal keycode)** in the new table.

Now look for the sub **Table1_KeyUp(ByVal keycode)**. This usually comes after the sub **Table1_KeyDown(ByVal keycode)**. Mark and copy the lines 84 - 106 from the template table and insert them after the beginning of the sub **Table1_KeyUp(ByVal keycode)** in the new table.

There are tables, that do not contain a plunger. Then there is an error message, when starting the table. In this case, delete the lines for the plunger from the script in both subs **KeyDown** and **KeyUp**.

Finally, mark and copy lines 110 to the end of the script. Then switch to the new table, scroll to the end of the script and insert the lines there.

In the last two subs (**saveLUT** and **loadLUT**), at the very end of the script, there are three lines with the name under which the table saves or calls the last called LUT. You have to change these three names. It does not matter, how you assign the name. It only has to be identical in all three lines.

Now the conversion is finished. You should now save the file once again.

After that you can start the table and see if there are any errors.

If this is the case or if objects are visible, that should not be visible on the desktop or in VR, this may be due to the fact, that they are not available in the respective collection or that there are still calls somewhere in the script and the objects are therefore not hidden. Then these lines in the script must also be searched for and changed.

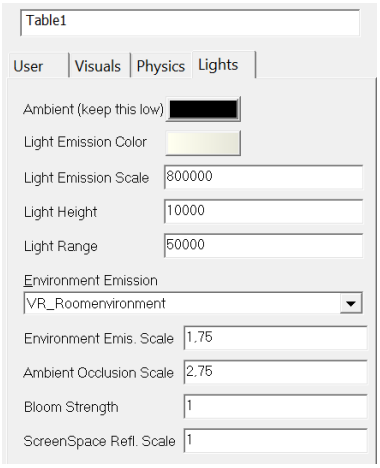
Two objects are almost always to be changed. Enter **Wall78** in the Layer area in the search. This protrudes from the Cabinet on the left. Therefore select the two corner points in the left area and make the wall smaller, until it lies in the Cabinet.
The second object is **Ramp19**, find it and select it. In the properties of the ramp you will see, that the upper and lower widths are set to over 1000. Change both values to 952.

Don't forget to save and now you should have the first converted table.

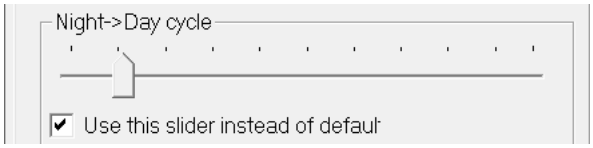
Optional

Now some optional things, that I always use.

1. I use my own ball image, because it is brighter and I can see the ball better. You can enter the ball image in the table properties under **„Visuals“**. You have already imported it with the other images. It has the name **Ball.**
2. I also use a different environment. If you want to test this, click on **„Lights“** in the table properties and make the following settings. I set **Light Emission Color** to white.



3. Also I always change the **Night->Day cycle**. Click on the User tab in the table properties and set as follows.



4. If you want the original artwork for the cabinet, the backbox and a flyer, import your own artwork.
   To do this, select the following objects in the **Image Manager (F3)** and **„Reimport From“** your new graphics:
   Flyer1
   VR_Back_UV_Map
   VR_Cab_UV_Map
5. Still importing the sound in the **Sound Manager „gun.wave“**. You can hear this, when switching through the LUT files as soon as you have reached the last one.

That's it for the conversion. If you only do, what is necessary, it will be done in 5 to 10 minutes. If you use your own graphics, it will take a little longer.

If something doesn't work as specified, please let me know. I would also be happy, if you have any suggestions for this tutorial.
Also, please let me know, where the translation could be better.

Rajo Joey, v1.5 (short), 07.03.2023