

# VR Aircraft 7XX series Throttle Quadrant Configuration Microsoft Flight Simulator X installation

This document is an instructional manual on how to configure the 7XX series throttle quadrant for Microsoft Flight Simulator X. Each throttle quadrant is going to be slightly different. Although, the design is the same, each throttle quadrant will have its own axis assignment for each control. For instance on one throttle quadrant the engine no.1 may be the x axis where on another throttle quadrant it might be the y-rotation. Although strange, it can easily be worked around to make a perfectly operational throttle quadrant.

1. The first step is to connect the throttle quadrant, it will install automatically because it is seen as a plug and play device. After the device is done installing you will need to calibrate each control.
2. The calibration utility can be accessed two ways either through, the Microsoft control panel by clicking “game controllers” or through Flight Simulator X by going to the tool bar and clicking options, settings and controls,
3. There will be a button that says “calibrate” to access the utility, click it.
4. Before you begin calibration, make sure you center ALL of the flight controls including, the throttles, the pitch control, flaps, and spoilers. Your throttle WILL NOT work properly if you do not center them before calibration. Figure 1.0 and figure 1.1 below shows the flight simulator x calibration utility.

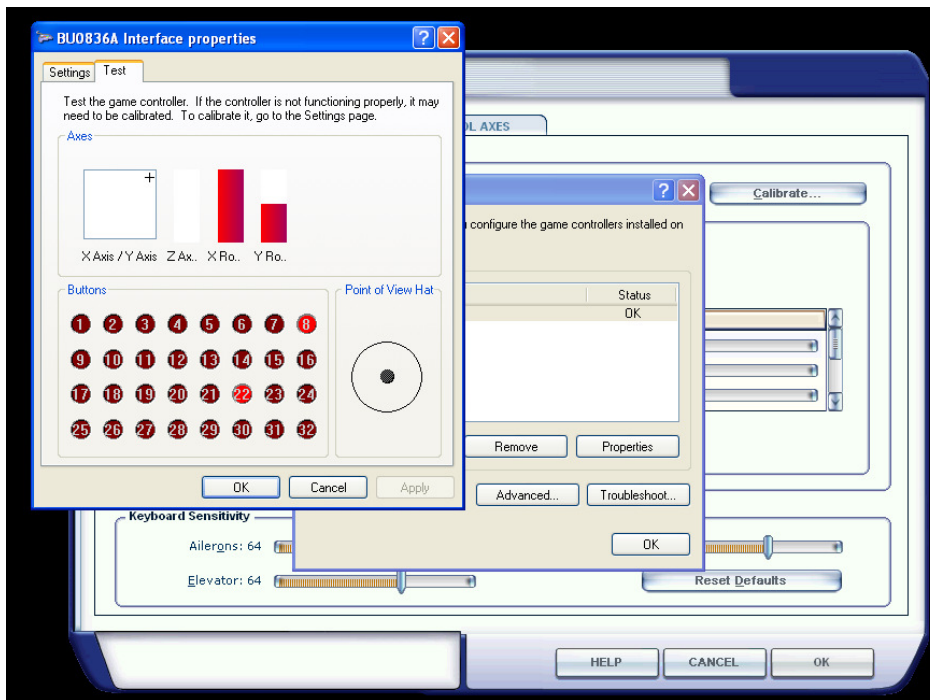


Figure 1.0 The Calibration Utility

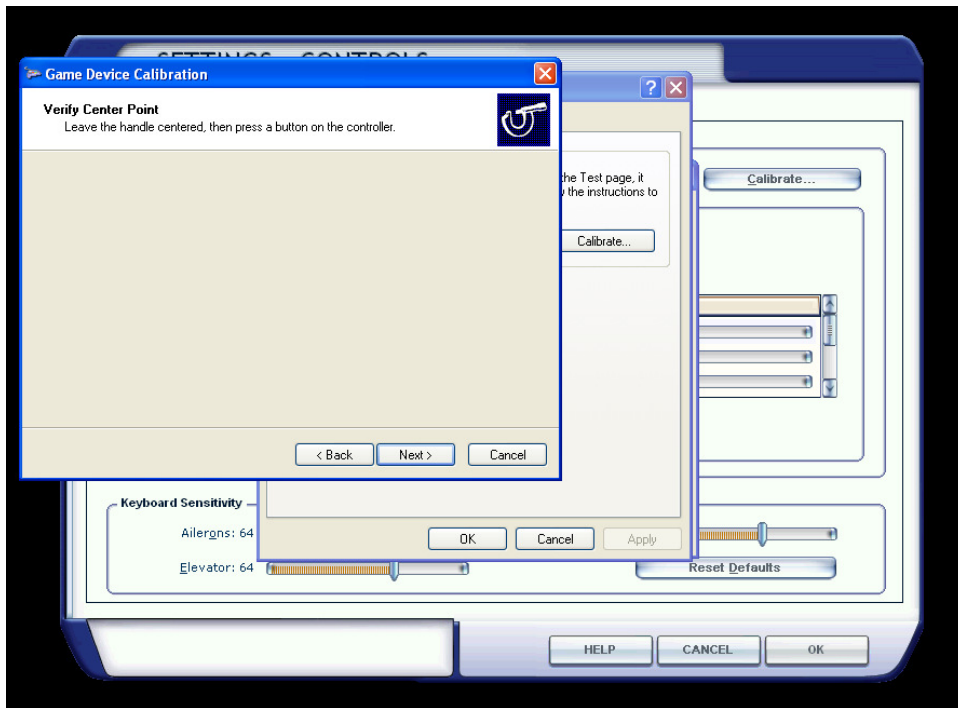


Figure 1.1 Verify Center Point

