Frequently Asked Questions

- +**Resolve controller calibration issues**

Controller calibration issues may occur at a few different levels.

Raw data level:
Any device with buttons, axis or feature that reports a state will report this through the USB stack. We define raw data as the data communicated to the operating system unfiltered. The only way to change the way the raw data reports is to run a firmware update on the controller if such an action is supported. Currently, none of the Flight/Space or Farm controllers in the Gaming has firmware updates available.

Windows level:
Windows drivers will add its own filter which we can think of as a layer on top of the raw data and this data is what you will see in joy.cpl, the test page of any device in Game Controllers.

The easiest way to fix bad calibration is to remove the controller's Registry entry using the Registry Editor (RegEdit). See Recalibrate controller axes: RegEdit for more information.

Driver level:
Logitech drivers can add another filter on top of the Windows driver. Typically these can be dead zones, response curves or other features added through the driver.

If the RegEdit fix did not work, try uninstalling the driver. See Uninstall A Logitech controller driver for more information.

Game level:
Games can add another filter level. Typically, dead zones or axes response curves (also known as sensitivity sliders). If the Game Controllers Test Page is reporting correct behavior but the controller is out of calibration in-game, then you may need to reset the game config settings. Follow these instructions to Recalibrate Flight Sim.

For other titles, try looking on the developer's forum for guides on how to reset controller calibration.

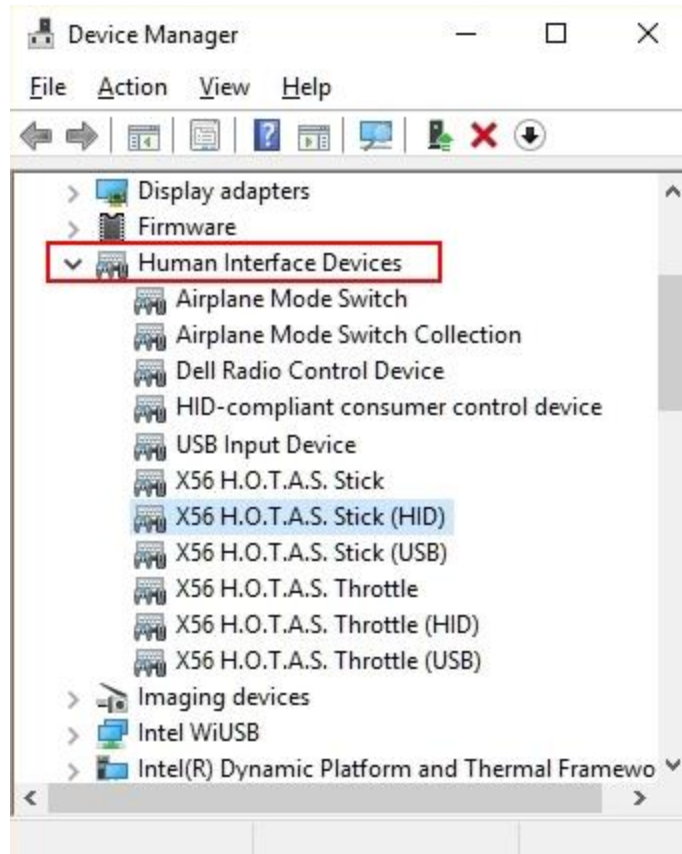- +**Uninstall a Logitech controller driver**

This article covers the following products:

- X56 H.O.T.A.S.
- X55 RHINO
- X52 Professional H.O.T.A.S.

- X52 H.O.T.A.S.
- Flight Throttle Quadrant
- Flight Yoke System
- Flight Rudder Pedals
- Pro Flight Combat Rudder Pedals
- Pro Flight TPM System
- Cessna Yoke System
- Cessna Rudder Pedals
- Cessna Trim Wheel
- Flight Instrument Panel
- Pro Flight Backlit Information Panel

Driver uninstallation

1. Open Device Manager:
   - Press the **Windows** and **R** keys at the same time, and then type device manager in the **Run** window. Select **Device Manager Control Panel** from the list.
     or
   - Press **Windows** and **Pause|Break** at the same time to bring up the **System** information window. Click the **Device Manager** link on the left side of the window.
2. Locate your controller
   - Expand the Human Interface Devices (HID) section by clicking the '>' or '+' sign. Look for your controller name in the list. Typically there will be a **HID** and a **USB** component.
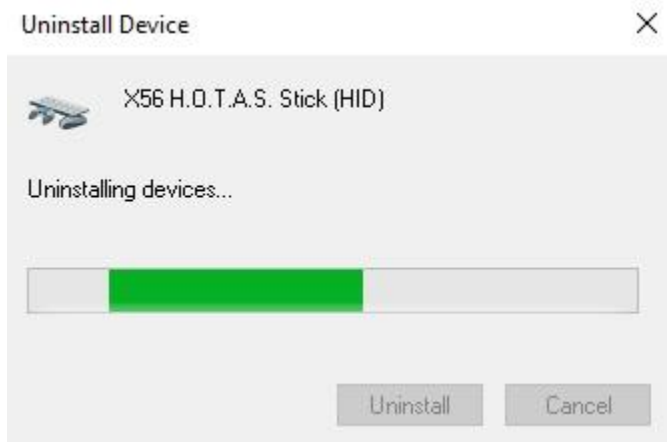
Uninstall the Controller Logitech Drivers

For each component follow these instructions:

1. Select and right-click the component.
2. Select **Uninstall Device**.
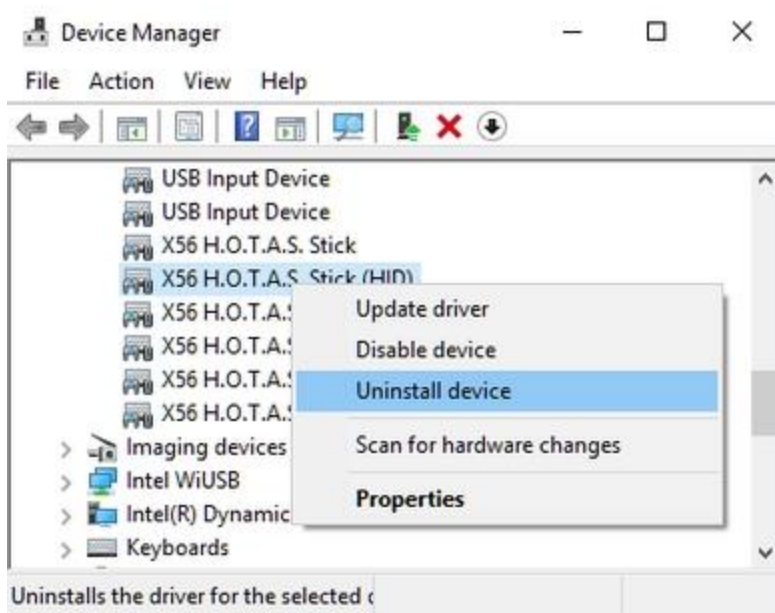
3. In the **Uninstall Device** window, check the '**Delete the driver software for this device**' box.

