

NoEx's Free Camera Mod Setup Guide 1.1

By Rob Misner

Welcome to the next step in The Pinball Arcade immersion. Thanks to the ingenuity and coding skills of NoEx, fans of TPA can now enjoy playing with camera views that allow complete freedom of position, custom back glass artwork and scoring displays on a separate monitor then the playfield itself.

Due to not modifying any source code there are certain considerations that must be adhered to, to ensure a successful setup and execution of using this mod.

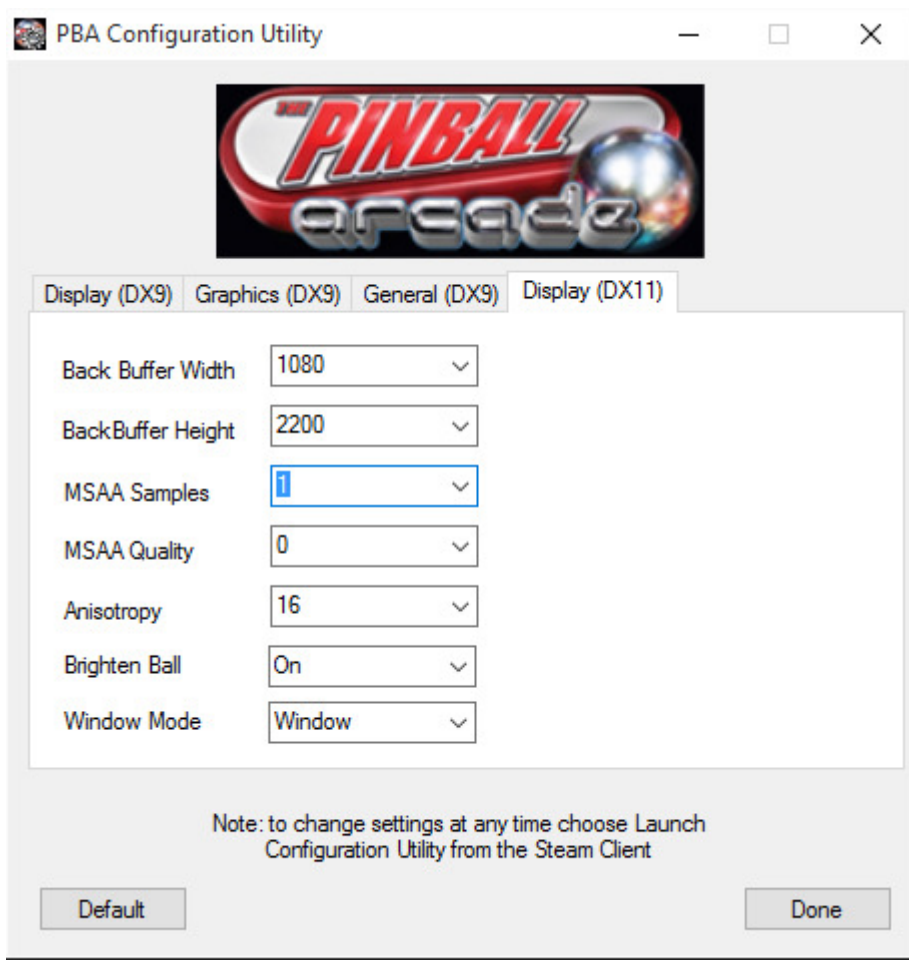
Setting up your PC:

The resolution of the playfield must be set to 1080x1920. Your backglass and DMD monitors can be whatever resolution you wish. There are some community Backglass packs built around a resolution of 1600x1200 and 1280x1024 resolutions for ease of use.

With the addition of a floating DMD window, it is not required you align your monitors in a T formation, you can now leave your monitor setup as they are, and just position the dmd window on whichever display you wish(the game itself does require the playfield monitor to be in portrait mode though).

