

Visual Pinball X 10.8.0 Final & VPX Launcher 1.41+ Installation Guide

Visual Pinball Community

June 20, 2026

IMPORTANT NOTE:

You can choose any installation path you like (e.g., D:\Games\Visual Pinball or E:\Pinball). In this guide, we use C:\Visual Pinball as a standard example. Simply replace this path with your custom directory throughout the guide!

1 Step-by-Step Installation

1.1 Preparation & Architecture (The Golden Folder Rule)

To avoid pathing and administrative permission issues, create one single, clean directory on your drive of choice (SSD highly recommended):

- **Main Directory (Example):** C:\Visual Pinball (or your custom path)

How does the Launcher work? The VPX Launcher is not a separate, resource-heavy frontend or wrapper application. It is **compiled directly into the Visual Pinball X 10.8.0 executable**. The launcher logic lives inside the player engine itself, utilizing the exact same rendering pipeline and ImGui-based Live UI that VPX already uses for its tweak menus.

When VPX starts, it loads a lightweight dummy table and turns the player engine directly into your 3D table browser. This means zero additional dependencies, no launcher-to-game load delay, and native, seamless access to virtual reality.

1.2 Step 1: Install VPX 10.8.0 Final Base

You must install the official VPX 10.8.0 foundation in your custom directory before integrating the launcher.

1. **Download:** Get the official **VPX 10.8.0 Final All-in-One (AIO) Installer** (or zip bundle) from GitHub or VPUniverse.
2. **Unblock:** Right-click the downloaded installer → *Properties* → Check the *Unblock* box → Click *Apply*.
3. **Run:** Execute the installer and point the installation path to your **custom directory** (e.g., C:\Visual Pinball).
4. **Verify:** The installer will automatically set up the folder structure (including Tables, VPinMAME, etc.) inside your custom directory.

1.3 Step 2: Install & Integrate VPX Launcher

The VPX Launcher installer integrates directly into your custom VPX setup.

1. **Download:** Get the **VPX Launcher (64bit)** installer package from **VPUniverse**.
2. **Extract/Install:** Run the launcher installer. Choose **exactly** your custom VPX directory as the target (e.g., C:\Visual Pinball).
3. **What does this do?** The installer copies all required scripts, assets, and most importantly, the enhanced executable VPinballX_GL64_Launcher.exe into your root folder, as well as auxiliary tools inside the /vpxlauncher directory.

Note: From now on, always launch your pinball system using VPinballX_GL64_Launcher.exe. This is the optimized OpenGL 64-bit version customized to work with the launcher, offering custom loading screens and preventing crashes during rapid table switching.

1.4 Step 3: Configure VPinMAME (ROM Engine)

VPinMAME is located in your custom VPinMAME directory and manages emulation for physical arcade boards.

1. Navigate to [Your Path]\VPinMAME (e.g., C:\Visual Pinball\VPinMAME).
2. Right-click Setup64.exe and select **Run as Administrator**.
3. Click **Install** (if not already registered).
4. Click **Setup Defaults**:
 - Enable the checkbox for **Cabinet Mode** (this disables annoying nag/disclaimer screens when loading tables).
 - Click **OK** and exit the setup utility using *Quit*.
5. Place your game ROMs (as zipped files, e.g., u2.zip) into the roms folder: [Your Path]\VPinMAME\roms.

1.5 Step 4: Activate B2S Server (Backglass)

The B2S Server handles rendering the interactive backglass on your secondary screen.

1. Go to your tables directory: [Your Path]\Tables (e.g., C:\Visual Pinball\Tables).
2. Find the file B2SBackglassServerRegisterApp.exe.
3. Right-click it and select **Run as Administrator**. Click the register button to register the server within Windows.
4. Run B2S_ScreenResIdentifier.exe to map your playfield and backglass screens, which will generate the mandatory ScreenRes.txt file.

1.6 Step 5: Register FlexDMD

FlexDMD handles modern scoreboards and video displays (DMD).

1. Go to the FlexDMD folder: [Your Path]\FlexDMD (e.g., C:\Visual Pinball\FlexDMD).
2. Launch FlexDMDUI.exe.
3. Click the **Register** buttons for both FlexDMD and UltraDMD. Once the status indicators turn green, you are fully set up.

1.7 Step 6: Configure & Use the VPX Launcher

1. Run VPX-Launcher.exe located in your main folder. A green VPX icon will appear in your system tray (bottom-right taskbar).

2. Right-click the system tray icon and select **Settings**:

- Point the **Tables Path** to your custom tables folder.
- Toggle **Autostart last table** if you want your system to instantly boot into your last played table.
- Click **Apply Changes** and then **Launch VPX**.

3. **Controls within the Launcher Menu (3D Wheel)**:

- **Flipper Buttons** (or Left/Right Arrow keys): Browse through your installed tables.
- **MagnaSave Buttons** (or Ctrl keys): Fast scroll or change category filters (holding down MagnaSave increases scrolling speed).
- **Plunger** (or Enter/Spacebar): Launch the selected table.
- **Exit/Escape Key**: Instantly exits the active table and smoothly brings you back to the launcher's 3D wheel menu.

