

Troubleshooting FullDMD backglass issues

Problem: When starting the table I can see the backglass, but the FullDMD screen is empty although the backglass file I downloaded is meant to have a FullDMD section

Cause: For each table with backglass, there is also a setting for that particular backglass. In the settings, the fullDMD section might be hidden by accident or to make it work with a previous version of the backglass

Solution: unhide the FullDMD as explained below

1. Start the table in VPX (not in Pinup Popper).
2. Use the key combination [Alt]+[Tab] to bring the focus to the B2S Backglass server
3. Press the [S] key to display the B2S Backglass Server menu (see screenshot)
4. In the "DMD" dropdown select "Visible" instead of "Standard" and for the "B2S DMD" dropdown select "Visible" as well.
5. Save the entry with "Save Settings" and confirm the message that the setting can only take effect after the B2S server has been restarted. Click on "Close".
6. Use the key combination [Alt]+[Tab] to bring the focus back to the "Visual Pinball Player".
7. Jump back to the VPX editor (usually by pressing [Q] or [Esc]) and quit VPX, as this will also quit the B2S server.
8. Restart the table.

Problem: the FullDMD backglass is being displayed, but it is only using part of the FullDMD display (using the space that is usually taken by the DMD).

Cause: there is a default setting for all tables that needs to be overridden by the individual table that is meant to use the available space on the FullDMD display.

Solution: create an individual record for the table that will resize the DMD display to the entire screen of the FullDMD screen. (You only have to do that once and copy the settings for all future FullDMD backglass tables). There are two methods for this: one graphical and one with the text editor. For these instructions, let's assume you're dealing with „My table.vpx“ and „My table.directb2s“.

Method 1 (with graphical user interface):

1. search in your Tables directory (i.e. in C:\vPinball\VisualPinball\Tables) for the file ScreenRes.txt and make a backup copy of this file. Don't skip this step!
2. If you don't already have it, get the small utility „B2S ScreenResIdentifier“ from <https://vpuniverse.com/files/file/12025-b2s-screenresidentifier/>
3. Start B2S_ScreenResIdentifier.exe (usually in the directory C:\vPinball\VisualPinball\Tables) and drag the DMD window exactly in size and position so that your FullDMD screen is completely filled. Exit B2S_ScreenResIdentifier.exe. This will change the file "ScreenRes.txt".
4. Rename the freshly modified ScreenRes.txt file created in step 3 so that it is named exactly like the table for which you need a FullDMD backglass and rename the extension of the file from ".txt" to ".res", e.g. if the file in question is „My table.directb2s“, then rename from "ScreenRes.txt" to "My table.res".
5. Rename the backup copy created in step 1 to "ScreenRes.txt" again
6. Test the table in VPX (not from Pinup-Popper). If everything looks good, then Bob is your uncle. If not, try your luck with method 2.

Method 2 (with the text editor):

1. search in your Tables directory (e.g. in C:\vPinball\VisualPinball\Tables) for the file ScreenRes.txt and create a copy of this file. This copy also goes into the Tables directory.
2. Rename this copy of ScreenRes.txt to exactly the same name as the table for which you need a FullDMD backglass and rename the extension of the file from ".txt" to ".res", e.g. from "ScreenRes - Copy.txt" to "My table.res".

3. Edit the newly renamed file "My table.res" with a plain text editor (notepad.exe or Notepad++). Do not use a word processor like MS Word for this.
4. The file consists of comment lines starting with # and values. Older versions just have numbers and no comments. If you have an older version with only numbers and no comments: upgrade! If you're up-to-date: find the comment line that describes the dimensions of the DMD and change it to the desired dimensions. The value in the first line after the comment is the X value and the value in the second line is the Y value. Specifically:
search for

```
# width/height Of the DMD area In pixels - For 3 screen setup
```


and change the two numbers in the following lines to the full resolution of your FullDMD screen; in my case it looks like this:

```
# width/height Of the DMD area In pixels - For 3 screen setup  
1920  
1080
```


since my FullDMD monitor has a resolution of 1920 x 1080 pixels.
5. If necessary, change the position of the FullDMD window by editing the two lines that come after

```
# X/Y position Of the DMD area relative To the upper left corner of the backglass  
screen - For 3 screen setup
```


This part was the most mentally tricky for me until the penny dropped. The first value (the X-coordinate) should almost certainly already be 0 and remain 0 on a machine with more than one monitor. The second value (the Y-coordinate) is calculated by adding the Y-resolutions (i.e. the heights) of the monitors that are logically placed above your FullDMD: these are usually the topper and the backglass. If you don't have a topper, then it's only the backglass. Confusing? Not for long; here is an example: a topper has 1920x360 pixels; a backglass has 1920x1080 pixels. The Y-values of the two screens are 360 + 1080 pixels; that's 1440 pixels in total. You enter this value as Y-value, so that the said entry looks like this:

```
# X/Y position Of the DMD area relative to the upper left corner of the backglass  
screen - For 3 screen setup  
0  
1440
```
6. Save your edited file " My table.res".
7. Test the table in VPX (not from Pinup-Popper). If everything looks good Bob is your uncle. If not, edit " My table.res" again and fix it.

Problem: Using the FullDMD backglass section with a PUP-pack.

Reason: if you're like me, you want the PUP-pack video playing on the actual backglass screen, but you want the scores on the FullDMD display.

Solution: you could edit the PUP-pack for your needs, moving the screens around using the PUP-pack editor that comes with Pinup popper. Alternatively, you just hide the backglass section of the B2S backglass to make room for the PUP-pack video and you just display the FullDMD score display of the B2S.

To accomplish that, use one of the two methods mentioned above to display the DMD screen on the entire FullDMD display. Then hide the unused backglass by editing My table.res using your plain text editor.

Find

```
# Backglass Screen resolution width/height
```

and change the X and Y values that come after it to a 1x1 resolution dot. For my setup, search for

```
# Backglass Screen resolution width/height
```

```
1920
```

```
1080
```

and replace with

```
# Backglass Screen resolution width/height
```

```
1
```

```
1
```