4. If you see a "restart computer now" message, you can do this now (**Yes**) or wait until you've removed all of the components (**No**). Waiting until you've removed all of the components will save you from having to perform multiple restarts.
5. Open **Device Manager** and continue to check for more components for your controller. If you've installed different versions of the driver, there may be more components and you'll need to remove those as well by repeating steps 1-5 for each component.
6. Restart and confirm there are no components in **Device Manager** for your controller (present with the model name). The controller should now be Logitech driver free.

NOTE: At this point, your controller will have Windows stock drivers assigned to the HID and USB parts. These typically will be a **HID Compliant Device** and **USB Input Device**. To update these drivers to Logitech ones, download and run the drivers from Logitech's product download page.

If you already have the latest driver, run the installer again, following the on-screen instructions.

- +**FSX driver and plugin setup guide**

Installation: Radio/Switch/Multi Panels
Flight Sim Panel installation is different from that for a conventional controller such as the Yoke:

- Panels do not require a driver
- A Logitech plug-in specific to the game being played is used for communication

Download the appropriate plug-in for your device and run the installer. The installer writes information into the game's plug-in config file to support the product.

All plug-ins can be downloaded from the product download pages at Logitech Support: [Gaming](#).

Installation: Instrument Panel
The Flight Instrument Panel (FIP) also requires a driver as there are features on the product that Microsoft does not have standard drivers for. Along with the driver, DirectOutput is installed. You'll also need to download a plug-in specific to the game. You can download the driver and plug-in from the FIP [Downloads](#) page.

Plug-in installation notes:

- Each plug-in covers all the Flight Panels and only needs to be installed once. So even if you have multiple panels, only install the game plug-in once.
- Each plug-in needs to be installed after you've installed the game. This ensures there will be a config file for the installer to write to.

Plug-in interaction with third-party add-ons
FSX has a wide variety of add-ons for scenery, planes, and air traffic control (ATC) written by third-party developers. Add-ons for planes can work well with the Flight Panels, but for some plane add-ons; there may be some issues. This is due to the variety of command strings FSX has for any given event in-game. For example, a simple command such as Gear Up might have 10 different command strings a developer can pick from. The Logitech Panels and plug-ins work with the same command strings that the stock planes in FSX use. This means if the third-party add-on is not configured in the same way, the Flight Panels will most likely not work with that plane.

This is not a fault with the Logitech products or software as such and needs to be addressed with the third-party developer.

SimConnect
FSX add-ons that are developed all need to communicate with a version of SimConnect. This means that a user might need all the different versions of SimConnect if they have multiple FSX add-ons by different developers.

For Logitech products, it's preferable to have the most up-to-date versions installed, but it's OK to have multiple versions; since older third-party add-ons will still need to reference the version of SimConnect they were made for.

SimConnect is installed along with FSX/FSX SE and P3D. The higher the version of FSX the higher the version of SimConnect. A missing version can usually be the cause of a non-functioning Panel:

- If you see a FIP Gauge appearing but not moving; then DirectOutput is working, but the information from SimConnect is not streaming. Reinstall the game (which reinstalls SimConnect) or a higher version of SimConnect (not provided by Logitech).
- If a test page for a Flight Panel (Radio/Multi/Switch) is working and yet in the cockpit, the panels are not updating with live data, then there could be an issue with SimConnect. Reinstall the game (which reinstalls SimConnect) or a higher version of SimConnect (not provided by Logitech).

These versions are currently in use:

PrePar3D on a new system. Only one version of SimConnect is installed:

- microsoft.esp.simconnect: 1.0.20.0
  Simconnect.dll: 1.0.195.0

FSX Steam Edition on a new system. Two versions installed:

- microsoft.flightsimulator.simconnect: 10.0.62615.0
  Simconnect.dll: 10.0.62615.0 (FSX-SE version current)

- microsoft.flightsimulator.simconnect: 10.0.61259.0
  Simconnect.dll: 10.0.61637.0 (FSX XPack version)

FSX Acceleration (FSX Gold) on a new system. Three versions installed:

- microsoft.flightsimulator.simconnect: 10.0.60905.0
  Simconnect.dll: 10.0.60905.0 (FSX RTM version)
- microsoft.flightsimulator.simconnect: 10.0.61242.0
  Simconnect.dll: 10.0.61355.0 (FSX SP1 version)
- microsoft.flightsimulator.simconnect: 10.0.61259.0
  Simconnect.dll: 10.0.61637.0 (FSX XPack version)

- +**Recalibrate controller axes: RegEdit**

If your controller axes appear to be off-center in the Games Controller Test Page, the data range might be out of calibration.

To resolve the problem, you'll need to run a Registry Editor (RegEdit) script to remove the entries in the Windows registry, and then recalibrate the data range.

Do the following to recalibrate your controller axes on Windows 7, 8, 8.1 or 10:

1. Locate your controller in the table below and download the .zip file and extract the contents using any file extraction software of your choice.
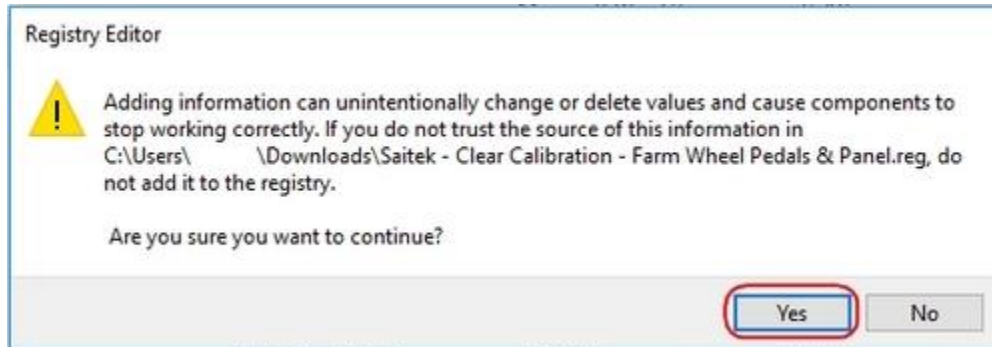
   NOTE: We recommend extracting the files to the desktop.

