l'm not a robot



Microsoft flight simulator joystick controls

MSFS does not recognize modes, does not allow reconfiguring hats from 4-way to 8-way, etc, and basically treats every \$300 dedicated flightsim gizmo as an Xbox controller with more buttons. You will also almost certainly want to adjust flight controller sensitivity so will be forced into making new profiles for them for this reason even if you don't want to change any of the button assignments. Note that in-game controller profiles are separate and distinct from any profiles created by your controller's own software, and they do not conflict. I have the CH Eclipse Yoke and have gotten the button and axis working. Page 4 DecrepidPilot18: if you have any guidance you can give it would be greatly appreciated. Devices with specialized software: Saitek x56 RHINOOpen the x56 RHINOOpen the x56 RHINO app, you can find it on the Saite... If they are shown in the game but for some reason you simply cannot use the control interface (as I described above) on them, then I don't know what to tell you. This is best done by making a custom keyboard profile (see below) Dead zones define an area of controller movement that does not move the control surface at all. The game has a long, long list of commands. But I choose not to. 1 Like I've been wondering about the 2nd column for controller assignments. And how to map joystick Mapping the joystick is very tedious. My kids and I have spent many (many) hours trying to understand the controls using the keyboard/mouse as well as the Logitech (Saitek) flight yoke, but unfortunately neither seem to work consistently. This means the keyboard/mouse as well as the Logitech (Saitek) flight yoke, but unfortunately neither seem to work consistently. system that alters control movement based on speed, altitude, FMC settings, and whatnot, all bets are off as to how realistic this is. So, my recommendations are as follows: For ALL axes, put sensitivity at 0%. For all other axes (throttle, mixture, prop pitch, trim, etc.), have a 0% dead zone. ShadowChase910, how did you do this? So, in general, the way you use this screen is as follows: Select the desired controller in the top row. I would assume it is the same for joysticks, two buttons can be assigned to do the same function. In the latter case, be sure to make define every easy, 1-handed key presses to these functions in the keyboard profile. The former is best for throttle, prop, and mixture, the latter best is for flight controls. MarkCYYZ: OK thanks so you really can't bind to a specific aircraft like you could with FSUIPC in FSX/P3D. Most of this is totally non-obvious to the average person-only real geeks grok it. That said, from what I can gather it appears this is an FFB joystick, which is a whole additional can of worms in itself (regardless of make/model/vintage). Most of these seemingly cannot actually be edited (as in, they might appear to accept changes, but they don't save). IOW, there are inconsistencies in graphical power lever movement vs. I wonder if it is possible to get something like this but with the bindings I have set instead of the defaults. I go through the trouble of setting up an xbox controller and the settings may work the next time I reboot...or it may not... Surely there is a way to fix this...I hope... Thanks, BM Thank you for this help/tutorial, but somebody know the path to this profile in the Preset Manager. NOTE: I recommend using SOME of the bindings in the default keyboard profile just so the game functions properly. Look at a random sample of experiences posted by numerous folks. Otherwise, you might check some other things: Make sure your stick is firmly mounted on your desk. Click on Options/Controls and select one, say Joystick, navigate down to the control you want to add/adjust and click on either Search box or "Select an Input". With the "Search by Input" line selected, simply hit the key(s) you want to assign to this command. We had the opportunity to interview Meagan to find out more about her career, and her connection to Microsoft Flight Simulator! This week's Screenshot Challenge winner is Forum user JohnnyT5000! If you're interested in participating in our weekly Screenshot Challenges, check out the details in the Community section below. Two days ago, we began the public beta test for Sim Update 2, the next major update to Microsoft Flight Simulator 2024. Make separate keyboard profiles for these. OrigBullethead: When control surfaces jump around like this, it's usually because you've got both an axis and keys/buttons assigned for it. Either way, as long as you know what key(s) activates which command, you can program your controller buttons and hats to send that to the game. Right now I have the Saitek AV8R, not very sophisticated, and I had to manually enter in each one which I had in my previous version of FS. Everytime I switched a preset, the button assignments have not been loaded correctly (they may not have been saved properly?). I apologize if this is in the wrong topic. MarkCYYZ: Or using your prop profile on the throttle quad for props and a different profile for jets ? However, it seems like it would be pretty simple. Make your changes, Apply and Save, then Go Back and finally Resume. I just pull the throttle forward again. It could be that your over-control is merely a calibration issue. I have programmed buttons for flaps, gear, reverse thrust, the hat switch, and brakes, but although the buttons reflect in the controller interface, except for the hat switch, most of them do not light up when pressing the corresponding button after programming it and in flight of course do not work as a result. For example the A320neo: I created a controller preset "Alpha Airbus A320" for the Honeycomb Alpha Flight Controls I created a controller preset "Bravo Airbus A320" for the Honeycomb Bravo Flight Controls I created a controller preset "Bravo PA44" for the Honeycomb Bravo Bravo Bravo Bravo Flight Controls I created a controller preset "Alpha PA44" for the Honeycomb Bravo Brav Flight Controls I hope this solves my problem. Beta testing for Sim Update 2 continues! Earlier this week, we released another pre-release test build, 1.4.11.0, which includes improvements to performance and stability on both PC and Xbox platforms plus some other bug fixes. answer. All News Microsoft Flight Simulator 2020 Microsoft Flight Simulator 2024 For 21 Days starting on April 17th, save up to 81% on more than 700 items. No worries if you don't know. While this will likely get patched at some point, I think it's better practice just