



FLIGHT YOKE SYSTEM

Professional Yoke and Throttle Quadrant Simulation Controller
专用控制杆和油门弧座模拟控制器

USER GUIDE | 用户指南

logitechG.com

FLIGHT | 飞行



YOKE SYSTEM
控制器系统

RUDDER PEDALS
方向舵踏板

INSTRUMENT PANEL
仪表盘



MULTI PANEL
多功能面板

RADIO PANEL
无线电面板

SWITCH PANEL
开关面板



Build your whole cockpit with our modular, interchangeable system.
用模块化的可互换式系统构建整个驾驶舱。

4 ENGLISH

16 简体中文

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

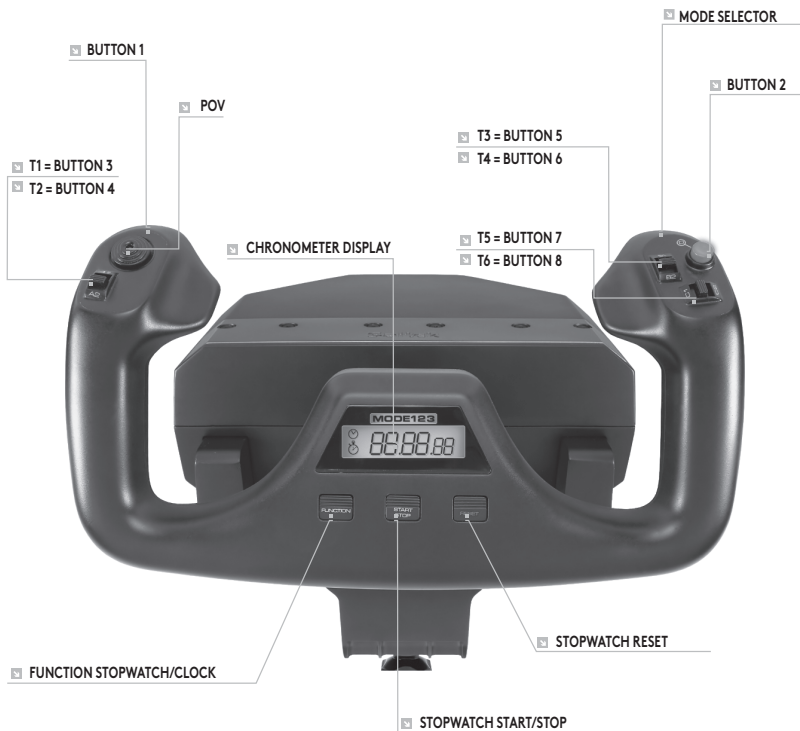
Introducing Logitech Programming Software

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>

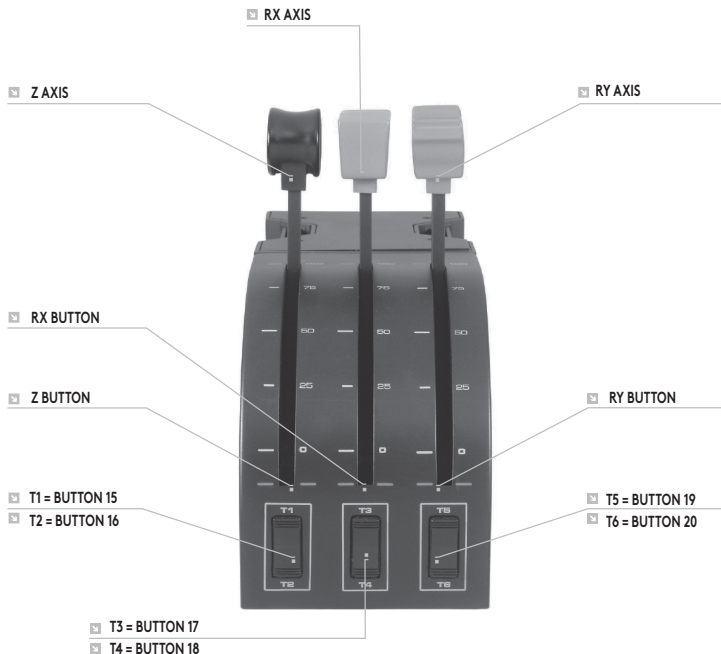
FUNCTION OVERVIEW



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.