Controller	Link to file
Heavy Equipment Bundle	zip file
X55 RHINO	zip file
Flight Rudder Pedals	zip file
X56 H.O.T.A.S.	zip file
Flight Yoke System	zip file
X52 H.O.T.A.S.	zip file
X52 Professional H.O.T.A.S.	zip file
Flight Throttle Quadrant	zip file

2. Unplug the controller USB cable from your computer.

WARNING: Incorrectly modifying the Windows registry can cause serious problems that may require you to reinstall your operating system. This script is designed to update the Windows registry safely, however, continue at your own risk.

3. Open the extracted folder and Double-click "Saitek - Clear Calibration - [CONTROLLER]" to run the script where [CONTROLLER] is the name of your product.
4. If prompted, click **Yes** in the User Account Control window.
5. A Registry Error warning appears. Click **Yes** to continue.

Registry Editor

⚠ Adding information can unintentionally change or delete values and cause components to stop working correctly. If you do not trust the source of this information in C:\Users\   \Downloads\Saitek - Clear Calibration - Farm Wheel Pedals & Panel.reg, do not add it to the registry.

Are you sure you want to continue?

Yes   No

6. A confirmation message is displayed on-screen. Click **OK** to close the message.
7. Securely reconnect the controller's USB cable to the computer.
8. Open the controller's Test tab in the Windows Games Controller **Test** Page. To open the **Test** tab, press the **Windows** and **R** keys at the same time, and then type joy.cpl in the **Run** window. Press Enter or click **OK**.
9. The Game Controllers window appears. Select the [Controller] in the **Controller** list and click **Properties**.
10. Move all axes on the controller their full range of motion four times to rebuild the data range. Click **OK** to finish.

NOTE: If your controller has more than one module, for example, the X56 H.O.T.A.S. or the Heavy Equipment Bundle, then repeat steps 9&10 for the other USB module.
- +**Solved - Issue with USB devices after Windows 10 update KB4074588**

Logitech is aware of a Microsoft update (OS Build 16299.248) which is reported to affect USB support on Windows 10 computers.

Support statement from Microsoft
"After installing the February 13, 2018 security update, KB4074588 (OS Build 16299.248), some USB devices and onboard devices, such as a built-in laptop camera, keyboard or mouse, may stop working for some users."

If you are using Microsoft Windows 10, (OS Build 16299.248) and are having USB-related issues. Microsoft has released a new update KB4090913 (OS Build 16299.251) to resolve this issue.

We recommend you follow Microsoft Support recommendations and install the latest Microsoft Windows 10 update: https://support.microsoft.com/en-gb/help/4090913/march5-2018kb4090913osbuild16299-251.

This update was released by Microsoft on March 5th in order to address the USB connection issues and should be downloaded and installed automatically using Windows Update.
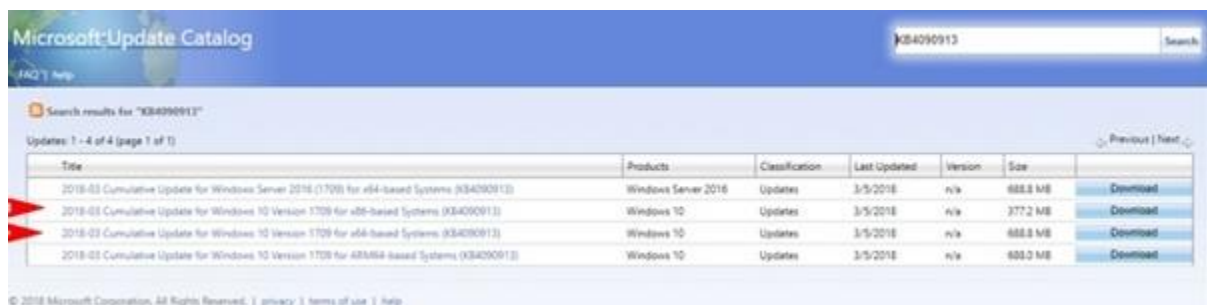
For instructions on installing the latest Microsoft update, please see below:

- If you have a working keyboard/mouse
- If you have a non-working keyboard/mouse

If you have a working keyboard/mouse:

1. Download the latest Windows update from Microsoft.
2. If your operating system is 86x-based, click on the second option. If your operating system is 64x-based, click on the third option.

3. Once you have downloaded the update, double-click on the downloaded file and follow the on-screen instructions to complete the update installation.

NOTE: If you wish to install the update manually, you can download the 86x and 64x versions of the update from http://www.catalog.update.microsoft.com/360023357433.aspx?q=KB4090913

If you currently have no working keyboard/mouse:

For more information, see the Microsoft article on how to start and use the Windows 10 Recovery Environment (WinRE): https://support.microsoft.com/en-us/help/4091240/usb-devices-may-stop-working-after-installing-the-february-13-2018-upd

Do the following:

1. Restart the system before Windows finishes loading the desktop three times in a row. Windows should automatically start the Windows 10 Recovery Environment (WinRE).
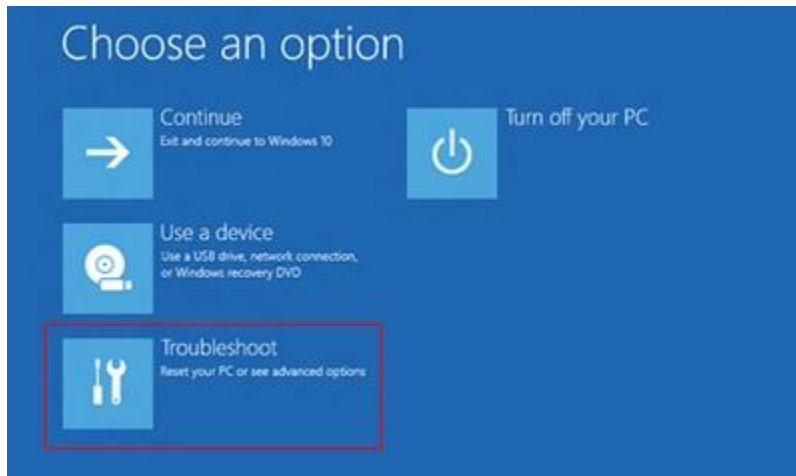
2. Once in WinRE select **Troubleshoot** > **Advanced Options** > **Startup Settings**.
3. In the bottom right corner of the window, click **Restart**.

4. Press **5** on your keyboard to select **Enable Safe Mode with Networking**.

Startup Settings

Press a number to choose from the options below:

Use number keys or functions keys F1-F9.

