

START HERE

Your route into the realm

A patch-based installation guide for Windows cabinets. Read pages 4-5 before your first launch if this is your first Royal Treatment installation.

Two version numbers, two different jobs

The original table is **Medieval Madness (Williams 1997)**, **VPW v1.0.1**. This presentation package is **The Royal Treatment, PuP Pack v1.0**.

Have these ready

A working original table: use the clean VPW v1.0.1 release and a working VPX 10.8 setup with VPinMAME, the table's ROM files and B2S support. Run the original table first. Follow its ROM requirements; this pack supplies no ROMs.

PinUP Player: the playback component must already be installed and working with your VPX setup. PinUP Popper is optional; you can launch the patched table directly from VPX.

The release download: the Royal Treatment media folder, the supplied patch and documentation. **No B2S backglass is included.** Use your own working Medieval Madness .directb2s file. A patch file is not a playable table.

Install in this order

1. Patch the clean original table

Create a separate Royal Treatment VPX file. Keep the original table unchanged. See page 2.

2. Copy the pack and rename your own backglass

Use the exact folder and table names shown on page 3.

3. Select three or four screens

Run the matching selector from the installed pack folder. See page 3.

4. Match your cabinet positions

Prepare the pack's saved layout and match the two table startup positions. See pages 4-5.

5. Test directly in VPX

Check the player cards, live reports and audio, then add the table to your front end. See pages 6-7.

[Get the original VPW v1.0.1 table](#) | [Official PinUP Player installation help](#)

STEP 1

Apply the table patch

Use a fresh, unmodified VPW v1.0.1 table as the source. A table already saved with script or editor changes may not match the patch.

The two input files

Original table:

```
Medieval Madness (Williams 1997) VPW v1.0.1.vpx
```

Patch supplied with this pack:

```
Medieval Madness (Williams 1997) VPW v1.0.1.dif
```

[Download the official VPURemix / VPPatching System](#)

In the patcher

Classic v1.04 uses the **Apply Patch** tab and these field names. A newer drag-and-drop interface uses the same source table and patch. Keep the patcher's extracted supporting files together.

1. Choose Original Table (Unmodified)

Select the clean **.vpx** file above.

2. Choose New Table Patch

Select the supplied **.dif** file above.

3. Set New Table File Name

Use this output name, including its **.vpx** extension:

```
Medieval Madness - The Royal Treatment v1.0.vpx
```

4. Apply the patch

Wait for completion. Note the output location reported by the patcher; classic versions normally use a **mods** folder beside the patcher.

Continue with the output VPX

Do not rename the .dif file to .vpx. If patching fails, re-extract the clean original v1.0.1 table and try again. Retain the source table as your backup.

Source table: [VPW download](#) | Patching procedure: [VPUUniverse instructions](#)

STEPS 2 AND 3

Put the files in place

Close VPX and PinUP playback before copying or selecting a layout. Extract the download fully first; do not run the selectors from inside a ZIP.

The media folder

Copy the entire **mm_vpw_royal_treatment** folder from the download's **PUPVideos** folder into your own **PinUPSystem/PUPVideos** folder. Keep every file and subfolder together. Do not rename the pack folder or merge it into mm_109b.

Example only - your drive or PinUPSystem location may differ:

```
PinUPSystem/
  PUPVideos/
    mm_vpw_royal_treatment/
      BG30/
        Display-Profiles/
          SELECT-3-SCREENS.bat
          SELECT-4-SCREENS.bat
        PinUpPlayer.ini
```

Avoid one extra folder level

The correct path ends with **PUPVideos/mm_vpw_royal_treatment/BG30**. If there are two mm_vpw_royal_treatment folders nested inside one another, the table cannot find its media.

The table and backglass

Put the newly patched VPX in your **Visual Pinball/Tables** folder. Make a copy of **your own working Medieval Madness .directb2s** in that folder and rename the copy to match the patched VPX. Keep your original backglass for the original table. The two new base names must match exactly:

```
Medieval Madness - The Royal Treatment v1.0.vpx
Medieval Madness - The Royal Treatment v1.0.directb2s
```

The .directb2s above is your renamed copy. The public pack does not include a B2S backglass. Keep file extensions visible so the filename does not accidentally end in .directb2s.directb2s.

