With the release of hauntfreaks latest full-dmd (16:9) aspect ratio B2S files, I found that I wanted to place them on my 1280x390 (4:1'ish) LCD DMD display in a way where I am not distorting them down from 16:9 to fit my 4:1 screen. I decided I wanted to show a portion of the image while maintaining the original aspect ratio of the image. Using Nailbuster's page here: https://www.nailbuster.com/wikipinup/doku.php?id=b2s_dimension_location I was able to come up with a way to better position the B2S DMD image to fit my screen. This tutorial may also be useful if you want to display a B2S on your back-glass with a 4:3 aspect ratio and use a background image to fill in the extra space.

I'll start off with the end results on my cabinet below and then explain my process.

The original B2S DMD image for comparison:

Below is my standard 4:3 aspect ratio, with background image, <tablename>.res file. I use this on any table where the back-glass looks distorted when stretched to fill my 16:9 back-glass display. You will need to adjust some of these numbers to fit your particular setup.

Line 1) 1920 ← My playfield monitor width

Line 2) 1080 ← My playfield monitor height

Line 3) 1920 ← My back-glass display width

Line 4) 1080 ← My back-glass display height

Line 5) 2 ← My back-glass screen index number, display 2 in my case (You may need to use 1)

Line 6) 0 ← My back-glass starting 'X' offset from display index 2, from above. You may need to offset from your playfield monitor if you used '1' on line 5 above, e.g. 1920 for a 1080p display

Line 7) 0 ← My back-glass starting 'Y' offset from display index 2 as listed above. You may need to offset from your playfield monitor if you used '1' on line 5 above, e.g. 1080 for a 1080p display, this all depends on how your screens are identified in Windows.

Line 8) 1280 ← The width of my LCD DMD display

Line 9) 390 ← The height of my LCD DMD display

Line 10) 1925 ← The 'X' offset of my DMD display from the leftmost position of my back-glass (5 pixels to the right on my display)

Line 11) 16 ← The 'Y' offset of my DMD display from the bottom of my back-glass (16 pixels down on my display)

Line 12) 0 ← Do not 'flip' the display upside down (1 here will flip it upside down)

Line 13) 250 ←The 'X' offset on my back-glass to display the back-glass image at a 4:3 aspect on my 16:9 back-glass monitor. This is the new position where the actual B2S image will start.

Line 14) 0 ← The 'Y' offset for where the B2S image will be displayed. This is 0 since I only want to squeeze the sides of the B2S image into a 4:3 aspect ratio.

Line 15) 1420 ← The width of the B2S image display. Summarized as: Start 250 pixels from the left on the back-glass display (from above), draw the image 1420 pixels wide, leaving 250 pixels blank on either side, approximating a 4:3 aspect ratio.

Line 16) 1080 ← The height of the B2S image. Untouched as I only want to squeeze the sides to simulate a 4:3 aspect ratio.

Line 17) C:\vPinball\VisualPinball\Tables\B2S_Backgrounds\HoneyCombGreen.jpg ← The background image I want to use to fill in the blank 250 pixels on either side of my 4:3 placed back-glass image, see the photo above. This <tablename>.res configuration will allow you to resize the back-glass aspect ratio and place a background image under it to fill in the blank space at the left and right.

For the next section, I will explain how to position the 16:9 B2S DMD, like the newer hauntfreaks B2S files for full-dmd users, on your 4:1 LCD display. For this change, you will only need to modify lines 8-11 of your <tablename>.res file.

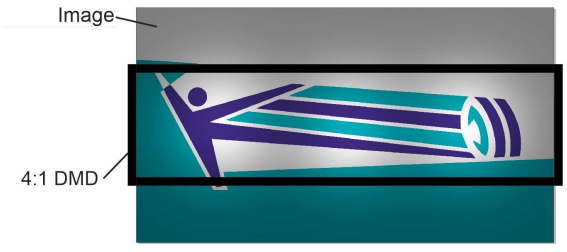
Line 8) 1280 ← The width of my DMD LCD (Unchanged from above)

Line 9) 720 ← Here is where I 'lie' and tell the B2S server I have a 16:9 aspect LCD DMD; 1280x720 is the closest 16:9 aspect ratio width in pixels to my 4:1 LCD DMD.

Line 10) 1925 ← The 'X' offset of my DMD display from the leftmost position of my back-glass (5 pixels to the right on my display and unchanged from the original configuration above)

Line 11) -174 ← The 'Y' offset of my DMD display from the bottom of my back-glass. This negative number will effectively start displaying the DMD image hidden under my back-glass, then display a portion in the middle of my DMD display, then continue displaying the rest of the DMD image hidden off the bottom and beyond my 4:1 DMD. You can tweak this number up or down to better place the portion of the B2S DMD that you prefer.

I have included an image below, shamelessly copied forum a post by hauntfreaks, to give a better idea of what this configuration accomplishes.



Once you have everything configured to your particular specifications, simply save it as <tablename>.res. Launch the table in VPX, move your mouse to your back-glass and press ‘S’ on your keyboard to bring up the B2S server settings. Change ‘background’ to ‘visible’ (if you are using a background image and the associated 4:3 aspect change from above), save, and relaunch your table. You should then have something that looks like the first picture above showing my cabinet displays.