1) Enable debugging
2) Enable boot logging
3) Enable low-resolution video
4) Enable Safe Mode
5) Enable Safe Mode with Networking
6) Enable Safe Mode with Command Prompt
7) Disable driver signature enforcement
8) Disable early launch anti-malware protection
9) Disable automatic restart after failure

Press F10 for more options
Press Enter to return to your operating system

5. In Windows Safe Mode, navigate to Windows Settings (**Win+I**) > **Update and Security** > **Windows Update** and install the latest updates.

- +**Mac support for Saitek devices**

Other than Pro Flight Panels, all other products in the Pro Flight and Farm Sim ranges are compatible with Mac OS X 10.10.x or later as basic Plug and Play HID devices and do not require a specific driver. This means that you can set up our products as controllers in your simulation software. However, full device functionality (detailed below) might require drivers, game plug-ins and the ST Programming or HUD software, which are currently available for Windows only.
NOTE: Customer Care might ask you to carry out certain troubleshooting measures on a Windows computer to ensure the issue or problem is device-related.

The following software features, game support and device functionality are available on Mac:

Product	Game support without driver					Requires Plug-in - currently not available	Requires Driver - currently not available	Requires Software - currently not available
	Elite Dangerous	X-Plane 10	DCS	Falcon 4.0	FlightGear	In-game features not available due to no plug-in	Device features not available	Software features not available

							due to no driver	due to no software
X52	✓	✓	✓	✓	✓			
X52 PRO	✓	✓	✓	✓	✓	Radio Stack communication	MFD or LCD display, lighting settings and deadzones set-up requires driver	
Yoke	✓	✓	✓	✓	✓		LCD display and deadzones set-up requires driver	Create multiple profiles
Throttle Quadrant	✓	✓	✓	✓	✓			
Rudder Pedals	✓	✓	✓	✓	✓		Deadzones set-up requires driver	
TPM System	✓	✓	✓	✓	✓			
X-55 H.O.T.A.S.	✓	✓	✓	✓	✓			Adjust lighting settings
								Graphical calibration
X-56 H.O.T.A.S.	✓	✓	✓	✓	✓			
								Create multiple profiles

								Assign deadzones and curves
Radio Panel	**X**	**X**	**X**	**X**	**X**	**Radio Stack communication**		
Switch Panel	**X**	**X**	**X**	**X**	**X**	**Button activation, under carriage status notification and magneto activation**		
Multi Panel	**X**	**X**	**X**	**X**	**X**	**Autopilot communication**		
Instrument Panel (FIP)	**X**	**X**	**X**	**X**	**X**	**Device Communication between Direct Output and SimConnect**	**Direct Output provides support for gauges**	
Backlit Information Panel (BIP)	**X**	**X**	**X**	**X**	**X**	**Communication between software and SimConnect**	**Driver provides support for the software**	**Create Profiles**

NOTE: Saitek does not write any software or drivers for Farm Sim products and therefore they are not listed. These products are driverless and compatible with both Windows and Mac OS X as basic Plug and Play devices.

- **+Troubleshooting unsigned drivers for Saitek products**

If you're having trouble installing Saitek drivers because they are unsigned, follow the steps below:

- Verify download location
- Check Windows updates
- Re-install HID drivers
- Manually install HID and USB drivers for your device

Verify download location
Make sure you download the correct drivers for your product from the Saitek page.

1. Visit the [Saitek Driver and Software Downloads](#) page.
2. Select your product range from the options in the drop-down menu. For Pro Flight Controllers, H.O.T.A.S. and Panels, choose **Pro Flight**. For Joysticks, choose **Cyborg**.
3. Select your product from the product range.
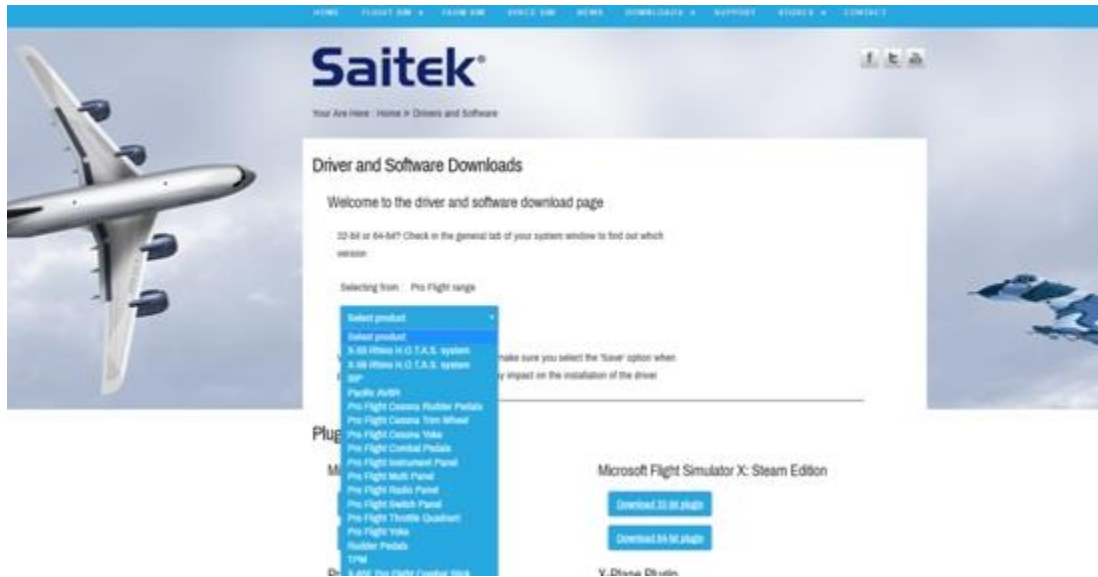
NOTE: If you select the wrong product range or product, you can refresh the web page (or press **F5**) to start over.

