



FLIGHT YOKE SYSTEM

Professional Yoke and Throttle Quadrant Simulation Controller
Manche à volant et quadrant de commande des gaz
pour simulation de vol pro

USER GUIDE | **GUIDE DE L'UTILISATEUR**



FLIGHT / VOL VUELO / SISTEMA DE MANCHE



YOKE SYSTEM
MANCHE À VOLANT
SISTEMA DE PALANCA DE MANDOS
SISTEMA DE MANCHE DE VOO



MULTI PANEL
BOÎTIER D'INSTRUMENTS
PANEL MÚLTIPLE
PAINEL MÚLTIPLO



RUDDER PEDALS
PALONNIER
TIMÓN/PEDALES
PEDAIS DO LEME



RADIO PANEL
PANNEAU RADIO
PANEL DE RADIO
PAINEL DE RÁDIO NAVEGAÇÃO



INSTRUMENT PANEL
PANNEAU D'INSTRUMENTS
PANEL DE INSTRUMENTOS
PAINEL DE INSTRUMENTOS



SWITCH PANEL
PANNEAU DE COMMUTATEURS
PANEL DE CONMUTADORES
PAINEL DE INTERRUPTORES



Build your whole cockpit with our modular, interchangeable system.
Recrez un cockpit complet grâce à notre système modulaire interchangeable.
Crea tu cabina completa con nuestro sistema intercambiable modular.
Construa sua cabine completa com nosso sistema modular e intercambiável.

4 ENGLISH

16 FRANÇAIS

29 ESPAÑOL

42 PORTUGUÊS

LEFT HANDLE

8-way point of view hat switch
2-way rocker switch
Single-function button
(back of left handle)

RIGHT HANDLE

2x2-way rocker switches
Single-function button
3-position Mode switch
(back of right handle)



CHRONOGRAPH

Accurate time and stopwatch function to time each leg of your flight.
Display also indicates which programming mode is selected.

GETTING STARTED: QUADRANT

LEVER KNOBS

Detachable lever knobs to configure any combination of throttle, flaps, mixture or prop pitch



LEVERS

Smooth-travel levers with 0 button detent

THREE 2-WAY ROCKER SWITCHES

INTRODUCTION

Congratulations on buying the Logitech G Flight Yoke System. The Flight Yoke features realistic controls configurable for all the major flight simulation software to make your flying experiences more realistic.

FEATURES:

- 8-way point of view hat switch
- 6 x 2-way rocker switches
- 2 x Single-function buttons
- 3-position mode switch
- Downloadable software to program and customize controls and to save personalized profiles.

INSTALLING THE FLIGHT YOKE AND THROTTLE QUADRANT



First, fix the Flight Yoke to your table or desk by inserting the prongs of the mounting clamp into the holes on the yoke base and then tightening the screw mechanism until the yoke is firmly attached (be careful not to overtighten the screw as you may damage the clamp). Next, screw the mounting plate to the Throttle Quadrant using the four screws provided. You can screw the plate to one of two sides of the quadrant depending on how you want to mount the quadrant - either in front and

below your table or on top of it. Please note that whichever way you choose to mount the quadrant, ensure that as you look at the unit the rocker switches are at the bottom.

Now tighten the throttle unit clamp's screw mechanism until it is firmly attached to your table. You can also position the Throttle Quadrant on the left or right side of the Flight Yoke.



Now, connect the Throttle Quadrant to the Flight Yoke with the PS/2 connector provided.

Use the integrated USB Hub on the side of the Flight Yoke to easily connect other parts of the Logitech G Flight range of products, such as additional Flight Throttle Quadrants, Flight Rudder Pedals, or other peripherals.

INSTALLATION FOR WINDOWS® 10, WINDOWS® 8.1 AND WINDOWS® 7

DRIVER INSTALLATION

- 1 Visit logitech.com/support/yoke to download the latest drivers and software for your operating system.
- 2 **With device disconnected**, follow the onscreen instructions to complete the installation.
- 3 At the Driver Setup screen, **only when prompted**, insert USB cable into one of your computer's USB ports, then click **Next**.
- 4 At the Driver Setup screen, click Next to test your controller.
- 5 Follow the on screen prompts to test the controls and verify device operation. After the test, click OK.