❑ 左手柄

8 向观察点苦力帽开关
双向翘板开关
单功能按钮
(左手柄背面)

❑ 右手柄

2 个双向翘板开关
单功能按钮
3 位模式开关
(右手柄背面)



❑ 计时表

时间与秒表功能, 可为每段航程计时。
显示屏还可指示当前所选的编程模式。

入门指南：油门弧座

推杆头

可拆卸推杆头可构成油门、襟翼、混合或螺旋桨节距的任意组合

推杆

平滑滑动式推杆，带 0 按钮止动

三个双向翘板开关



简介

恭喜入手罗技 G 飞行控制器系统。飞行控制器具有现实的控制机构, 可针对大型飞行模拟软件进行配置, 让您享受真实的飞行体验。

功能:

- 8 方向观察点苦力帽开关
- 6 个双向翘板开关
- 2 个单功能按钮
- 3 位模式开关
- 可下载软件, 编程并自定义控制, 保存个性化配置文件。

安装飞行控制器和油门弧座



首先, 将安装夹的插脚插入底座的孔中, 以将飞行控制器固定到桌面或台面上, 旋紧螺丝机构, 将飞行控制器牢固固定 (注意不要将螺丝旋得过紧, 否则可能会损坏固定夹)。然后使用四个随附的螺丝将安装板固定到油门弧座上。弧座既可以台上安装, 也可台下安装, 根据所需的安装方式, 将安装板旋拧到弧座两侧中的一侧上。请注意, 无论选择如何安装弧座, 都需要确保翘板开关位于底部。

至此, 旋紧弧座单元夹的螺丝机构, 直至牢固固定到桌面。您也可将油门弧座放置在飞行控制器的左侧或右侧。



接下来, 用随附提供的 PS/2 连接器将油门弧座连接到飞行控制器。使用飞行控制器侧面的集成 USB 集线器, 轻松连接其他罗技 G 飞行系列产品部件, 例如附加的飞行油门弧座、飞行方向舵踏板或其他外设。

WINDOWS® 10、WINDOWS® 8.1 和 WINDOWS® 7 的安装

驱动程序安装

- 1 访问 logitech.com/support/yoke, 下载面向您操作系统的最新驱动程序和软件。
- 2 在设备连接情况下, 按屏幕说明完成安装。
- 3 在“驱动程序安装”画面中, **只有在出现提示时**, 再将 USB 线插入计算机 USB 端口, 然后单击**下一步**。
- 4 在“驱动程序安装”画面中, 单击“下一步”来进行控制器测试。
- 5 按屏幕提示测试控制机构, 检验设备运行是否正常。在测试完成后, 单击“确定”。

重要信息

驱动程序更新

本产品的驱动程序与编程软件会不时进行更新。您可访问罗技网站 (support.logitech.com) 查看最新的软件更新。

在游戏中启用控制器

大部分游戏都支持游戏控制器, 但通常默认都使用鼠标和键盘, 可转到游戏的选项菜单配置。在控制器安装后首次启动游戏时, 前往游戏主菜单的选项菜单, 并确保控制器已正确设置。如果遇到困难, 不知道如何操作, 或者如果您不确定游戏本身是否支持游戏控制器, 则请参阅相应游戏的用户手册来获取更多帮助。

技术支持

在线支持: support.logitech.com

罗技 G PRO 飞行控制器与油门弧座的编程

Pro 飞行控制器系统的按钮、控件和轴与 Microsoft FS9 和 FSX 中的常用功能相对应, 请参见下表。

与任何其他软件一样, 如要更改一个按钮或控件的功能, 则需要更改游戏软件的设置。

为 MICROSOFT FLIGHT SIMULATOR 9 和 FSX 配置飞行控制器与油门弧座

飞行控制器系统的按钮、控件和轴与 Microsoft FS9 和 FSX 中的常用功能相对应。与任何其他软件一样,如要更改一个按钮或控件的功能,则需要更改游戏软件的设置。

在完成此设置后,仅需从命令列表中找到要为控制器分配的特定命令,单击它,然后单击“更改分配”按钮。随即出现窗口,让您操作这一命令所应对应的控制器部分 - 按下相应按钮或移动相应的轴以便为其分配此命令,然后单击“确定”。

提示: 可能会出现以下情况: 在为油门弧座的推杆分配命令后,在游戏中测试时却好像没有效果。如果出现此情况,则需要查看游戏的“灵敏度”画面 (Flight Simulator 2004) 或“控制”画面的“校准”选项卡 (Flight Simulator X), 在列表中选择相应的轴命令,并确保“灵敏度”不会过低 (将水平灵敏度滑块控制设为 70% 左右)。