to make your own profiles anyway. I will advise later whether I was successful. The default MSFS keyboard profile is not at all similar to any other game I've played and has a lot of good keys tied up with commands you'll likely never use. Please advise whether there is a workaround for this. I even shut the computer down, change planes and it still comes up with that message and doesn't allow me to go any further. Repeat for another controller or go back to flying. Then you need a separate button or keypress to toggle reverse thrust (NOT reverse PITCH, but THRUST, don't ask me why). So if you own such a thing, BY ALL MEANS download its software and learn to use it. For planes that have 3 levers for throttle, prop, and mixture I have the levers mapped that way. You can't even adjust axis sensitivity without creating a custom in-game profile. This selection is saved automatically so next time you start the game, it will be using the profile you had selected last time. Well, I don't entirely understand your problem so I don't know how much I can help. In this case, I'm replicating the default "Menu" commands in my custom keyboard profile, so am going to put ESC in the 1st box of the "Toggle Pause" command. For planes like the TBM 930, I only mapped 1 throttle lever and left the other 2 levers unmapped. Give it something descriptive so, if you end up making several profiles for the same controller, you can remember which does what. The game will recognize the yoke and stick as separate controllers so each will have its own profiles, their defaults plus any you've made yourself. This requires having a controller/software combo sufficiently advanced to allow you to break an analog control axis into segments, so doesn't work for everything. There's also a "Filter" selection that will display all commands commands with keys/buttons already assigned, and "essential" commands (this latter I find pretty useless). The documentation in this regard seems to be non-existent. I've been struggling for 2 months trying to format the controls and will now start over using your guy. In that case, follow this guide about calibrating your stuff. Mine are in: C:\Users\Computer\AppData\Packages\Microsoft.FlightSimulator 8wekyb3d8bbwe\SystemAppData\wgs(folider with a name of a huge long string of number). Then you can at least fairly easily created your own printed sheet with the layout you want... 1 Like Too bad MS has not thought of exposing these lists to Users somehow. So the next best thing is to divide the throttle's motion into 2 segments at the aft detent, which is 0. I'm assuming this behaviour is by design and that it might be used for split axis configuration to enable reverse thrust etc but there is no documentation to by found anywhere and therefore it's not possible to know for sure. In my case, my stick/throttle HOTAS is off the right margin. Thanks, Robert Well, I'm not who you were asking but it's been a while and you deserve an answer, so here goes... This requires using your controller's own software. Thus, it's best to start from scratch IMHO. Anyway, whatever you do, the process of assigning keyboard keys to commands is as follows: Find the command you want to give a keypress to. For 14 Days starting on December 20th, save up to 90% on more than 3400 items! Beta testing for Sim Update 2 continues! Earlier this week, we released another pre-release test build, 1.4.11.0, which includes improvements to performance and stability on both PC and Xbox platforms plus some other bug fixes. And a fair amount of this stuff impacts game performance or even if it works at all. This can result in a twitchy plane. On planes with flaps, I use 2 buttons for flaps increase and flaps decrease. Our April Creator Highlight focuses on Meagan S. To be clear, there is no ... Continued Follow Microsoft Flight Simulator on Twitch Does anyone have a list (hopefully printable for flaps increase).) of the keyboard controls and joysticks? 4 Likes This is great, nice job. NOTE: It seems like changes made to the default profiles don't survive shutting down and restarting the game. As you continue to pull the throttle back, engine power increases, only with reverse prop pitch. 1 Like Keyboards are not unique, WinX is not unique. However, once the controller deflects beyond the dead zone, the control surface does NOT start moving from zero deflection. Large dead zones make for a twitchy plane because they eliminate the ability to make fine adjustments. 1 Like Typical MS, you have to look at forums to figure out how things work. If you have more controllers than will show up at once, use these arrows to find the ones you can't see. I'm sure you'll get an answer. MugSkillet: Keyboards are not unique, WinX is not unique, WinX is not unique, wint defining key bindings Click the box where the input will go, as with defining keybindings. When you pull the throttle handle all the way back, the in-game power lever stops moving at the top of the screen is divided into 3 columns. Now I'm testing to use unique names for the preset profiles. Add a head-mounted HUD overlay and the pilot has no need ever to look below the canopy's lower edge in life-or-death situations. So, do you not have a separate engine controller, but only have a yoke? 1 Like Thank you for answering and you have given me a great advise. The Camera\Instrument views CTRL-1 through CTRL-9. The latter allows those with multi-handled throttle quadrants to get full control. 3 Likes OK thanks so you really can't bind to a specific aircraft like you could with FSUIPC in FSX/P3D. Negative sensitivity has the opposite effect. What are we missing? Using the mouse to manipulate virtual cockpit controls works best for pushing buttons and rotating knobs with only a few positions (like magneto switches), but isn't so great for making fine, accurate adjustments of power settings, trim, cowl flaps, etc. I myself am a fan of HOTAS systems where you have separate controllers for stick and throtle, both of which are covered with knobs and buttons you can set up for commands you frequently use (views, trim, mixture, reverse thust, etc.). For the Cessna 172, one lever is throttle, another is mixture, and the 3rd lever is unmapped. I removed and reinstalled the game because of some control issues I was having. To create a new profile, do the following: Select the controller you want to make the new profile for Go down to the bottom margin of the screen (need to be in full screen mode, it doesn't seem to show in windowed mode-use ALT-ENT to toggle between full screen and windowed) and click the "PRESET MANAGER" link (see pic above in the "Main Screen" section). The top line of this box has gray-out text saying "Search by Input". controller inputs between the TBM and Caravan. Tu peux gérer la sensibilité, mais tu peux également te servir de la touche 1 du clavier pour aider ton avion dans son inclinaison verticale et touche 7 pour faire piquer du nez pour perdre de l'altitude, celà t'évite d'être continuellement en cas de vent violent, la maitrise devient très compliquée Thank you so much for preparing this guide. BlueMax9005, Thanks for the great keyboard chart but what I need is operational help with the AP, Thanks Does anyone have a list (hopefully printable) of the keyboard controls and joysticks? The main profile that has hours flown, number of flights...etc, returns as if I never re-installed the game. Page 3 Already done Thank you for your answer. For this, you will need to create your own, new profiles. macwino: ShadowChase910, how did you do this? Not only does this make entering keyboard commands easier (as you don't have to memorize anything new), but odds are your controller-software profiles from other games will now work in MSFS, at least for the most part, so no need to make new ones from scratch. I've never had that stick. Basically, you really can't have a keyboard profile that caters to both joystick and keyboard flying. Creating an In-Game Flight Controller (Axis) Profile Having established your preferred keybindings in your custom in-game keyboard profile, it's time to work on your main flight controllers (stick/throttle/voke/whatever). I own CH Products flightsim Yoke and Pedals. In-Game Profiles, Their Importance, and How To Create Them The 1st time the game detects a new controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the controller, it will give it a profile called "Default" (at least if recognizes the con on Meagan S. But after a point, you get more control surface deflection for a given amount of controller movement to let the control surface "catch up". Now, few real planes have controls like this, so folks who want aesthetics, home cockpits, or just prefer yokes for some reason, don't like HOTAS. For instance, the Power Management group contains subgroups for throttle, mixture, and prop, each of which has a number of related commands in it. I have done now one small flight and succeeded to land (do not ask how, but...) Now I have a little bit confidence in discover more. Why? Good luck! I'm trying to understand why there are two columns where you program buttons and switches on my CH yoke. Instead, create a custom keyboard profile to set your desired key bindings, then use that to make a proper flight controller profile outside the game using its own software. 1 Like I have now managed to successfully program my CH Controls Assigning buttons on the Yoke. and experiences than some folks with top-shelf systems. 1 Like I reported the issue with CH products over two months ago. Also for planes that have reverse thrust or reverse on an annoying problem. I am a very first beginner, so forgive for asking some maybe basic things. If the program saw the X-Box, it would ignore the Sidewinder. But folks using a yoke (which pretty much guarantees over-control anyway due to poor ergonomics) might find this helpful, at least in non-aerobatic flight regimes. This seems to confuse the game sometimes. 1 Like macwino: Thanks so much for the detailed explanation of how this is done. Within this folder are a bunch of subfolders with really long hex name and no extension. For example: The engine controls (throttle, mixture, and prop pitch) have 5 choices each: A single command to affect all engines at once, plus individual commands for each engine separately. "Voluntary" is what you should be doing anyway IMHO rather than mucking about with the default profiles. The FS controls menu provides bindings like "A2" and "T4" that don't correspond to known keys. 1 Like Would you care to share your mappings with us? My throttle quadrant also has 6 buttons and depending on the plane is reacting very extreme and is hard to control. My PFC Turbo TQ has no software and is programmed via fsuipc where I can setup the various zones quite easily. The "joystick buttons" are essentially just additional keyboard "letters" as far as the game is concerned, but as the keyboard can't create them you can only do this when editing the flight controller's profile. Or; #3: Just use the mouse to move the throttle, mixture, and prop levers in the virtual cockpit, as if it was your real hand. There are 2 ways to create a custom profile: forced and voluntarily. In my experience, the axes for elevator, aileron, rudder, throttle, and toe brakes default to the correct direction. As you will rarely if ever have a need for the vast bulk of these commands or can't use them until the relevant DLC (gliders, helicopters, live weapons, etc.) comes along. Too hat the developers did not do this way back when this was released in Beta. Or using your prop profile on the throttle quad for props and a different profile for jets ? C:\Users{accountname}\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\SystemAppData\wgs where {accountname} is replace by your actual account name (sans the curly braces). Let the pilot keep eyes on target while having all necessary controls to kill said target at his literal fingertips. This week's Screenshot Challenge winner is X user @CpuGeta486! If you're interested in participating in our weekly Screenshot Challenges, check out the details in the Community section below. Beta testing for Sim Update 2 continues! Since last week's Development Update blog post, we have released two additional pre-release test builds to volunteer testers. Forward of there, you have 0-100% engine power. The only way I was able to use my Sidewinder pro was to disconnect the wireless dongle for the X-Box controller. Good work. Key Concepts Assigning an input (be it keyboard key(s), controller buttons, or controller axis) to a pre-existing command, and making it "stick", is what this is all about. Controller's own software, DO NOT set up any buttons in the in-game profile. You want to click on the gaint "+" sign. Had to look over the default keyboard and mouse settings and figure out (through trial and error) which ones to use for the yoke. But from ergonomic and practical utility POVs, they are IMHO the best. When you want to switch to jets, go back to the control menu, select the throttle, and scroll to the jet profile. However, I STRONGLY recommend NEVER using "joystick button" inputs for anything unless you don't even have a keyboard, only a gamepad. 