IMPORTANT INFORMATION

Driver updates

From time to time there may be updates to the driver and programming software for this product. You can check for the latest software updates by visiting the Logitech website (support.logitech.com).

Enabling your controller in the game

Most games support game controllers, but typically default to the mouse and keyboard until you go into the option menu within the game. The first time you start a game after installing your controller, go to the options menu within the main menu of the game and make sure your controller is set up correctly. If you are having trouble working out how to do this, or if you're unsure whether the game itself supports game controllers, then please refer to the user manual of that game for more help.

TECHNICAL SUPPORT

Online Support: support.logitech.com

PROGRAMMING YOUR LOGITECH G PRO FLIGHT YOKE AND THROTTLE QUADRANT

The Pro Yoke System's buttons, controls and axes correspond to commonly used functions in Microsoft FS9 and FSX according to the tables below.

As with any software, if you wish to change the function of a button or control, you will need to change the settings of the game software.

CONFIGURING YOUR FLIGHT YOKE AND THROTTLE QUADRANT FOR MICROSOFT FLIGHT SIMULATOR 9 AND FSX

The Flight Yoke System's buttons, controls and axes correspond to commonly used functions in Microsoft FS9 and FSX. As with any software, if you wish to change the function of a button or control, you will need to change the settings of the game software.

Once you have done this, simply find the command that you want to assign to your controller from the list of commands, click it and then click the Change Assignment button. A window will appear asking you to move the part of your controller that you want to assign to that command - press/move the button/axis that you want to assign to that command and then click OK.

Tip: You may find that when you assign the levers on the quadrant to a command, that they don't appear to work when you test them in the game. If this happens then you must look in the Sensitivities screen (Flight Simulator 2004) or the Calibration tab of the Controls screen (Flight Simulator X) of the game, select the axis command in the list there and ensure that the Sensitivity isn't set too low (set the horizontal sensitivity slider control to around 70%).

PROGRAMMING YOUR FLIGHT YOKE AND THROTTLE QUADRANT WITH LOGITECH SOFTWARE

Introducing Logitech Programming Software

Software can be downloaded to configure your Flight controller for enhanced functionality. It delivers a powerful set of features, allowing you to program your device with the ultimate configuration for total interaction. For a complete guide on how to program your Logitech G Flight controller, visit support.logitech.com or look at the help tab on your app menu.

Software features:

- Quick and easy setup in any game
- Personalize the controller settings for your favorite games
- Configure your controller with an on-screen 3D model and interface
- Multiple setup option for each controller - ideal if a controller is used by several people and you need more than one profile per device
- Program special moves with sophisticated timing features
- Download the latest drivers and software from <http://www.logitech.com/support/yoke>