4. Select a download option based on your version of Windows and its bit rating. If you need help, see the Microsoft article [How to determine whether a computer is running a 32-bit version or 64-bit version of Windows](#).
5. Click on **Download Drivers** to start the download. Once the file is downloaded, you can run the download from either your browser's Download window or from the folder you downloaded the file to.
6. Follow the on-screen instructions. When prompted, plug in the device(s).
7. If you see the message below, this standard. Click **Install** to proceed with the driver installation.
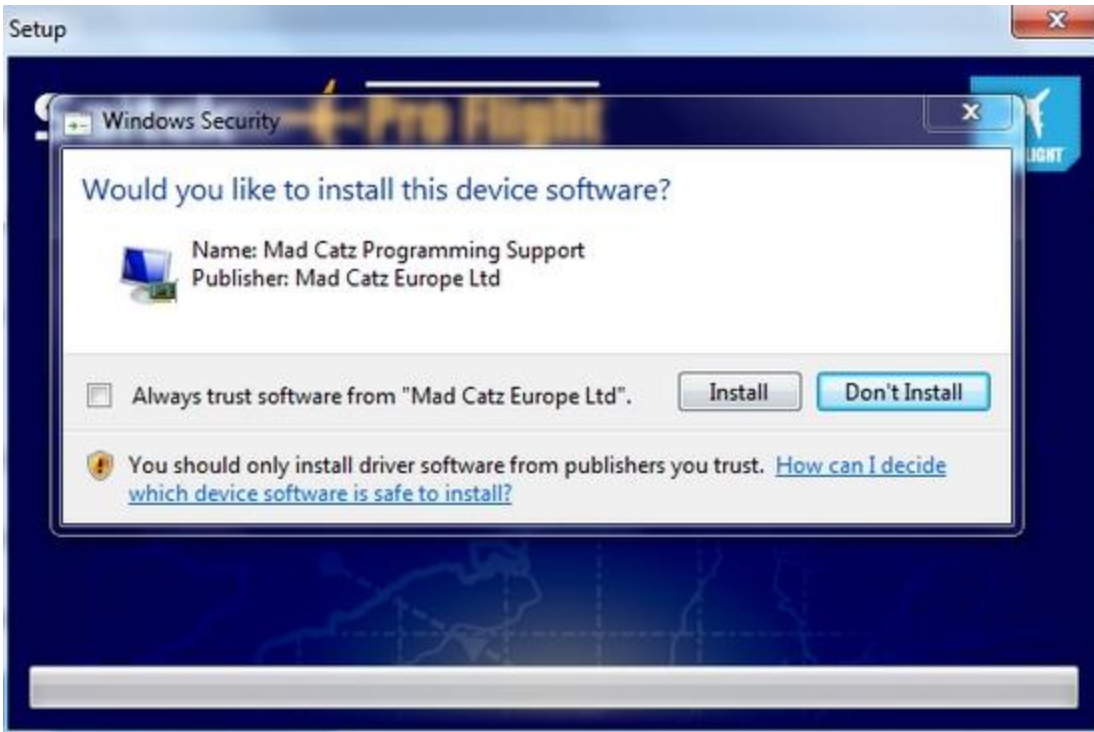
Check Windows updates

Make sure your version of Windows is fully up-to-date before you download and install any drivers for Saitek devices. If you don't know whether your copy of Windows is up-to-date or are unsure about how to update, please see Microsoft's Windows Update: FAQ.

Re-install HID drivers

1. Open Device Manager. Press and hold the **Windows** key, then press the **R** key. In the **Run** box, type `devmgmt.msc`, and click **OK** or press Enter.
2. Click on the arrow next to **Human Interface Devices** to expand the section (you'll also need to expand the **Universal Serial Bus** devices section if you have an X-55/X-56 or a Pro Flight Instrument Panel).
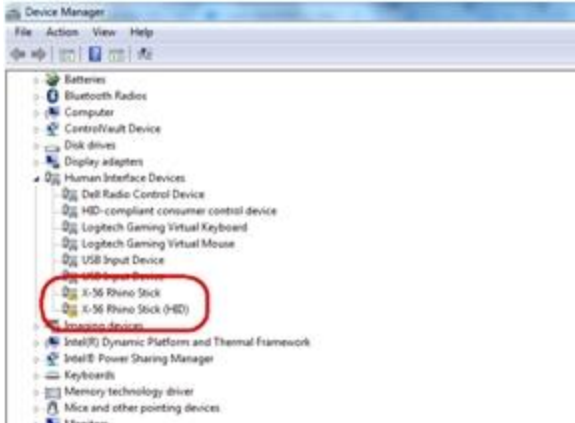
NOTE: Any device that is improperly functioning will have a yellow or red bang next to its entry.

3. Uninstall every instance of your device from Device Manager in all sections. To uninstall the device, right-click the corresponding entry and select **Uninstall**. Click **OK** in the **Confirm Device Uninstall** window.

NOTE: If applicable, select the check-box below the warning message.

4. Unplug and replug the device. If Mad Catz or Saitek drivers are still present, then repeat step 3. If no Mad Catz or Saitek entries are visible for your product, go to step 5.
5. If you only see **HID-compliant game controller** or **HID-compliant device** and **USB Input Device** entries, then restart the computer.
6. After the restart, open **Device Manager** and check for Saitek or Mad Catz controller entries. If any are present, repeat steps 3-5. If there are no such entries, go to step 7. The image below shows the device drivers fully removed and Windows HID drivers correctly installed.

7. If after restarting the computer, you only see **HID-compliant game controller** or **HID-compliant devices** and **USB Input Device** entries for your Saitek product, the HID driver re-installation was successful. Close **Device Manager** and use the device or install the Logitech driver.

Manually update HID and USB drivers for your device

1. Follow the steps in the Verify download location section of this article.
2. Extract the driver files, locate and update the driver for your device's HID and USB devices as described in the article Saitek device driver installation does not complete.

