

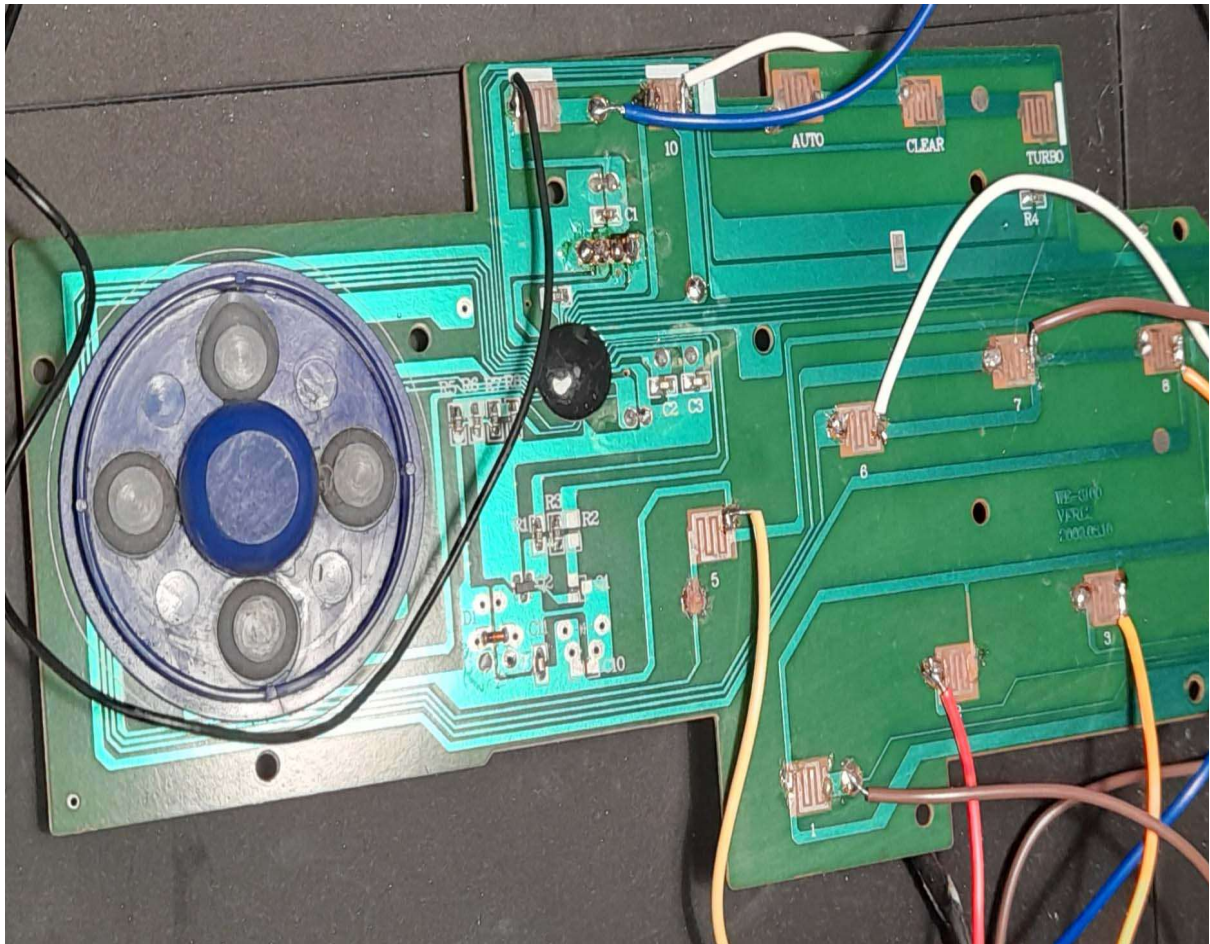
Pinsim Built by DAVEYTRON (Lee Davey)

I started building My pinsim around 2 years ago after I got into vpxvr. I had a mate of mine make the box for me. I would recommend a box the width of a pinball machine, an after thought for me.