Choose your physical screen layout

Three screens: playfield + backglass + FullDMD monitor. Run **SELECT-3-SCREENS.bat**.

Four screens: the same arrangement plus a separate topper. Run **SELECT-4-SCREENS.bat**.

Run the BAT inside the **installed** mm_vpw_royal_treatment folder. Wait for its **SUCCESS** message. The selector chooses the layout; the position steps on the next pages place it on your cabinet.

STEP 4A

Save your screen positions

The download includes a per-pack PinUpPlayer.ini. Its coordinates came from the development cabinet and may not match yours.

Know the three playback areas

PinUP screen 0 - Topper

Optional fourth monitor; intended artwork is 1920 x 360.

PinUP screen 2 - Backglass

Animated kingdoms, reactions, recaps and final reports.

PinUP screen 5 - FullDMD

The entire third display; the pack uses its upper area for player artwork.

The ROM DMD stays separate

Keep your original score/rules display in its normal lower FullDMD area. This pack adds player artwork above it; it does not replace the ROM DMD or automatically reposition it.

Create the layout for this pack

1. Back up your existing configuration

Keep copies of **PinUPSystem/PinUpPlayer.ini** and the installed pack's **PinUpPlayer.ini**.

2. Open PinUP display configuration

Run the display-configuration BAT from PinUPSystem, commonly **PinUpPlayerConfigDisplays.bat**. Place and size Backglass screen 2, FullDMD screen 5 and, if used, Topper screen 0 for your monitors. Save and exit.

3. Keep this layout with this pack

Copy the newly saved **PinUPSystem/PinUpPlayer.ini** into **PUPVideos/mm_vpw_royal_treatment**. Then restore the backup of the global PinUpPlayer.ini in PinUPSystem. The custom copy remains inside this pack.

The pack's [INFO] section describes Topper 0, [INFO2] describes Backglass 2, and [INFO5] describes FullDMD 5. Keep gameplay display rotation at 0. Front-end loading-video rotation is separate.

For people upgrading from our test builds

The selector imports saved positions once from Full37, then Full36/35/34/33 as fallbacks. Subsequent selections retain local edits. First-time public users can follow the steps above; no old test build is required.

Official layout method: [PinUP custom pack layouts](#)

STEP 4B

Match the table placement

For this v1.0 table, the saved Topper position is read automatically. Backglass and FullDMD also have two fixed startup placement commands in the patched table.

Do this only in your patched copy

Apply the supplied patch first. The clean original must remain untouched for future patching. If the two screen locations already match your cabinet, leave the values as they are.

1. Read your saved coordinates

Open the **PinUpPlayer.ini** inside this installed pack in Notepad. Under [INFO2], note ScreenXPos, ScreenYPos, ScreenWidth and ScreenHeight. Do the same under [INFO5].

2. Open the patched table in the VPX editor

Open its **Script** window. Search for **SetScreenEx 2,7680**. You should find this backglass command:

```
MM33Player.SetScreenEx 2,7680,0,1920,1080,0
```

Replace only the four position/size numbers after the first 2. Copy them from [INFO2] in this order:

```
2, ScreenXPos, ScreenYPos, ScreenWidth, ScreenHeight, 0
```

This is an explanation of the order, not a line to paste. Enter the actual numbers. Keep the first **2** and final **0**.

3. Match the FullDMD command

Find the following command and set its four position/size numbers from [INFO5]. Keep the first **5** and final **0**.

```
MM33Player.SetScreenEx 5,5760,0,1920,1080,0
```

Example: a 1920 x 1080 backglass to the right

If [INFO2] says X=1920, Y=0, Width=1920, Height=1080, the resulting command is:

```
MM33Player.SetScreenEx 2,1920,0,1920,1080,0
```

4. Save and launch your patched table

Save the Royal Treatment VPX and close the editor. Keep the matching backglass filename. Reopen the table and check all screen locations.