- +**Access the Windows Game Controllers test page**

All joysticks/wheels, H.O.T.A.S., gamepads, and flight sticks have some combination of buttons, axes and HAT switches. The Windows Game Controllers test page lets you test these devices so you can confirm they work as expected. Shown below is an example of a Windows Game Controllers page:
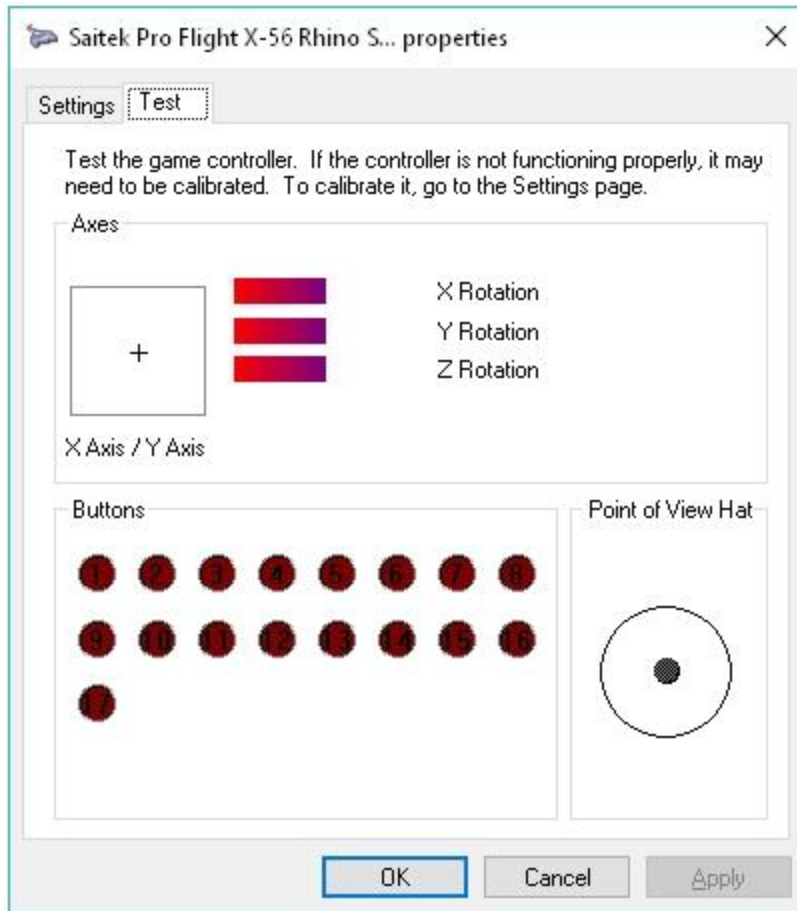
In this example,

- X and Y axes are grouped together in the crosshairs box
- Red bars are other axes on the device
- Buttons are grouped together and the first HAT/POV will have a pointing circle

Use the following instructions to open the Windows Game Controllers test page for your version of Windows:
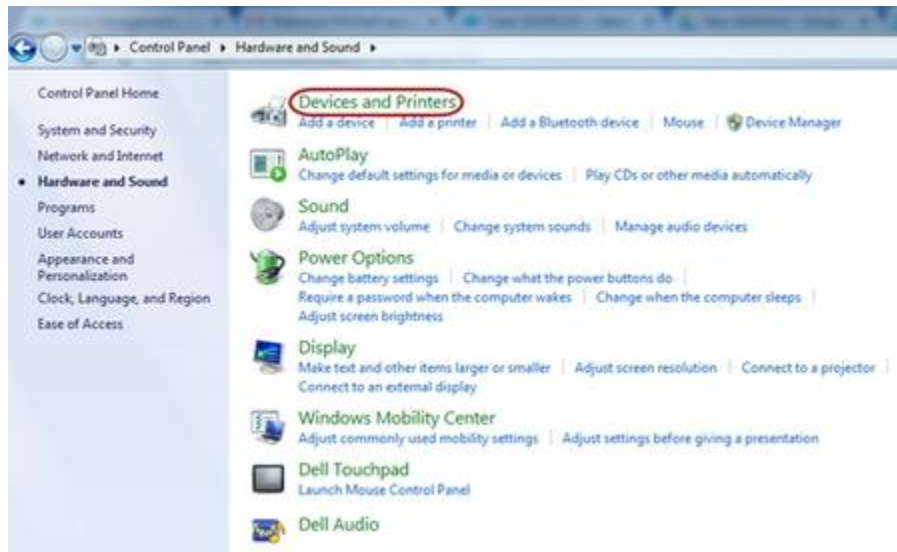
- Windows 7
- Windows 8, 8.1 or 10

Open the Game Controllers test page on Windows 7

- Simple Method
    1. Click the **Start** flag (or simultaneously press the **Windows** and **R** keys).
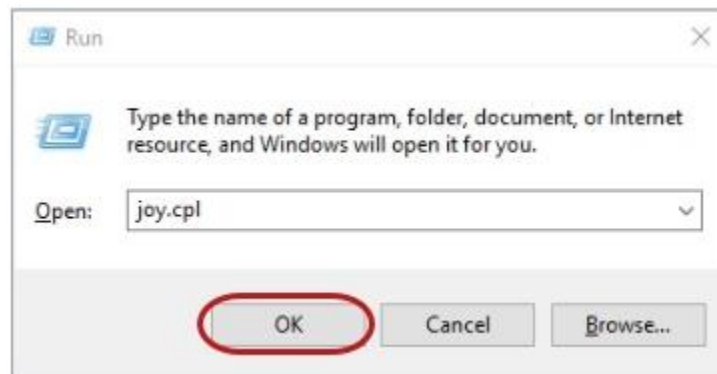   2. In the text box, type `joy.cpl`, and then click **OK** or press Enter.
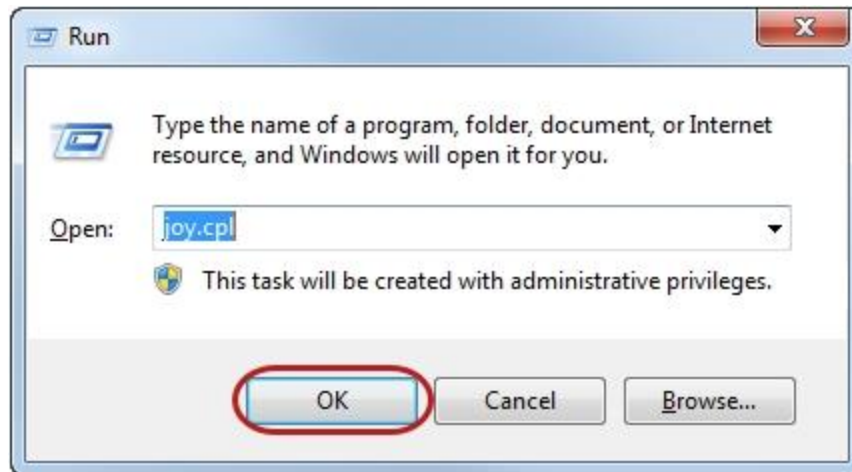
3. Select the controller you want to test, and then click **Properties**. The Test page should open by default. If not, click the **Test** tab.

- Control Panel Method
  1. Click the **Start** flag, and in the right pane, select **Control Panel**.
  2. In the Category view, select **Hardware and Sound**, then **Devices and Printers**. NOTE: If you're using the Large icons or Small icons view, select **Devices and Printers**.

