JPSalas-DT table's arcade physics

	Metals	Plastic	Wood	Rubber
Elasticity	0,2	0,3	0,3	0,4 (pins) 0,5 (posts) 0,6 (rubber bands)
Friction	0,15	0,15	0,15	0,2

Scatter Angle 5 on everything
Elasticity FallOff 0,1 on everything

Ball: Size: 50
Mass: 1

	EM table	SS table (with ramps and higher inclination)
Flipper settings		
Mass	4	4
Strength	3500	4500
Elasticity	0, 6	
Elasticity Falloff	0,1	
Friction	0,2	
Return Strength	0,08	
Coil Ramp up	0	
EOS Torque	0,4	
EOS Torque Angle	6	
Flipper's angle	51-53 (for ex. Left flipper: Start angle 121, End angle 70)	
Playfield settings		
Gravity constant	0,980665	
Playfield friction	0,02	
Playfield Elasticity	0,2	
Contact Scatter Angle	5	
Min & Max Slope	5 -5.5	6 -6.5
Targets	same as metal or plastic	
Ramps	same as metal or plastic	
Bumpers strength	8	8-10 (depends on the table)

Desktop tables view in desktop and FS mode to be run in "Exclusive Fullscreen Mode (EFS)"

Arcade physics with low friction, lower elasticity, higher ball acceleration and no flipper re-bounce