Leave the event triggers, media names and report geometry unchanged. These two commands place whole playback windows; the report layouts scale within those windows.

STEP 5

First launch and sound

Test directly in VPX once before adding the table to a front end. This separates table/pack setup from front-end configuration.

A quick success check

1. Start the Royal Treatment table

Launch **Medieval Madness - The Royal Treatment v1.0.vpx**, not the original VPW table. The original does not contain this pack's presentation controller.

2. Start a game and wait before launching

Look for the matching player introduction on the backglass and upper FullDMD. With four-screen mode selected, check the topper too.

3. Check a later ball

Before the next numbered ball, look for the previous-ball report. It is normal for the opening ball to have no previous-ball statistics. Launching returns the presentation to gameplay.

4. Finish a game

Solo play uses the full-screen Royal Report. Multiplayer uses individual placements and shared final standings. Empty honor or realm areas can mean nothing was earned.

If the launch sounds are quiet

Catapult clips and the supplied South Park lock clips request **100% playback volume**. Check the Windows output device, speakers and Volume Mixer for PinUP playback while it is running. Compare a clip directly from the installed pack to distinguish media volume from game mixing.

The topper is silent and upper FullDMD artwork is normally silent. Do not use those as an audio test. ROM speech/music and mechanical table sounds are separate from embedded PuP video audio.

Optional front-end loading video

Once direct VPX play works, add the patched VPX as its own game entry in your front end. For this table's playfield loading slot, use **Front-End-Media/Playfield-Loading.mp4**, or its silent alternative.

Loading orientation is intentional

The 10-second loading export is 1920 x 1080 with portrait artwork already turned **90 degrees counterclockwise**. Preview-Upright.mp4 is a viewing aid. The loading video is separate from the in-game backglass/FullDMD intro.

Use the included Player's Handbook to explore the reports and game presentation. The optional Cabinet-Check recorder is for troubleshooting; running it is not required to play.

HELP AND REFERENCE

If something does not look right

Start with the specific checks below. This guide is for the script-driven Royal Treatment patch; generic ROM-named PuP instructions may not apply.

The table plays, but no Royal Treatment media appears

Confirm you launched the patched VPX. Check the exact pack folder name, nesting and complete extraction. PinUP Player must be installed and working. The ROM-named mm_109b folder is not this pack's media folder.

A screen is missing, off-screen or on the wrong monitor

Run the selector from the installed pack and confirm SUCCESS. For a topper, choose four screens. Recheck the saved layout and both startup commands on pages 4-5; copying a new INI alone does not change those two fixed commands.

A stock B2S picture covers the animated backglass

Use your own working .directb2s copy, renamed to match the patched table. Check its base name and folder. This table manages B2S visibility itself; do not apply a generic delete-all-backglass fix.

The patch fails or creates a table that will not open

Start with a fresh unmodified VPW v1.0.1 source. Recheck the .dif selection and .vpx output extension. Saving the source table in the editor before patching can change it.

Report artwork appears but the numbers are missing

Keep the full pack and patched table together. Retain the MP4 report backgrounds. Do not rebuild this script-driven pack in PuP-Pack Editor or replace its configuration with settings from another pack.

What to include when asking for help

Mention three- or four-screen mode, VPX/PinUP versions, solo or multiplayer, the player/ball, and a photo. Attach

MedievalMadness-RoyalTreatment-v1.0.log from the VPX User folder if available. The included Cabinet-Check tools can collect it with optional resource diagnostics.

Official downloads and reference

[Original table: VPW Medieval Madness v1.0.1](#)

[VPURemix / VPPatching System](#)

[PinUP Player installation](#)

[Custom PinUP pack layouts](#)

PuP Pack created by Keith Brownlow. Original table by VPinWorkshop; see the Player's Handbook and original table credits. This installation guide describes the user-supplied patch release and does not distribute the original VPW table.