Visual Pinball: Installing Tables:

Download all of the following for each table that you want to install from the VPForums download area:

- Table (the full-screen (FS), VP 9 version)
- ROMs (download all of them)
- UVP backglass (Full-screen version if available)
- HP Video
- HP Media Pack

File Copying

1. Rename all of the files the same as the table file.
2. Copy:
    1. Table to C:\Program Files\Visual Pinball\Tables
    2. ROMS to C:\Program Files\Visual Pinball\VPinMame\roms
    3. Video to C:\Hyperpin\MediVisual Pinball\Table Videos
    4. UVP:
        - UVP Backglass to C:\Hyperpin\Media\Visual Pinball\Backglass Images
        - UVP file to C:\Hyperpin\UltraVP
    5. Media Pack:
        - Table image to C:\Hyperpin\Media\Visual Pinball\Table Images
        - Wheel image to C:\Hyperpin\Media\Visual Pinball\Wheel Images

Script Editing and initializing the table (Visual Pinball):

1. Load the table in Visual Pinball (don't run it yet).
2. Click Script.
3. Search for DMD.
    a. If there is a DMD parameter set with the term ("rol") = make sure it's ("rol") = 0. This sets the orientation of the DMD image properly for a multi-screen cabinet.
4. Edit the script as follows:
    a. Comment out (type ' in front of it) the line that reads
       Set Controller = CreateObject("VPinMAME Controller")
    b. Add a line below that that reads
       SetController = CreateObject("UltraVP BackglassServ")

5. On the command bar, under Script, select Compile.
6. Close the script.
7. Save the Visual Pinball table.
8. Run the table.
9. Acknowledge that you're authorized to run the ROM (even though you aren't).

10. If the table opens an options menu that allows you to select the ROM version and other options:
    a. Select the correct ROM version.
    b. Select all other options as desired.
    c. MAKE SURE YOU CHECK THE BOX THAT PREVENTS THE MENU FROM COMING UP EACH TIME YOU OPEN THE TABLE!!!!! If you don't, the table will appear to hang up when loaded from Hyperpin.
11. If the backglass doesn't show up, close the table, quit VP, and run Hyperpin. This seems to work for some reason.

Editing the Hyperpin menu:
1. Go to C:\Hyperpin\Databases\Visual Pinball
2. Open the Visual Pinball XML file in Notepad.
3. Delete all entries except 1 (first time only).
4. Edit the information to match your new table.
5. The name and description must match the filename of your table (and all other associated files).
6. Add a new entry for each table you add.
7. MAKE SURE YOU DON'T LEAVE OUT ANY PUNCTUATION. Hyperpin will crash every time if you do.

Solving the Hyperpin/FPLaunch/Nanotech/UVP Woes

The Nanotech board (AKA: Pinball Wizard—the FPLaunch and Settings files treat both as the same device) has issues with the Exit button when using UVP active backglasses. When you connect it as directed, the table won't exit properly back to Hyperpin.

(NOTE: If you're not using UVP backglasses, don't worry about this.)

1. The current version of Hyperpin has two files:
    a. FPLaunch.ahk
    b. FPLaunch.exe
    The .ahk file is an AutoHotKey file. It's a script that gets compiled into FPLaunch.exe, which is called by Hyperpin when you select a game from the menu. In order to fix the exit problem, you're going to have to edit the file and recompile it.
2. First things first—you'll need to download the latest FPLaunch from here: http://www.hyperspin-fe.com/forum/showthread.php?10935-FPLaunch-MOD-Pause-and-Loading-screens.
    a. Download the file.
    b. Follow the instructions in the thread to install it in your Hyperpin folder.
3. The next step is to download the AutoHotKey program…but downloading the CORRECT one is important. If you compile the above FPLaunch file with the latest version of AutoHotKey (found at www.autohotkey.com), it won't work. (You'll get an error message that tells you that you need a backslash at the end of your pathname.)

a. Download the version of AutoHotKey that you find here:
   i. http://www.v3.co.uk/articles/download_thanks/1956731#thanks
b. Run the exe to install the program.
c. I already had the latest AutoHotKey installed, so I deleted the original directory first (there doesn't appear to be an uninstall).

So, here's the problem: The Exit button in Hyperpin settings.ini is set to ESC. This apparently causes issues with the UVP backglasses—if you try to return to HyperPin from a game, the Exit button doesn't respond to a quick press, and a press-and-hold causes the game to exit to Hyperpin without closing down the UVP backglass. Now that you have everything you need to fix this issue, do the following:

1. Before you go any further, make backup copies of the following Hyperpin files:
   a. Settings.ini (found in c:\Hyperpin\Settings).
   b. FPLaunch.exe (found in the main Hypepin directory)
   c. FPLaunch.ahk (found in the main Hyperpin directory)
2. Run HyperPin by double-clicking Hyperpin.exe.
3. Exit HyperPin.
4. Open Settings.ini using Notepad (NOT Wordpad or Word) and do the following:
   a. Scroll to the bottom of the page and find the section with the header [FPLaunch].
   b. **Find each of the following items on the list under the [FPLaunch] header and change them as shown below. (NOTE: don't type the stuff in the parentheses—those are just explanations for what each of the items does in the script.)**
      i. exitEmulatorKey=Joy8
         (This maps the exit control to the proper Exit connection on the Nanotech controller)
      ii. exitEmulatorKey2=Joy9
         (This tells Hyperpin to use the Nanotech controller's Start button to select items when a menu is open—if you don't do this, there is no way to select items from the menu)
      iii. exitEmulatorKey3=Enter
         (This is the default—leave it as-is. This will ensure that you can still use the Enter key to select a menu item when you are using a keyboard rather than the cabinet's buttons. Changing it makes it a pain in the butt to deal with when using a keyboard.)
      iv. upKey=Joy12
         (This maps the scroll up function for the in-game Hyperpin menus to the Nanotech controller's Left Flipper button.)
      v. downKey=Joy2
         (This maps the scroll down function for the in-game Hyperpin menu to the Nanotech controller's Right Flipper button.)
   c. Save and close Settings.ini.
5. In the main HyperPin directory, right click on FPLaunch.ahk.

a. If there is an Open With or Open option on the menu, use it to open the file in Notepad (NOT Wordpad or Word).
b. If there is an Edit Script option, select it. The file will automatically open in Notepad.

6. Open the edit menu and search for [FPLaunch].
7. Under the FPLaunch header, edit the following:
    a. exitEmulatorKey=Joy8

   Note that all of the parameters that were present in Settings.ini are here as well—however—for whatever arcane reason—it doesn't appear that you have to change anything else in FPLaunch to make everything work properly.

8. Save the file and close it.
9. Now, it's time to compile the file.
    a. Right-click on FPLaunch.ahk.
    b. From the menu, select Compile Script.
        i. If the script compiles…awesome! You're done!
        ii. If you get an Open With window when you select compile:
            1. Click Browse and navigate to Program Files/AutoHotKey/Compiler. (Note that this assumes that you have installed AutoHotKey to the default directory—which is always the safest way to go.)
            2. Click Ahk2Exe and then click Open.
            3. When an Ahk2Exe prompt window appears, click OK.
            4. The AutoIt window opens.
            5. Click Browse to the right of the Source (script file) field, navigate to the HyperPin directory, select FPLaunch.ahk, and click Open.
            6. Click Browse to the right of the Destination (.exe file) field, navigate to the HyperPin directory, select FPLaunch.exe, and click Open.
            7. Click the Convert button.
            8. Close the window if it doesn't close automatically.

Run HyperPin. Everything should be working properly now.