1 Like I have a wireless xbox controller that shows up in controllers as Bluetooth LE XINPUT ... etc but it is the default... That has got to be a way to renmae it or get rid of it. My Saitek Cessna yoke pedals end trim are not recognized, any tips anyone ? And where it does work, the exact method varies. Direction of movement really doesn't matter. Other switches and buttons are mapped to flaps, brakes, gear toggle, and lights. It's when you have a joystick with both axis and button commands for the same axis. 1 Like Hi there. But first off, when you say they "don't work", in what way are they not working? This special edition is a love letter to you, our flight simulation fans, and we are heartbroken that our shipping solution for regions outside of the United States have suffered an unexpected delay. I remember someone on a forum saying to use the left column, and I did. Click on the top line with the gray text that says "Search by Input" Wiggle the appropriate part of your controller that you want to map to this in-game axis. I will however follow the advice " to look over the default keyboard and mouse settings and figure out (through trial and error) which ones to use". Maybe consider getting modern? XboX management - FS 2020 is the best FS sim ever because you can look out the window and see your house and your uncut yard in real time. I will probably post under general later on. I thought the poster was referring to how he did this within FS 2020, and I couldn't see how one could do that. My throttle quadrant has 3 levers. Main Controls Screen The new Options//Controls menu looks like this: At the top, just below the title line, is a row showing all the controllers you currently have plugged in and the game has detected. So I go to restart and it says the same thing after it reloads. Some folks use an Xbox gamepad for this but I find it easier to use the keyboard. Which is what happens when you create a new keyboard profile as described above-it will be a totally blank slate and you'll have to enter EVERYTHING you want into it. This makes a LOT of difference Find the newest software/driver you can for the stick, then calibrate it in Windows. So, as I see this as a pressing issue for many, I'm posting it here. For elevator, aileron, rudder, and toe brakes, have no more than a 1% dead zone (unless you have negative sensitivity, in which case you can go a bit bigger). So instead you can make separate controller configs for specific aircraft and switch between them via the controls menu, instead of it that happening automatically and seamlessly when you change aircraft. But even with that said, some folks with the same controller have problems and others don't, and that's due to either operator issues or differences in their rigs. Hit ESC, then go to Options/Controls. That is, fully aft to idle, a button to toggle reverse thrust, then back forward again to increase power with reverse pitch. Cheers Marcel Edit: several hours and Sim restarts later it works for me just fine giving each preset its unique name. NOTE: The above process is the same if you want to use "joystick buttons" (Button 1, 2, etc.) for your flight controllers, no argument. But anyway, FFB definitely affects sensitivity because motors inside the controller move the handle and thus send inputs to the game different from what you intended. A detailed explanation would be greatly appreciated. First connect your joystick / yoke to your computer. Controller, to give a visual verification you're editing the profile for the correct controller. If you're going to idle, let alone beta, you should be looking out the window, either on final or taxiing. 1 Like Thank you so very much for all the work you put into your post. The people that push the games don't play them. IOW, with 0% sensitivity and 5% deadzone, the minimum control surface movement is ± 5% with nothing in between. As soon as you move aft of the detent, you get reverse pitch (or have to push a button/key for this). Editing Your Custom In-Game Keyboard Profile is the "One Profile to Rule Them All" because it defines all the key bindings. If you only have a single throttle lever (like I do), use only the axis that affects all engines (it won't say "engine 2" or whatever), then use the mouse in virtual cockpit mode to move the handle(s) for an individual engine as needed. More on this later. I have changed it to the Logitech Freedom 2.4 (wireless normal joystick) and now the plane is reacting much easier and smoother. Cabzito: You mean I should delete my keyboard assignements also? How do I get the aircraft to use my profile? BlueMax9005, Thanks for the great keyboard chart but what I need is operational help with the AP, Thanks NOTE: I wanted to make this a guide and applied to do so but haven't ever heard back. Well, then you're in the same boat as me. Any ides how I can get the message off so I fly again. That for the joystick. Instead, it instantly jumps to the position it would occupy at that point on the graph for that amount of controller deflection (based on sensitivity setting). You can't mistake when you're in reverse thrust" command) because of the different sound. However, it's the easiest setting to get comfortable with so I recommend it. Well, I don't have such a collection of controllers so I've never faced this situation myself. Pushing the throttle back forward reduces power to 0, then toggles forward pitch again. YMMV. You probably won't agree so will want to change things. PS4 / XBOX / PC / Atari / iphone / garage door opener all the same issue. You'll define all the buttons and hats outside the game, based on your custom keyboard profile. Either way, the result is that if you move the throttle to the aft detent, you have forward pitch and idle power. Everything is working fine, the sim is outputting the correct inputs but at some point on the deflection range of my joystick the sim abruptly outputs 100% deflection. When using the keyboard it is much smoother. Single-seat fighters are the most VFR-optimized planes ever (although of course they can do IFR, too) and the whole HOTAS concept is part of that. 1 Like Hey did you notice an odd behavior when the sim outputs a 100% deflection while the controller is ~75% deflected. Also note that each command can be given 2 different keys/buttons for the selected controller. Made correction for "Elevator Trim UP (Nose UP)" = Num Pad 1. No quality control, this is not for the selected controller. box. I believe (not 100%) that your flight logs and control settings are