2 Advanced Features & Discord Insider Info

2.1 Fixing Blurry or Doubled VR Overlays (Convergence Adjust)

If the 3D game launcher or the tweak menus look doubled, unsharp, or strain your eyes in VR, the convergence settings need configuration:

- While inside the VR overlay, press the `AddCredit` key (default is key **5**).
- This opens the live adjustment page where you can scale your `eyeDistance` or convergence parameters in real-time.
- *Handy tip:* All button mappings for these operations are displayed at the bottom of the active overlay.

2.2 Custom Playlists & Filters (`config.xml`)

You can organize your game library by creating custom filters in `vpxlauncher/config.xml`. This is highly useful for subfolder setups:

```
<filter>
  <name>Top 10 Tables</name>
  <needed>.*</needed>
  <folder>Top10</folder>
  <forbidden>0</forbidden>
  <sorting>2</sorting>
</filter>
```

XML Parameters Breakdown:

- `<name>`: This text appears in the VR menu when you toggle filters using your MagnaSave buttons.
- `<folder>`: The target subfolder inside your Tables path (e.g., `Tables/Top10`). If set to `.*` the launcher scans recursively.
- `<needed>` & `<forbidden>`: Regular Expressions to match or exclude specific table names (e.g., `<needed>.*\ (VR\)` to isolate VR-optimized tables).
- `<sorting>`: Controls how your playlist is sorted inside the 3D wheel:
 - 0 = Sort Alphabetically (A-Z)
 - 1 = Sort Alphabetically Descending (Z-A)
 - 2 = Sort by Year (Oldest to Newest)
 - 3 = Sort by Year Descending (Newest to Oldest)

2.3 XR Readiness Checker (`xrChecker`) & Automated Fallbacks

The integrated `xrChecker` queries the status of your VR subsystem via `openvr_api64.dll` prior to booting VPX:

- Enable `xrChecker` in the Tray Icon Settings.
- **Scenario A (VR Active):** With your headset on, launching VPX will automatically bypass the desktop and force full VR rendering.
- **Scenario B (VR Offline):** When your headset is unplugged or powered down, the launcher detects this and instantly boots VPX in classic 2D desktop mode. This is great for modifying table scripts or editing without wearing your HMD.
- *Note:* Built specifically for OpenXR / OpenComposite. Not compatible with native SteamVR.

2.4 SteamVR Fallback (If strictly required)

If you must use SteamVR instead of OpenXR/OpenComposite, you can manually rename the DLLs in your root folder:

1. Rename `openvr_api64.dll` to `openvr_api64_openxr.dll`.
2. Rename `openvr_api64_steam.dll` to `openvr_api64.dll`.

2.5 Troubleshooting Corrupt Autoupdates

If your launcher runs into errors during background updates, or fails to initialize:

1. Open the folder `.../vpxlauncher/update/`.
2. Delete any corrupted ZIP payloads (e.g., `update_*.zip`).
3. Open `version.cfg` with a text editor and manually revert the version string backward by one revision (e.g., change 0.87 to 0.86).
4. Restart the `VPX-Launcher.exe` application to force a clean download and patch cycle.

2.6 VR Performance Boost (“Boosted Mode”)

Enabling “Boosted Mode” in your launcher VR settings turns on two powerful low-level optimizations:

- **Redundant glFlush Removal:** Eliminates the duplicate end-of-frame GPU synchronization. This saves $\sim 5\text{--}50\ \mu\text{s}$ of driver overhead and removes 90 unnecessary driver roundtrips per second.
- **Skipping Debug Annotations:** Bypasses heap-allocating OpenGL debug annotations (`glPushDebugGroup`) in release builds, eliminating $\sim 1,500$ CPU allocations per second.
- **Result:** Increased frame budget headroom to completely prevent VR reprojection or stuttering.

2.7 “Black Desktop” Option (Avoiding VR Transition Flashes)

When switching tables in Virtual Desktop or Link, you may briefly see your Windows desktop background inside the headset, breaking immersion.

- Enable the `Black Desktop` option in the VPX Launcher tray configuration.
- This blanks out your physical display outputs during transitions, providing a clean, seamless pitch-black transition in VR.

2.8 Tuning Visual Nudge for Cabinets

Physically bumping a virtual cab can trigger excessive camera oscillation in VR. To stabilize this:

- In your VPX Video/Graphics options, change `Visual Nudge Strength` to a minimal value such as 0.001.
- Tweak `AnalogNudgeGainX` and `AnalogNudgeGainY` (default 100) to scale how strongly the cabinet shakes. Negative values will invert the shake direction.

2.9 Real-time Numpad Table Positioning

While the launcher overlay is active in-game, you can shift, elevate, and adjust the 3D table position in real-time using your keyboard’s **Numpad**:

- **8 / 2:** Slide table forward / backward
- **4 / 6:** Slide table left / right
- **9 / 3:** Move table up / down
- **Minus (-):** Recenter / reset positioning

2.10 Topper Image & Video Support (For 2D Cabinet Users)

You can assign an individual video or picture topper to any virtual table:

1. Save your custom topper file using the **exact same name** as the table (e.g., `tablename.mp4` next to `tablename.vpx`).
2. Ensure you have a global fallback topper image saved at `vpxlabelauncher/data/topper.jpg`.
3. To adjust your secondary screen coordinates, configure the decimal values in the Windows Registry under `Computer\HKEY_CURRENT_USER\Software\Visual Pinball\VP10\Launcher\topper`.