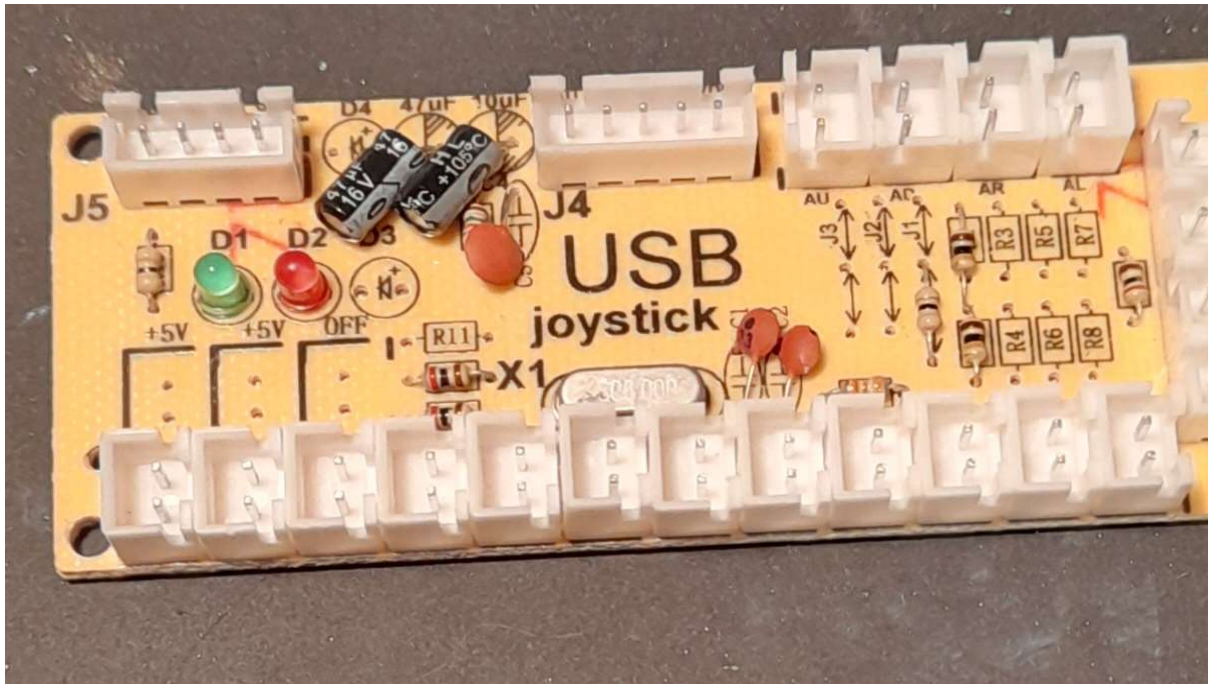


Now for the hardware components

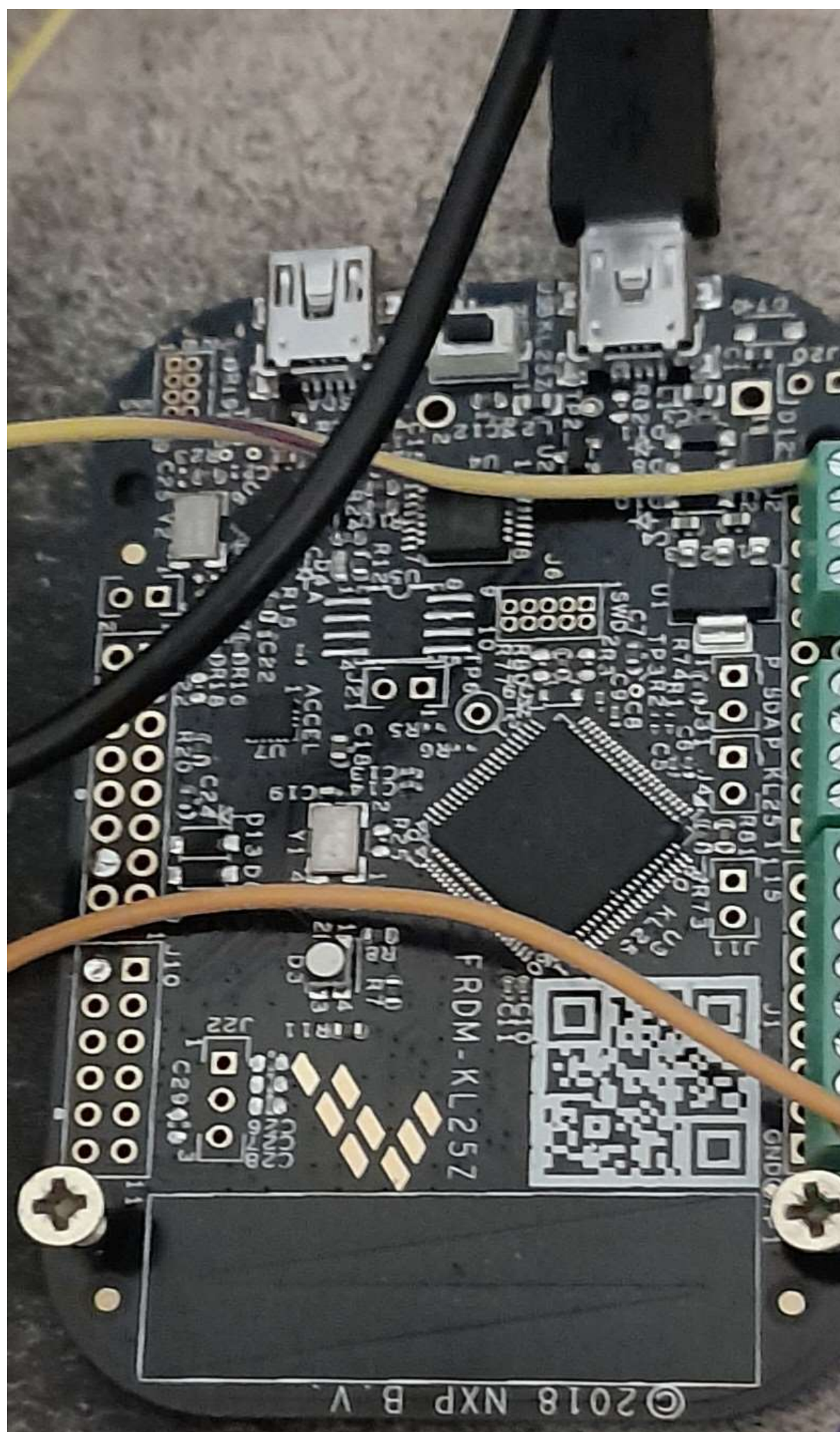
I initially used an old joystick controller that worked ok But I wanted a bit more bang for the buck as this was going to be something special.