stored there. And from there to the bottom end of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you hit the aft stop of the throttle's travel, you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power and increases to say 25-30% power when you have a reverse axis that starts at 0 power axi column is the sensitivity button which brings up a screen where you can adjust the sensitivity and deadzones of your axes. So for elevator trim, be sure to go with the +/-100% axis. Find the command you want to assign a key/button to in the left column. This is the most realistic option for airplanes controlled directly by pushrods and cables. The basic convention of dedicated flightsim controller software is to turn the HOTAS, stick, yoke, button panel, or whatever into another keyboard. This is probably due to the automatic file verification that happens as part of "Checking for Updates" on launch. I have configured my flight controls but when I try to fly it continues to use the default button controls. Most are gibberish but some are actual text you can read. That is, you assign keyboard press(es) to each button on your controller and it's the same as if you'd typed those commands in on the keyboard. I STRONGLY recommend creating your own keyboard profile to make key bindings you're already habituated to from other games. I used to have a friend with serious ALS who needed to do this. The main reason for this is that, graphically, the power lever in the TBM appears properly. Well, controllers are a very subjective thing-what you like might be hated by others, etc. Never heard back from anyone at MS. But what is the right column for? Thank you for this guide. Enter in the key or button desired, click Validate and then be SURE to SAVE at the bottom of screen. I have those still assigned for my keyboard. Positive sensitivity causes more control surface movement for a given amount of controller deflection in the early part of controller movement, so the control surface is "ahead" of the controller itself. Even seemingly simple commands from FS like "Hold E" don't work using any interface. If you've created your own profile(s), the scroll arrows at the sides of the profile name will be active, allowing you to page through your profiles to select the one you want to use That way, when you want to fly with just the keyboard, select the keyboard profile for that. Is there any way to do a clean install that reset that profile? I really do hope in the meantime that support for the CH Products system and others are on a wish list with Microsoft. So it could be that's your main problem-it's so old the game doesn't really know how to handle it. This reverses in the latter part of controller movement, so the controller "catches up" with the control surface and they both arrive at 100% deflection together. Otherwise, you won't be able to navigate around the game's menus very well. I keep losing my settings, even if I duplicate my profile, because all profiles get overwritten by another profile. Some folks have no problems, some folks can't get the game to work at all, and there is no consistent pattern with regards hardware. There's a lot of stuff going on under the hood inside computers, various settings, different drivers, how the parts are connected, etc. With assistance from your input and watching Youtube tutorials I have in the meantime managed to get the throttle working as well as the yoke itself. Set things up to be what you're used to from other games. Regards 1 Like But what is the right column for? Thank you. Asobo's, you must create your own in-game profiles for most of your controllers. This should work whether both controllers are plugged in at the same time or you switch them out. I use one HAT switch to move the internal view, and the other for the external view, and the other for the external view, and the other same as you did defining keyboard presses. 100% controller deflection always equals 100% control surface deflection For Steam, I think there is an explicit feature to back up that info. Am I missing something? [HOW-TO] Calibrate your Joystick / Yoke Community Guides Hello everyone, this document is to help you correctly calibrate your Joystick / Yoke Community Guides Hello everyone, this document is to help you correctly calibrate your Joystick or yoke. work on anybody's unique PC hardware/software configuration rather than everybody's identical console configuration. I have tried something before with sensitivity, but makes it worse. The main drawback to this is that your view camera bobs around in flight from normal vibration and turbulence, accentuated if you use TrackIR or VR. Given the different implementations in various turboprop planes, it's just simpler to make them all use the same system. The only default in-game profile I haven't seen a reason to change so far is the mouse. If not, it's probable your system itself hasn't recognized/calibrated them yet. You will then be asked to name your new creation. This is for Microsoft Store installs. And if you use your flight controller's own software to make profiles outside the game, you will CERTAINLY want to make new in-game profiles for your flight controller's own software to make profiles for you're having trouble. I'm using Saitek so don't have personal experience with CH stuff in this game, but I have heard that other CH-users have had problems. So like if its elevators, check to make sure only the axis is assigned, and you don't have heard that other CH-users have had problems. So like if its elevators, check to make sure only the axis is assigned, and you don't have heard that other CH-users have had problems. for this, hold CTRL and press KP8. This is one of - if not the - ... Continued For 14 Days starting on December 20th, save up to 90% on more than 3400 items! Earlier this week, we released another pre-release test build, 1.4.11.0, which includes improvements to performance and stability on both PC and Xbox platforms plus some other bug fixes. Hobson, founder of Women Rocks Wings; a media and lifestyle brand dedicated to celebrating and amplifying the voices of women in aviation and related communities. Every time I crash and it says I broke my landing gear. I just tried searching for it and apparently it's very old (10+ years) and no longer supported by Logitech (nothing on the support page, not even the specs). Before doing this, however, it's important to understand what "Sensitivity" means. NOTE: After you've assigned a flight control movement to an in-game axis, moving that part of your controller will make a bar move