3. Right-click the controller you want to test, and then select **Game controller settings**.
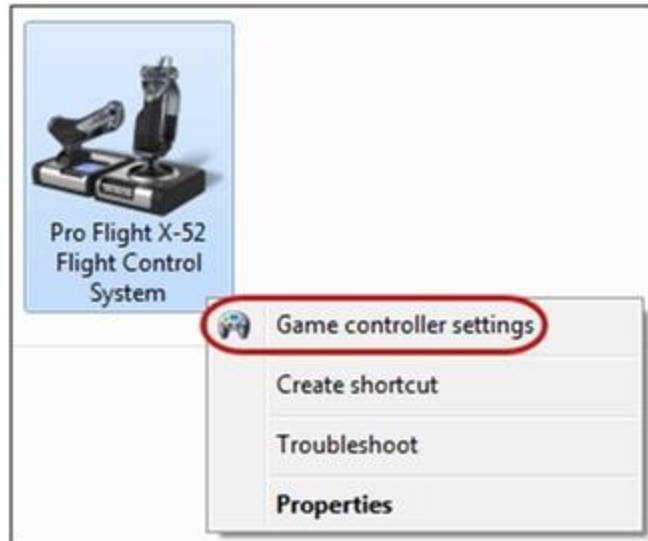
4. Select the controller you want to test, and then click **Properties**. The Test page should open by default. If not, click the **Test** tab.

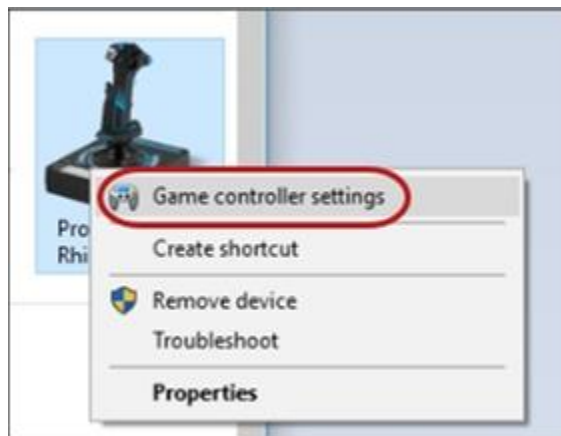**Open the Game Controllers test page on Windows 8, 8.1 or 10**

- Simple Method
    1. Click the **Start** flag (or simultaneously press the **Windows** and **R** keys).
    2. In the text box, type `joy.cpl` and then click **OK** or press Enter.

    3. Select the controller you want to test, and then click **Properties**. The Test page should open by default. If not, click the **Test** tab.
- Control Panel Method
    1. Right-click the **Start** flag and select **Control Panel**.
    2. In the Category view, select **Hardware and Sound**, then **Devices and Printers**. NOTE: If you're using the Large icons or Small icons view, select **Devices and Printers**.
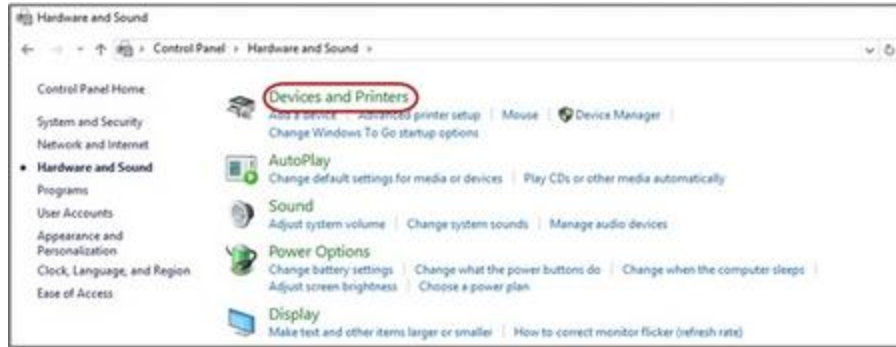
3. Right-click the controller you want to test, and then select **Game controller settings**.

4. Select the controller you want to test, and then click **Properties**. The Test page should open by default. If not, click the **Test** tab.

- +**Recalibrate the Flight Yoke axes: RegEdit**

If your Flight Yoke axes appear to be off-center in the Game Controllers Test Page, the calibration data range might be bad.

To resolve the problem, you'll need to run a Registry Editor (RegEdit) script to remove the entries in the Windows registry, and then recalibrate the data range.

Do the following to recalibrate your Flight Yoke axes on Windows 7, 8, 8.1 or 10:

1. Unplug the Flight Yoke USB cable from your computer.
2. Download this zip file. The zip file contains a script that removes the Flight Yoke entries in the Windows registry.
   WARNING: Incorrectly modifying the Windows registry can cause serious problems that

may require you to reinstall your operating system. This script is designed to update the Windows registry safely, however, continue at your own risk.

3. Unzip the .zip file or extract the contents using any file extraction software of your choice.
4. Double-click "Saitek - Clear Calibration - Pro Flight Yoke System.reg" to run the script.
5. If prompted, click **Yes** in the User Account Control window.
6. A Registry Error warning appears. Click **Yes** to continue.
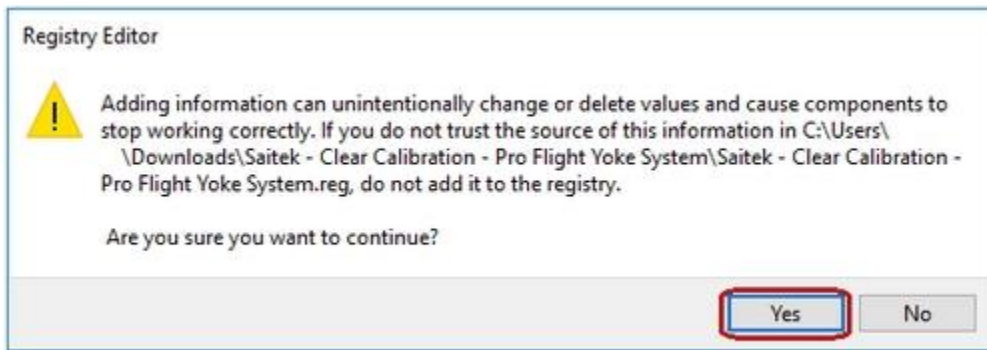
7. A confirmation message is displayed on-screen. Select **OK** to close the message.
8. Reconnect the Flight Yoke USB cable securely to the computer.
9. Open the Flight Yoke **Test** tab in Game Controllers. To open the Test tab, press the **Windows** and **R** keys at the same time, and then type "joy.cpl" in the Run window. Press the Enter key or click **OK**.
10. In the **Game Controllers** window, select the **Flight Yoke** and click **Properties**.
11. In the **Test Page**, move all axes on the Flight Yoke and PS/2 Quadrant through their full range of motion 4 times to rebuild the data range.

- +**FSX Null Zone Fix - Fix for 1-99% throttle and other axes**

If one or more of your axes are only displaying 1-99% and you have tried to set the sensitivity to max and the nullzone to 0, you'll need to edit the values in a text document inside the FSX folders.