Setting up the Game:

The game settings will require that the Back buffer width and Back buffer height maintain the same ratio as the default settings for the mod. Though the values recommended aren't listed in the drop down menu, you can select each box and manually enter the proper values. Every time you load the Configuration utility you will need to re-enter the proper values.



All of these are valid and will work

1080x2200 (default)

1620x3300 (1.5x default)

2160x4400 (2x default)

Setting up the Mod:

The mod saves changes to a settings.ini file. The ini file is in the root of the mod folder, which has lines you will need to edit to suit your setup.

My default setup are as follows, I've commented in red my reasoning for my choices, and the rest are left on their default settings.

[Settings]

; Auto launch the game when the mod starts.

LaunchGame=1 I use this so the execution of the mod itself auto launches TPA. This way PinballX, the Cabinet front end, only needs to be configured to launch the mod.

; Path to the game executable.

GamePath=C:\Program Files (x86)\Steam\SteamApps\common\PinballArcade\PinballArcade11.exe

; Overlay is hidden when the game starts.

StartHidden=1 In game mod controls are hidden by default pressing numberpad 0 will show them.

; Opacity of the overlay (0 -> 1.0 / 0.1 range).

Opacity=1.0

; Enable/disable the mod.

FreeCameraMode=1 Must be 1 or mod is off

; Auto hide the ingame HUD when you click START button.

AutoHideHUD=0

; The cam values are applied to the sliders when you click START button, otherwise sliders value are applied to the cam.

AutoCamToSliders=1

; Check if a *.cam file exists for the current table and automatically loads it.

AutoLoadCamFile=1

; Enable/disable Hotkeys.

HotKeys=0

; The key (constant) defined in the game to manually hide the ingame HUD (default key: H)

; Keyboard scan code constants list: <http://goo.gl/rvrMS9>

; Take the hex value in the table (0x48) and convert it to an integer (72);

HideHUDKey=72

[Cabinet]

; Enable cabinet mode, dual monitor display with backglass & DMD.

CabinetMode=1 Turns on backglass Art display

; Backglass monitor number (as displayed in Windows/Nvidia/Ati display settings).

BGMonitor=2 Specifies which of your monitors is the backglass monitor. This isn't always what NVidia controls say, but it's either 0, 1, 2, or 3.

; Game window stretching value (to the second monitor) in pixels.

WindowStretch=293 This is the default value for proper aspect ratio. I Recommend not changing if you're using a 1080x1920 display for playfield.

[DMD]

; ### DMD Settings (position is ignored when a table specific DMD file exists) ###

; DMD monitor number (as displayed in Windows/Nvidia/Ati display settings).

DMDMonitor=2 For a Two screen setup I set this to match my Backglass monitor, for a 3 screen setup you should set this to match your DMD monitor

; DMD Default X Position. These coordinates are the top left corner of the dmd window

DMDXPos=0

; DMD Default Y Position. These coordinates are the top left corner of the dmd window

DMDYPos=0

; DMD always on top of all windows

DMDTopMost=1 . For 2 screen mode I set this to 1 so the dmd is always on top of backglass art. This eliminates need for transparent holes and alignment issues. For a 3 screen setup it may not matter and you can set it to 0

; DMD position is locked by default.

DMDLockedPos=0

; DMD size is locked by default.

DMDLockedSize=0

; ##### HOTKEYS NOTE #####

; # For a complete list of usable keys, please visit: <http://goo.gl/0blPF6> #

; # NumLock key should be ON to use NumPad keys. #

; # 'PageUp' key is also known as 'Prior' for backwards compatibility. #

; # 'PageDown' key is also known as 'Next' for backwards compatibility. #

; #####

[HotKeys]