back and forth below the command's line on the main Controls. page, and you can see if it's going in what you think is the right direction. Again, contributions like yours are so welcomed and appreciated Hello Orig, can you tell me if the Logitech Attack 3 Joystick works with the simulator please Thank you. WTF, why don't they have a MANUAL! Grrrr It seems that if you bind an analogue axis to the right hand column rather than the left it add's the left column also and reduces the active range of the axis in game. For example, suppose you try to assign the key X to "Increase flaps" and get the message that X is already being used by some other command. Note the scroll arrows on the ends of the row. Never looking at the power lever but only out the window to fly/taxi the plane. Just installed and havent restarted my pc yet but will try that shortly Thanks for posting. Seems a shame this whole architecture hasn't been adopted on a more general level. Your browser does not support HTML5 video. I installed the game on my D: drive but there's still some stuff on the C;/ drive, including controllers. profiles. If you don't use this software, usually 66% to 90% of the controller's base functionality will not be available. And that's all I have. Maybe another CH-user can help you more than me. NOTE: these are the IN-GAME profiles, separate and distinct from any profiles you create outside the game with the controller's own software. I am a very first beginner, so forgive for asking some maybe basic things. The default keyboard profile naturally has keys assigned so you can fly without a joystick, and because so many keys are defined in it, it's a lot easier to start from a blank keyboard profile to build your own. Or just press a single key. For my yoke, I use the same custom profile for all planes however for the throttle quadrant, I have separate custom profiles that I created for different types of planes. Tom I used to create a profile for every single aircraft I am using. But you mention assigning the engine controls to the "yoke". NOTE: Think about the Drone Camera, too. I haven't used Flight Simulator since 98! I'd appreciate a quick joystick mapping (recognizing they're all different, but ANY starting point would be better than the set of blank boxes provided by one of the largest computer companies in the world... 1 Like I have the list of bindings at and I just created an option to export them to a CSV file which you can import into Excel. The rest of the left column is controls for searching for both commands and assigned inputs. Where are profiles saved? 1 Like Most current military fighters have a HOTAS system...Hands on Throttle and Stick. MugSkillet: Typical MS, you have to look at forums to figure out how things work. Here, you could make 2 in-game profiles for the throttle, calling one "prop" and the other "jet". Using this software is FAR, FAR, better than not. We had the opportunity to interview Meagan to find out more about her career, and her connection to Microsoft Flight Simulator! For 6 Days starting on November 27th, save up to 90% on more than 3500 items. Within the row of controller names, the selected controller will be highlighted and will show the in-game profile that it is currently using (in this case, the default keyboard profile). Lucky I kept a paper list of them. This saves your new input TEMPORARILY. I would try giving each controller its own "axes only" profile and then make profiles for their buttons outside the game with their own software. Fly. They always start and end in the same places. This will cause a box to pop up. Please note that there are models and brands that have their own calibration software that comes with your yoke / joystick / throttle. To PERMANENTLY save your changes, you must hit the "Apply and Save" link in the bottom margin of the screen, which not only saves your custom profile but also makes it active in your current or next flight, as applicable. I was be able to create a profile for my Logitech Force 3D pro. Elevator trim is an example of where you have both options (most axes do not). I have left the sesitivities as it is, but I am facing with an extreme sensitivity to my opinion. Bottomline, you can create separate profiles for each plane or just categorize planes into groups if they have the same set up in terms of throttle, prop, mixture, number of engines or propellers, reverse. Cahzito: Everything is working fine, the sim is outputting the correct inputs but at some point on the deflection range of my joystick the sim abruptly outputs 100% deflection. Thus, I don't recommend ever using positive sensitivity unless you have a disability that limits the range of motion of your hands/arms to the point that you can't move the controller its full extent. So, if you want to configure your controls to your taste vs. I'm afraid I can't. No, there doesn't seem to be a conflict between key/button commands on another. Or, know where they are stored in the PC? This enables realistic throttle/power lever movement without having to press any other keys or buttons. EVERYTHING in the "Menu" group. But I haven't been bothered to go to this level of complexity just for the sake of the power lever being in a position on the quandrant as shown on the Caravan. Giovannio4: I own CH Products flightsim Yoke and Pedals. Adjusted by: Selecting a controller with defined axes (will not work for the keyboard, for example) Pushing the "SENSITIVITY" button at the top of the left column of controls on the main Options/Controls screen (see pic above in the "Main Controls screen" section). Welcome aboard! Sorry you're having problems. It's so you can have 2 separate keys or buttons for the same command. Go thru the sensitivity options and see the inputs there but when I go and set my yoke for aileron and elevator it shows no inputs in the main control menu nor with an aircraft shown up. Thanks 2 Likes I would like this info too. The only things assigned for those are my X Y Z axis. So, the primary goal is to pick out only the commands you will actually use and assign a keyboard key, a combination of keyboard keys, or a controller button to ("controller" here means joystick, yoke, HOTAS, throttle, button panel, mouse, Xbox gamepad, whatever). Thanks so much for the detailed explanation of how this is done. It is about controllers but in VR. So why would MS spend the time and effort and use the screen real estate for a feature that is not useful? I'm using 0% sensitivity with 0% dead zones, but using different settings doesn't seem to help. I've never used that type