5. The utility it is very straight forward and just consists of cycling the controls about four times and returning them to CENTER and moving on to the next set of controls until finished. Although, not necessary, stopping about one centimeter before the stops on both the high and low settings for each control may be very helpful in making sure the controls reach their highest levels as read by flight simulator. I have found issues with the throttles as well as some of the other controls not going all the way full or idle because I left this step out. Also note if you have already calibrated the quadrant in Flight Simulator 2004 you do not have to repeat it in Flight Simulator X.
6. Once you have calibrated the controls it is time to assign their joystick commands. Click the "Control Axes" tab at the top and double click on all of the axes you wish to assign. For instance, "throttle 1 and throttle 2" axis and then just move the control on the quadrant you wish the axis to be assigned to. Refer to figure 1.2 as an example.

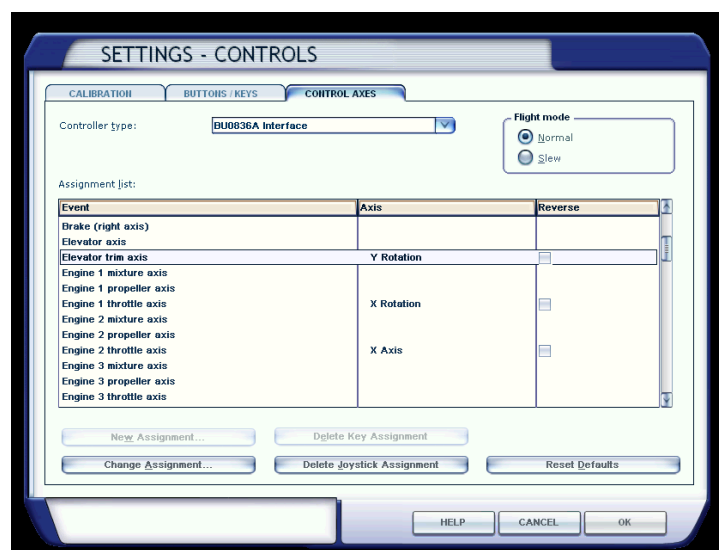


Figure 1.2 Axes Assignments

7. After you have assigned all axes controls, you may want to take a moment to make sure that they work properly. You may notice that some may need to be reversed and if they still are not working properly, go to the “calibration” tab and make sure all of the sensitivities for the axes are turned all the way up and all the null zones are turned all the way down.
8. We are almost done, next we need to assign the fuel cutoff switch and the thrust reverse levers. You will need to go to the “buttons/keys” tab at the top and scroll down to the “throttle decrease” command there are two of these commands and you will need to assign the first one as the left throttle and the second one as the right throttle. Simply double click on axes assignment and pull the appropriate lever. Make sure the “repeat” tab is at it’s fullest setting to ensure the thrust reverse deploys properly. For an example refer to figure 1.3.