I have also used a Usb joystick controller for mame but found it to be too slow for flippers (flipper lag)



So I went for Pinscape board as it has heaps of joystick buttons and an accelerometer. The newer NXP boards do not have the accelerometer in them. I have been advised my supplier that MJR is using a new system for his Pinscape. You could also use a cleaveland software design Pinone



The buttons are what I had laying in a draw from other projects.
The amount of buttons I used is 10.

- 1 for coin insert VPX (key 5)
- 1 for start the game VPX(key 1)
- 2 for the flippers VPX keys (L and R shift)
- 2 for the magna saves VPX keys (L and R control)
- 1 for plunger VPX key (Enter)

These next keys are for use in VR

- 1 for down VPX key(number pad 2) lowers the table
 - 1 for centre VPX key (number pad 5) centre the table to your view
 - 1 for up VPX key (number pad 8) raiser the table
 - 1 for exit VPX key(esc) exits VPX or VPX launcher Long press ,short press lets you choose another table in VPX launcher.
- I have configured Pinscape to the button assignments and wired all the buttons to the Pinscape controller.

Button Tester

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Button #	GPIO Pin	Key	Shifted	Pin Status
1	PTA1			OFF
2	PTA2			OFF
3	PTD4			OFF
4	PTA12			OFF
5	PTA4			OFF
6	PTA5			OFF
7	PTC8			OFF
8	PTC9			OFF
9	PTA13			OFF
10	PTD5			OFF
11	PTD0			OFF
12	PTD2			OFF
13	PTE0			OFF
14	PTE1			OFF
15	PTC12			OFF
16	PTC13			OFF
17	PTC16			OFF

Keyboard status:

Joystick button status:

Help

Helpful tip: Wire a ground wire from the controllers ground connection to all the switch's by daisy chaining the one off the other until you reach the last button.



I also wanted some sort of force feed back like ssf on my virtual pin.
so I had a spare leppe amp and exciter in a draw that hadn't been used and
started to think about how I was going implement it.
A day later the idea came to me to use the headphone socket on my quest 2 as
the sound source. I gathered up the necessary bits and pieces to assemble my
creation.





So I got all the necessary cable to go through the hole in the back of the box and wired the into their prospective ports.

A usb cable for the Pinscape

A 3.5 mm to 3.5 mm stereo jacks going to input of the amplifier and to the headphone out of the Quest2, I had a problem later found the headphone out didn't work after a month so I ordered a USB C to audio and power adaptor that seems to work great.



*2 wires soldered to the exciter speaker going to the amplifier
12 v 2amp power adaptor.*

I have wired it all up and it works great.

Notice I I have daisy chained all the blue wires to all of the buttons as I mentioned earlier.