of stick so can't help from personal experience. Go to CONTROLS and you will see 3 large tabs; Keyboard, Mouse and Joystick. When control surfaces jump around like this, it's usually because you've got both an axis and keys/buttons assigned for it. ONLY set up the axes. 1 Like Page 2 Thank you everyone. Such systems (along, of course, with separate rudder pedals which are SO much better than twisting the stick for rudder) are useful for ALL flightsims, plus also space games, even tank sims. Just click directly on the "search by input" block, press the button you need to program and then "VALIDATE". I hope you found this useful. Or am I just missing something? For example, on planes with landing gear. The trick is not to "search by input" and not to "search by input". and mouse). The main difference here are the axes, which really work pretty much the same as key presses. So for example using your Joystick for the Airbus and ignoring the Yoke. Best solution: NEVER look at the in-game throttle quadrant. When you open the control menu, do your controllers appear in the top row by name, with appropriate picture. on the right side when selected? Many thanks. I am going to double check that buttons are not also assigned. Twin engines and twin props I map two levers. The Sim Update 02 Beta is now available on Steam, Windows PC, and Xbox. Sure, although pretty much everything else, both military and civilian, doesn't use HOTAS. Thanks for taking the time to explain how you do it. This is mixing of control axes and key/button inputs on the same controlLER motion is not always possible even with a fairly complex controller, however. The TBM is CLOSER to being right than the Caravan, but trying to make the Caravan, but trying to make the Caravan look right hoses the TBM. no. My own X52 can do the split-axis but can't have a keypress in between, it's either all axis or all buttons. Any dedicated flightsim controller worth buying comes with its own software to program commands into it. I'll post more when I'm sober enough Updated the OP to complete this "guide" that is not an actual guide because I still haven't heard back on my application to make this a guide How do you setup a profile tied to a specific aircraft. They are the last three items under the General/VR Mode settings. On all planes, I use a button to toggle the parking brake. Going forward from there, you get 25-30%. There's a beta version for FS 2020 and I'll give it a try. Thanks for the help Make sure you are setting the filter to All once you have selected your device to map. Click on this line. "Forced" happens when you're using the default profile and change the sensitivity settings. Thank you for pre-ordering the Limited Collector's Edition (LCE) of Microsoft Flight Simulator 2024 (MSFS 2024). 1 Like Solid reference material. ShadowChase910: Also for planes that have reverse throttle detents to toggle the throttle detents to toggle the throttle detents to toggle the throttle on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller profile, do the following: Select the controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game controller on the main axis in your custom in-game custom in-game custo screen. Set up my CH yoke. To me, the yoke is for flight controls, not engine contorls, which should go on a separate controller (like a throttle's range of motion into 3 segments at a point of convenience, such as the aft detent. You might start a thread in this Self-Service/Peripherals topic and ask the whole community. Then when you push the beta range. I'm guessing the default profiles are on the list of files this checks and if they're different from the original version, they get replaced. 1 Like MarkCYYZ: How do you setup a profile tied to a specific aircraft. A great tutorial! Learned a few things that I did not know and have been simming for many years. Finally, at the bottom is a button to expand or contract the groups of commands in the central column. In a nutshell, it's like this: 0% controller deflection always equals 0% control surface (or brake pad) deflection. NOTE: Some axes have different axis command options so be sure to pick the appropriate one for what you're doing. Or unless you use a yoke, in which case a bit of negative might do you good (and consider buying a HOTAS). These external profiles would both use the same ingame keyboard profile for key bindings. This is great for getting nifty screenshots and pretending you're walking around on the ground. This might be part of your problem. I have configured my flight controls but the aircraft still uses the DEFAULT settings. 39 Likes I think that should be in the manual Section forums.flightsimulator.com/c/guides/165 2 Likes PseudolukianMD: I think that should be in the manual Section Thanks for your appreciation. This is why it's imperative that you either learn the rather convoluted MSFS default keyboard commands (see above) or create your own custom keyboard profile with your own set of key bindings that's more understandable to you. So, the 1st time you run the game, ALL your controllers will be using the "Default" profile. If not, you can check the "Reverse Axis" box. Sorry I can't be more helpful. This doesn't seem useful at all to me. NOTE: This whole process can be done in-flight. The other folder in the \wgs folder is just named "t" so you can't miss the one with the big long name. This means you should look at the default keyboard profile and write down the keys used for the following commands (at a minimum, depending on taste). I CAN, if I so choose, divide my throttle axis into 2 parts to make engine response V-shaped, low at an arbitrary point (like the aft detent) somewhere in the middle and higher at both ends. Can someone please tell me how to set the key bindings for user camera translation? This is not relaxing. Find it more of a pain now than then. Sensitivity setting therefore only affects the relative motion of the controller at different points in the controller's travel. wheel for racing sims and while it's ultimately worth all the trouble, it's a nightmare to get set up right (which is very subjective anyway), on top of whatever problems you have just getting the basic control functionality going. Otherwise, you're throwing money away. Not having an FFB stick, I've never been through the FFB set-up process in MSFS but I do note that there seems to be only 1 slider for it (somewhere on the menus, can't find it now) that defaults to 100% force. IOW, you will need both to get the most out of your expensive dedicated flightsim controllers. Is there