

NEW VERSION WITH MOTION SENSOR INSTALLED ON BOARD

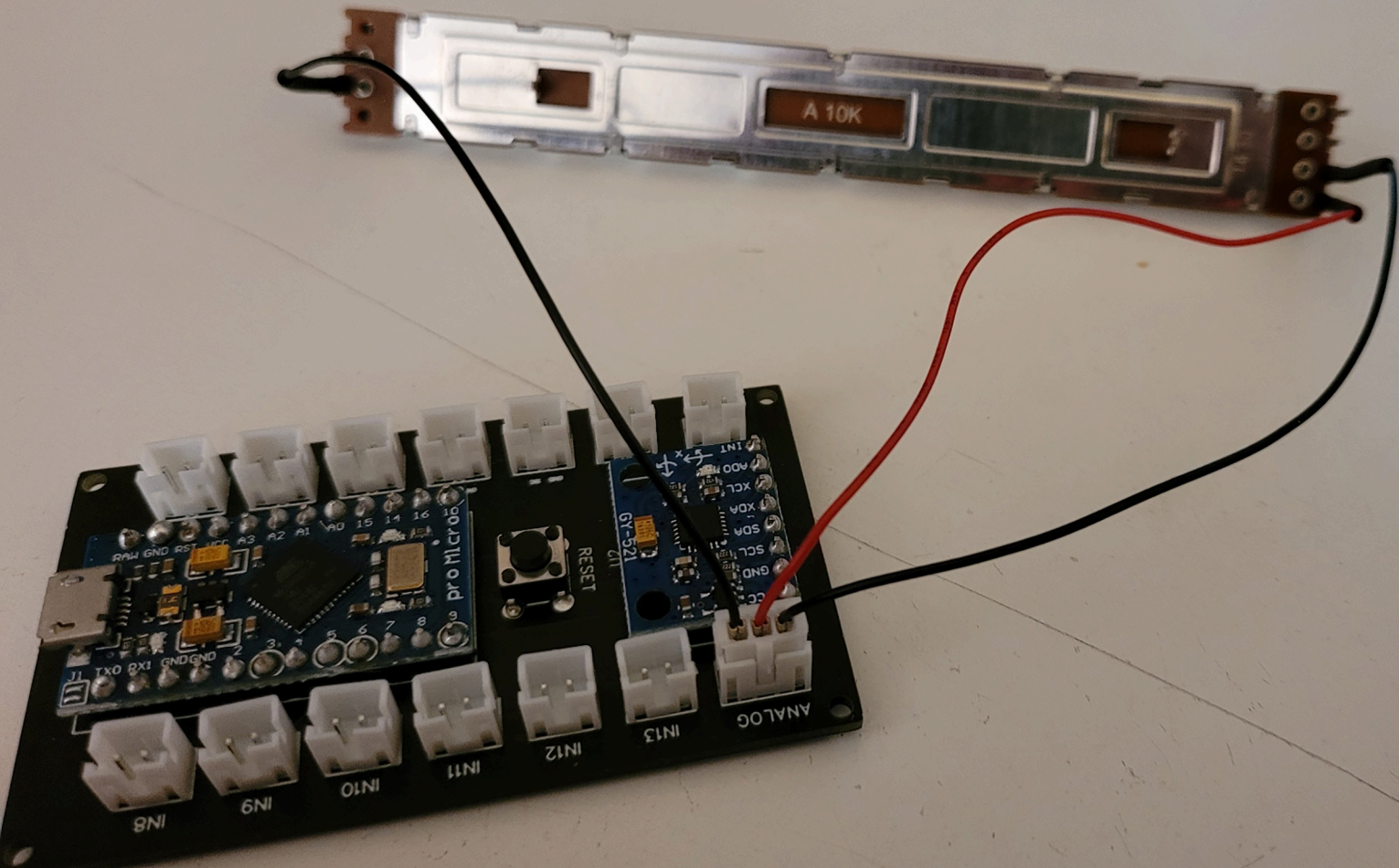
ANALOG INPUT

DIGITAL INPUT 8-13

Motion Sensor

USB

DIGITAL INPUT 1-7



Button Assignments

Left Flipper L Shift Button 1	Right Flipper R Shift Button 2	LMagnaSave Page Up Button 2	RMagnaSave Page Down Button 2
Start Game Enter Button 6	Add Credit 5 Button 2	Add Credit 2 4 (none)	Plunger Menu (none)
Exit Game W (none)	Volume - - (none)	Volume + + (none)	Debug/Perf.Info F11 (none)
Left Nudge Z (none)	Fwd Nudge Space (none)	Right Nudge / (none)	Mech Tilt T (none)
Custom 1 (none)	Custom 2 (none)	Custom 3 (none)	Custom 4 (none)
Debug Balls O (none)	Debugger/I.Edi D (none)	Lockbar/Fire Menu (none)	

☐ Override Default Button Layout☐ Disable ESC Key

* To assign Custom Keys to Gamepad Buttons, click on the button and select desired key, then choose desired gamepad button from dropdown box.

PinMAME Buttons

EB BuyIn (2) (none)	Coin 3 (5) (none)	Coin 4 (6) (none)	Door (END) (none)
Service Buttons			
Cancel (7) (none)	Down (8) (none)	Up (9) (none)	Enter (0) (none)

Nudge, Plumb, Plunger (Changes will not affect open tables)

Axis Assignments

X Axis (L/R)	X Axis	☐ Reverse	X-Max	100	X-Gain	100 %
Y Axis (U/D)	Y Axis	☐ Reverse	Y-Max	100	Y-Gain	100 %
Plunger	(disable)	☒ Reverse	Dead Zone			

☐ Legacy/VP9-style non-realistic Keyboard Nudge 100 % Strength☐ Enable Nudge Filter (mainly for Analog/additional Board setups)☒ Enable Analog Nudge☐ Normal Board Mounting Orientation☒ Tilt Sensitivity 400☐ Accelerometer Rotation 0☐ Enable Mouse handling during Play☐ Enable flying around (Arrow Keys + Left Alt Key) during Camera/Light/Material Edit Mode

To interactively set, calibrate and test the Nudge parameters, please load the 'Nudge Test and Calibration.vpx' table and run it

DOF Controller Options

Contactors Both	Knocker Both
Chimes Both	Bell Both
Gear Both	Shaker Both
Flippers Both	Targets Both
Drop Targets Both	

* This will only apply to tables that are using the Controller.vbs in their script code

☐ Disable B2S

OK

Cancel