用罗技软件为飞行控制器和油门弧座编程

罗技编程软件简介

为获得更多功能,可下载软件并配置您的飞行控制器。软件提供强大的一组功能,让您可为设备编程,实现全面互动。有关如何为罗技 G 飞行控制器进行编程的完整指南,请访问 support.logitech.com 或查阅应用菜单中的帮助选项卡。

软件特性:

- 在游戏中快捷设置
- 为喜爱的游戏进行控制器个性化设置
- 为控制器配置屏幕 3D 模型和接口
- 一个控制器提供多种设置选项 - 适用于多人使用一台控制器和每台设备需要多个配置文件的情况
- 编程设置具有复杂定时功能的特殊动作
- 下载最新的驱动程序与软件: <http://www.logitech.com/support/yoke>

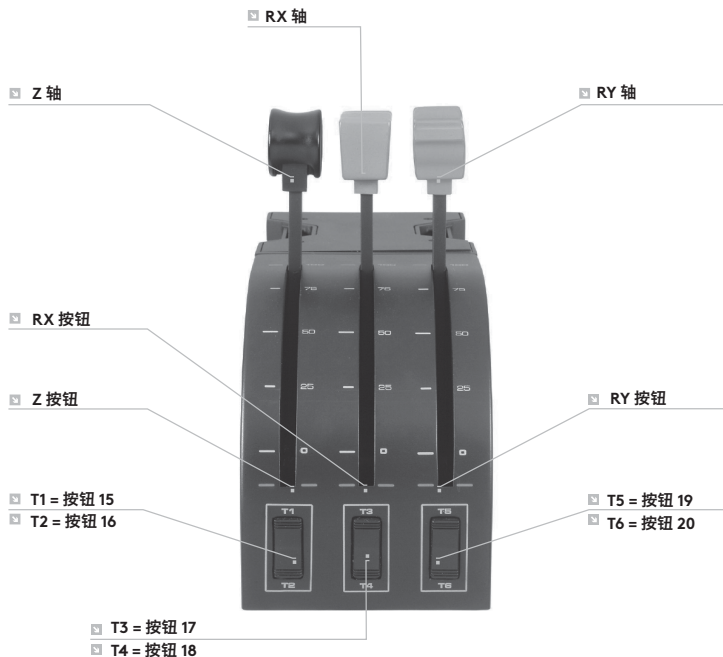
功能概览



飞行控制和 MICROSOFT FLIGHT SIMULATOR 中的相应功能

功能		FS9 和 FSX 中的默认功能
控制器轴	X 轴	副翼
	Y 轴	升降舵
主按钮	按钮 1	制动 (运行/释放)
	T1 (按钮 3)	升降舵配平降低
	T2 (按钮 4)	升降舵配平升高
	T3 (按钮 5)	襟翼增量式收回
	T4 (按钮 6)	襟翼增量式伸出
	T5 (按钮 7)	膝板显示/隐藏
	T6 (按钮 8)	起落架收起/落下
	按钮 2	视角 (循环)
	POV	全景
其他控件	模式开关	在编程软件运行时用于切换模式
时钟按钮	功能	时钟/秒表切换
	开始/停止	开始/停止秒表
	重置	复位秒表

功能概览



油门弧座及 MICROSOFT FLIGHT SIMULATOR 中的相应功能

功能		FS9 和 FSX 中的默认功能
弧座轴	Z 轴	油门
	Rx 轴	襟翼
	Ry 轴	扰流片
轴按钮	Z 按钮	可在游戏中分配
	Rx 按钮	可在游戏中分配
	Ry 按钮	可在游戏中分配
切换开关	T1 (按钮 15)	可在游戏中分配
	T2 (按钮 16)	可在游戏中分配
	T3 (按钮 17)	可在游戏中分配
	T4 (按钮 18)	可在游戏中分配
	T5 (按钮 19)	可在游戏中分配
	T6 (按钮 20)	可在游戏中分配

如何为飞行控制器分配 FLIGHT SIMULATOR 功能。

如要更改控制, 或要设置 Flight Simulator 尚未分配的其他按钮, 则需要使用游戏中的“分配”(Flight Simulator 2004) 或“控制”(Flight Simulator X) 画面。可在游戏中的“设置”菜单中访问。

当访问 Flight Simulator 的“分配/控制”画面时, 确保在“游戏杆类型”的选项中选择罗技 G 飞行控制器。如要重新分配控制器上的任何轴(控制器本身或油门弧座的推杆), 则需要窗口顶部选择“游戏杆轴”(Flight Simulator 2004) 或“控制轴”(Flight Simulator X)。如要重新分配控制器上的任何按钮。需要先在窗口顶部选择“按钮/按键”选项卡。



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