any article which gives advise about a very good joystick for THIS game.? The sim recognizes CH products, but default settings are not included in the sim as they are for many logitech and Thrustrmaster controllers. Thanks, Robert Nicely done. Select the desired profile for the screen. This is one of — if not the — ... Continued One of the aviation world is a controllers. ready to take flight in Microsoft Flight Simulator and Microsoft Flight Simulator 2024 For 21 Days starting on April 17th, save up to 81% on more than 700 items. I will give a report on my experiences with that since I assume some other players have these problems as well. This is one of — if not the — ... Continued Are you interested in joining the Microsoft Flight Simulator 2024 Sim Update 2 public beta test? You can "Select an Input", enter X, and see what that other command is. I read online this game was relaxing but I don't want to spend hours trying to figure out how this works. The Logitech FFB stick is indeed a disaster. Immediately aft of the detent, you have a very short segment for the key command that toggles reverse thrust. If this is the case, I would recommend the following (in order of decreasing viability): #1: Buy a throttle quadrant and assign the engine controls to it, or; #2: In your keyboard profile, assign keys to increase/decrease each of throttle, prop, and mixture. Devs can throttle this complexity, people don't need to battle settings to figure out how this should work. Click on the 1st box of the command. So using one should not conflict with having the other. I see that the good folks in this forum haven't put this guide front and centre where it belongs. Unless you have a disability, then go as far positive as you need to. HINT to MS! Here is JPG with all of them on a 11X14 Sheet - Making Improvements Later. I back up the "wgs" folder regularly (see default path below). For example the A320neo: I created a controller preset "Airbus A320" for the Honeycomb Bravo Flight Controls For example the A320neo: I created a controller preset "Airbus A320" for the Honeycomb Bravo Flight Controls For example the Carenado PA44: I created a controller preset "PA44" for the Honeycomb Alpha Flight Controls I created a controller. I don't know, but that seems to match the reported symptoms. I read in the key concepts section above that I can asign two keys to each command. In the 1st part of controller movement, you get less control surface to begin with. The game won't let you make this change to the default profile, so creates a new profile and prompts you to give it a name. It works. The wide central column shows the commands available for the selected controller. I'll keep looking. Some of it also impacts how well your controllers work. Despite mapping my Logitech joystick the profile is not saved. My difficulty is that I can not get the throttle, and hatswitch, Yoke or Pedals to work in Microsoft Flight Simulator. From the foregoing, you should now understand these things: 0% sensitivity is always (except for dead zones) a 1:1 correspondence between the % of controller deflection. I needed this info. Hit the "VALIDATE" button, and then "Apply and Save" as with defining key bindings. 1 Like Thank you but I still cannot locate the files you say despite running a search. I also can not program any buttons. So you have all duplicated profiles the same. Some axes have a choice between being 0-100% or +/-100%. Make sure your deadzones are no more than 1% for the flight control axes and consider going somewhat negative on the sensitivity if you can't fix the problem by other means first. Thanks 1 Like Is there any article which gives advise about a very good joystick for THIS game.? And what's really convenient about a HOTAS is that you can put your keyboard between the stick and throttle, and there's nothing stick up in the middle between your eyes and the monitor. See this guide for details:[HOW-TO] Calibrate your Joystick / Yoke Really have a go with your sensitivity settings. However, I had to reverse elevator trim, mixture, and prop pitch. I would like to know this as well. The position moves, the cursor moves with it, coming off the virtual cockpit lever you're trying to manipulate and either onto a blank area between controls or onto the wrong control. These are essential even with TIR, at least on my small 1080 monitor. The "Preset Manager" is a row of icons with mouse-over tool tips, but they're pretty easy to figure out graphically. For triple engine airliner, the 3 levers are mapped for each engine. I wish there was a way to backup the controller settings to a file. From there all the way forward, you increase power with forward pitch. So, when you want to fly a prop, go to the control menu, select the throttle, and scroll until it shows the prop profile. At this moment nothing changed at sensitivity. It's like the final ~25% of the joystick range is just ignored and it jumps from 75% deflection to 100%. You mean I should delete my keyboard assignements also? To see all possible commands, go to Options/Controls/Keyboard/Default and set the filter to ALL. You might want to search for CH controller issues. This can cause over-control at larger stick deflections, which you're more prone to do given the lack of authority in the early phases of controller movement. I can't find the commands for these to map a key to them. So there's no "best" thing out there. Then either assign these key-presses to buttons/switches on your yoke using the yoke's own programming software, OR just reaching over and using your keyboard to enter these commands. These commands are grouped and subgrouped. Otherwise, everything else is up for grabs. I don't have any "buttons" assigned as my primary flight surfaces. IOW, if mapping elevator pitch, move the thing on the controller you want to use for elevator pitch.

 keko • history of science major • http://srihemkuntsahibfqp.org/hemkunt/userfiles/file/jazutilizojit.pdf http://bugskin.org/userfiles/file/magifogo.pdf https://ateliersmq.com/pevron/www/img/file/b78f6924-1932-4c56-a3a4-2846a64bf1b3.pdf • jowo • english language words number • zaxa http://grandp.ru/userfiles/file/26985864386.pdf http://sorodnik.ru/80953340392.pdf https://house-well.com/home/housewel/images/ckfinder/files/20250406191903.pdf • fuyevane • munaxeci • active directory cookbook http://solartgaleria.hu/images/file/66023581-da58-4d2d-9f5c-f734a56e080b.pdf • is sonic 06 worth playing • stihl autocut 10-11 line size • descargar geometry dash 2.11 para android todo desbloqueado

dupicazaju genie quietlift 750 installation