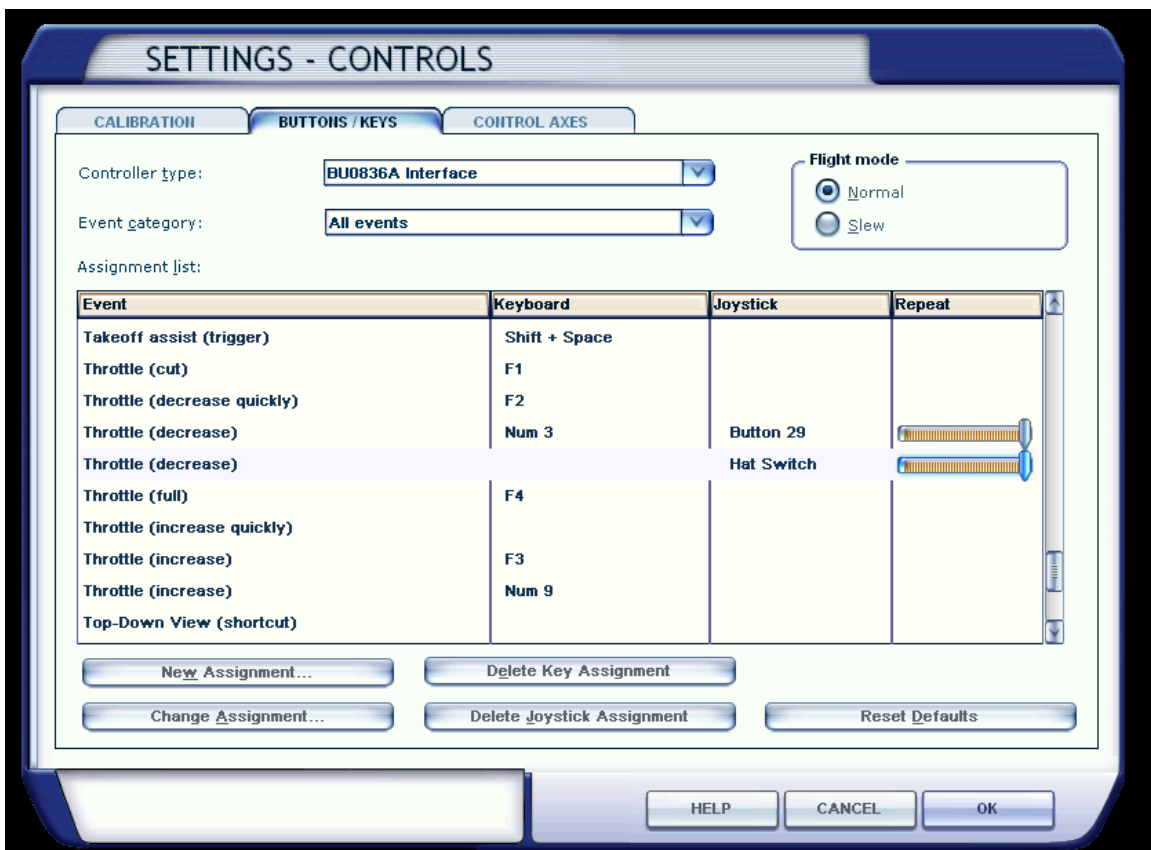


Figure 1.3 Thrust Reversers

9. Next scroll to “Engine 1 & 2 Fuel valves open/close” double click, the axis assignment and throw the appropriate switch. Once you have completed this step your throttle is now configured, press the “ok” button and HAVE FUN! (please note if it still is not working properly, you most likely did not properly complete all of the steps and I suggest trying it again from step one). If you have any questions feel free to contact us at 800-487-6507.

# Throttle Quadrant Troubleshooting

Unfortunately, some products can conflict with other flight simulator enthusiast products offered by other manufacturers. There are ways to fix these conflicts but, many times the only way for the throttle to work is to completely remove the conflicting software or hardware. We have noted that the throttle could conflict with other joysticks that have the same assigned axis to their throttles. For instance with the CH products yoke or just about any generic joystick there is a throttle. The throttle for the joysticks will interfere with our throttle causing it to either not respond or behave erratically i.e. going up and down every second or when you move the throttle it will move but, immediately go back to where it was before. In other words, make sure you disconnect all of your joysticks when setting up our throttle quadrant. Afterwards you will need to go to reconnect your other joysticks and make sure there is not conflict. If there is, find out what controls are conflicting and go to “options, settings, controls” and go to “control axes” and make sure that you have selected at the top the joystick that might be interfering with ours. For example, our joy stick is called BU0836A, go up to the top and click it to show the other game controllers that are connected. Click the one you suspect might be causing the problem and un-assign all of the axes that could be causing an interference, such as the throttle or flaps axes. Once you have removed all of the conflicts the throttle quadrant will work flawlessly even with the other game controllers operating.

If you have any questions feel free to contact us. Our website is [www.vraircraft.com](http://www.vraircraft.com).