HideShowOverlay=NumPad0

XTranslation+=Multiply

XTranslation-=Divide

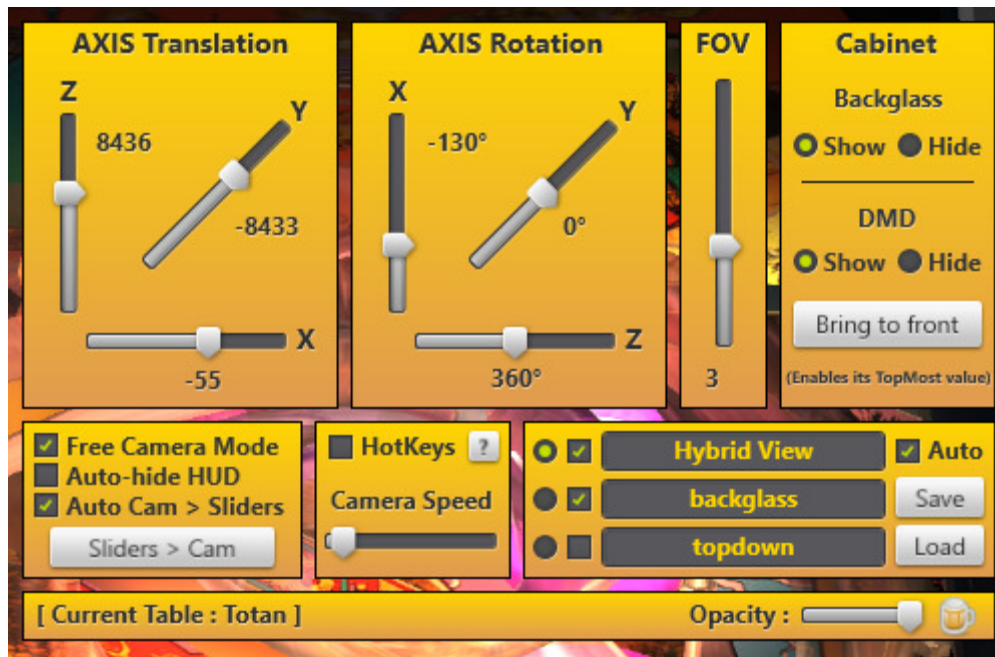
YTranslation+=Home

YTranslation-=End

ZTranslation+=Insert

ZTranslation-=Delete
XRotation+=PageUp
XRotation-=PageDown
YRotation+=Numpad6
YRotation-=Numpad4
ZRotation+=NumPad1
ZRotation-=NumPad3
FOV+=NumPad5
FOV-=NumPad2
PFShift+=minus
PFShift-=plus
BGShift+=Numpad9
BGShift-=Numpad7
CamSpeed+=Up
CamSpeed-=Down
SetCamView1=F1
SetCamView2=F2
SetCamView3=F3
CycleViews=C

The Mod interface:

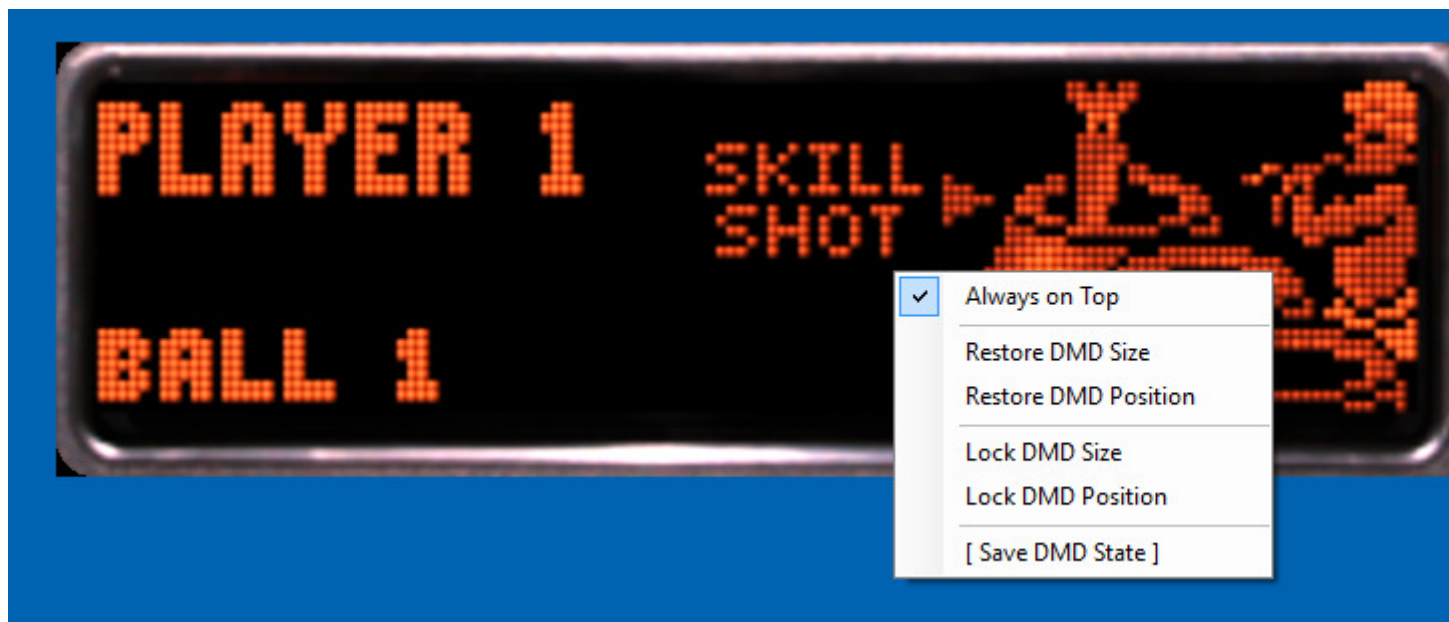


Just a quick note on the interface. The cabinet section lets you temporarily turn off the backglass image so you can move the dmd around freely.

When you left click and hold on the floating DMD you can drag it around to whatever position on whatever screen you want.

If you move your cursor to the bottom right hand corner it will change to a double-sided arrow which will let you click and drag to resize the window.

Note: I find sometimes the cursor disappears while doing that, if that happens just move your mouse so the cursor shows up on another screen and then move it back to the dmd screen and it will become visible again.



When your satisfied with the position and size of the dmd, right click on the dmd to bring up the menu and left click on Save DMD State to write a dmd.ini file for that table to the mod folder. This will save these settings which will automatically be used from now on. For DMD specific tables, you can setup one and copy those values to the settings.ini dmd section. This will make those settings the default, there by ensuring all dmd screens are positioned the same.

Adding resource files to mod:

The mod saves the changes to the camera positions to a cam file in the cameras subdirectory.

You can download other people's cam files so that you don't have to manually set them up yourselves and save time.

Backglass image files are stored in the backglass subfolder. They are required to be named the same as the cam files to link the loading of them automatically. Media packs for difference configurations are shared on TPAfans forum under the FreeCameraMod sub forum

Adding PBFreeCamMod to PinballX:

You can edit your TPA launch settings to the following to use the mod in PinballX front end.

Edit the Working Path to match your location of the mod.

Other Systems

Here you can set the other system settings of PinballX.

Select System	2: Pinball Arcade	?
Name/Folder	Pinball Arcade	?
Enabled	Yes	?
System Type	Custom	?
Working Path	D:\games\PBA Camera Mod	?
Table Path		?
Executable	PBAFreeCamMod.exe	?
Parameters		?

Troubleshooting Tips!:

1. Make sure you run the game thru steam with administrative privileges.
2. Make sure you have Aero enabled and an Aero theme loaded if you're a windows 7 user(some have disabled this feature for other game optimization)
3. Make sure you don't have text, apps and other items scaling set to anything but 100%, some people have found theirs set to 125% and this causes the screen to not be centered and to big.