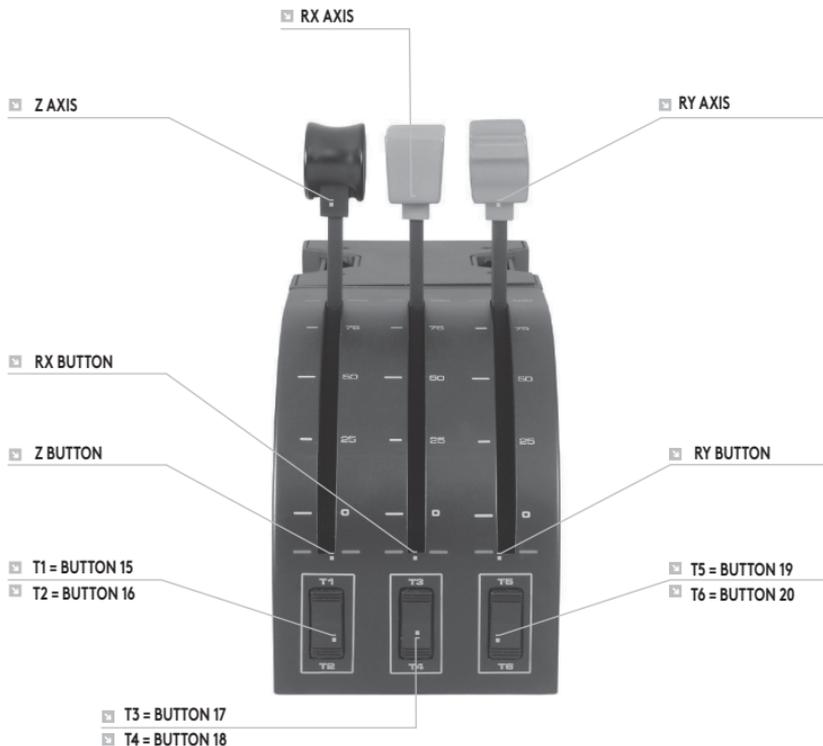
FUNCTION OVERVIEW



FLIGHT YOKE CONTROLS AND CORRESPONDING FUNCTIONS IN MICROSOFT FLIGHT SIMULATOR

Function		Default function in FS9 and FSX
Yoke axis	X axis	Ailerons
	Y axis	Elevator
Main Buttons	Button 1	Brakes (apply/release)
	T1 (button 3)	Elevator trim down
	T2 (button 4)	Elevator trim up
	T3 (button 5)	Flaps retract incrementally
	T4 (button 6)	Flaps extend incrementally
	T5 (button 7)	Knee board display/show
	T6 (button 8)	Landing gear up/down
	Button 2	Views (cycle)
	POV	Panoramic viewing
Other Controls	Mode switch	Switch Mode when programming software is running
Clock Buttons	Function	Clock/stopwatch swap
	Start/Stop	Start/stop stopwatch
	Reset	Reset stopwatch

FUNCTION OVERVIEW



QUADRANT CONTROLS AND CORRESPONDING FUNCTIONS IN MICROSOFT FLIGHT SIMULATOR

Function		Default function in FS9 and FSX
Quadrant Axis	Z axis	Throttle
	Rx axis	Flaps
	Ry axis	Spoiler
Axis buttons	Z button	Assignable in game
	Rx button	Assignable in game
	Ry button	Assignable in game
Toggle switches	T1 (button 15)	Assignable in game
	T2 (button 16)	Assignable in game
	T3 (button 17)	Assignable in game
	T4 (button 18)	Assignable in game
	T5 (button 19)	Assignable in game
	T6 (button 20)	Assignable in game

HOW TO ASSIGN FLIGHT YOKE CONTROLS TO FLIGHT SIMULATOR FUNCTIONS.

If you wish to change the controls or set up the additional buttons that have not been assigned by Flight Simulator automatically, then you must use the Assignments (Flight Simulator 2004) or Controls (Flight Simulator X) screen within the game. This is accessed from the Settings menu within the game.

When you access the Assignments/Controls screen in Flight Simulator, ensure that the Logitech G Flight Yoke is selected in the option labelled Joystick Type. If you wish to reassign any of the axes on your controller, (the yoke itself or the levers on the throttle quadrant) you must select Joystick Axes (Flight Simulator 2004) or Control Axes (Flight Simulator X) at the top of the window. If you wish to reassign any of the buttons on your controller, you must first select the Buttons/Keys tab at the top of the window.

MANCHE DE GAUCHE

Interrupteur principal à 8 angles de vue
Interrupteur à bascule va-et-vient
Bouton de fonction unique
(arrière du manche de gauche)

MANCHE DE DROITE

2 interrupteurs à bascule va-et-vient
Bouton de fonction unique
Commutateur de mode 3 positions
(arrière du manche de droite)



CHRONOGRAPHE

Fonction de chronomètre et temps précis pour chronométrer chaque étape de votre vol.
L'écran indique également quel mode de programmation est sélectionné.