Do the following:

1. To navigate to this location:
   C:\Users\yourname\AppData\Roaming\Microsoft\FSX\Controls
   where **yourname** is usually the account name you use to log in. To see some of these folders you might need to show hidden folders.
2. In the Controls Folder, you'll see a single XML document. You can open the file with Word.
3. Near the bottom of the file, look for < SimControls.map >
4. Locate the name of the device that is causing the problem, for example< Name >Pro Flight TPM System SLEW {C60814B0-F7D4-11DF-8001-444553540000}< /Name >

5. Locate the < axis > to ammend. For example, the throttle has a 1% null zone: < AxName >RzAxis< /AxName > (The axis name for your controller might be different, the throttle could also be Z.)
6. If you look in this subsection, you will see < AxNull >1< /AxNull > This 1 is causing the problem so change it to a 0 so it looks like this: < AxNull >0< /AxNull >
7. This will fix any nullzone issue. Once you're happy with the changes, save the Standard.XML so the changes will take effect.

You can then re-run FSX.
- +**Re-calibrate Flight Sim**

If you are having trouble with calibration in Flight Simulator, but your controller seems to be OK in the Game Controllers test screen, then you may need to rebuild the config (cfg) file. Here's how:

1. Press and hold down CTRL+SHIFT, then start Flight Simulator and start a new flight.
2. Continue to hold down CTRL+SHIFT until the game is in Cockpit view. You can then let go of the CTRL+SHIFT keys.

This will reset all the controls in the simulator, so you will need to move the controller in the full range of movement, for all the axis at least 4 times.

NOTE: When you rebuild the config file, some of your joystick settings may change. This should work for FS2002, FS2004 (FS9) and FSX.
- +**Saitek device driver installer does not complete**

If you're having a problem installing the driver, for example, the **Next** button is grayed-out or the package fails to extract to the C:\Windows\Temp folder while the device is plugged in, try the following:

Download and extract the driver files:

1. You can download the latest installer packages for your device from http://www.saitek.com/uk/down/drivers.php
2. Make sure you have file extraction software installed. Some examples of free extraction utilities are:
   - o WinRar: http://www.rarlab.com/
   - o 7-Zip: http://www.7-zip.org/
   - o WinZip: http://www.winzip.com/win/en/index.htm

File extraction utility software is used to compress or extract the archive files used by our driver package. Download the archive software and install. This will also give you extra options when you right-click any file on your computer.

NOTE: If you already have archive software installed you can skip this step.

3. Right-click the driver file you downloaded from the Saitek download page and select either Extract to folder or select a program and extract to a folder of your choice and location. We recommend extracting to the desktop, as this makes the file easier to locate in the next steps.

In the following example, the folder name is the name of the file.

You will now have a folder that contains the files needed to install the drivers.

Locate and update the driver for your device's HID:

1. Open Device Manager:

- Windows 7, 8, 8.1: **Control Panel** > **System** > **Device Manager**
- Windows 10: In the Task Bar, right-click the Windows flag and select **Device Manager**

2. In Device Manager, search for your device. If it's a mouse or keyboard, navigate to the Mice or Keyboard sections and expand. If it's a joystick or any other device, expand the **Human Interface Devices** section.

For example, if you have an X52 Pro, this is a joystick and appears as an HID-Compliant game controller. (A mouse will be a HID-compliant mouse and a keyboard will appear as an HID Keyboard Device.) Starting from the bottom entry, right-click the HID part and then select **Properties**.

3. In the Properties window, select the **Details** tab.
4. In Property drop down menu, select **Hardware Ids**. Under **Value**, you will see a string of letters and numbers. Use this information to find the correct HID for your device. For example with the X52 Pro, you'll see HID/VID_06A3&PID_0762&REV_0123:

- VID = Vendor ID. This is specific to each manufacturer. For Saitek products, this will always be 06A3.
- PID = Product ID. This value is specific for each product within the VID.
- REV = Firmware revision number. In this case, for the X52 Pro in this example, the revision number is v1.23.

5. Once you've determined the right HID part of the device, click **OK**.
6. In Device Manager, right-click the entry again, click **Update Driver Software**, and then select **Browse my computer for driver software**.
7. In the Browse for driver software window, click **Browse**, and navigate to the desktop or the location where you extracted the package folder.
8. In the extracted folder, select the folder with the same PID as the device you are updating, and click **OK**.
9. In the **Update driver Software** window, click **Next**. The driver should start installing.

NOTE: If you get a Windows Security Window pop-up, click **Install**.

10. If you look in Device Manager, you should see the device has drivers and is named correctly. In this example, the HID-compliant game controller now appears as Saitek X52 Pro Flight Controller (HID).

Update the driver for the USB device:

1. Next, you'll need to update the driver for the USB input device. The process is the same as for the HID. All mice/keyboards/joysticks will have their USB entry in the Human Interface Devices section.
2. Right-click the entry and look for the correct VID (and PID if you know it). Update the driver by browsing in the same extracted folder.
3. Verify that both parts of the device are working and that the drivers are listed in Device Manager.

- +**Flight Yoke stops responding in after 10 minutes in Windows**

If you notice that your Flight Yoke stops responding after 10 minutes, then it is most likely to do with power the management settings in Device Manager.

NOTE: Windows 7 and Windows XP have similar settings in USB root HUB power management.

Follow the all of the steps below to fix this issue:

- Change the option **Allow the computer to turn off this device** to save power for the Yoke:
    1. Click **Start** and in the search box, type device manager. Click **Device Manager** in the Programs list. If you are prompted for an administrator password or confirmation, type your password or click **Continue**.
    2. Click the arrow next to Universal Serial Bus controllers to expand the list, then right-click USB Root Hub, and click **Properties**.
    3. In the USB Root Hub Properties window, click the **Power Management** tab. Uncheck the **Allow the computer to turn off this device to save power** checkbox in order to disable this setting.

IMPORTANT: Windows 7 will reverse this setting when the device is unplugged from the USB port or the PC is restarted. To keep this from happening, you'll need to enable the USB selective suspend option so Windows 7 will remember the power management setting.

- Enable the **USB selective suspend** option. Do the following:
    1. Click **Start** and in the search box, type power options. Click **Power Options** in the Programs list. If you are prompted for an administrator password or confirmation, type your password or click Continue.
    2. To the right of your selected power plan, click **Change plan settings**.

3. Click **Change advanced power settings**. The Power Options window appears.
4. In the Power Options window, expand **USB settings**, and then expand **USB selective suspend setting**.
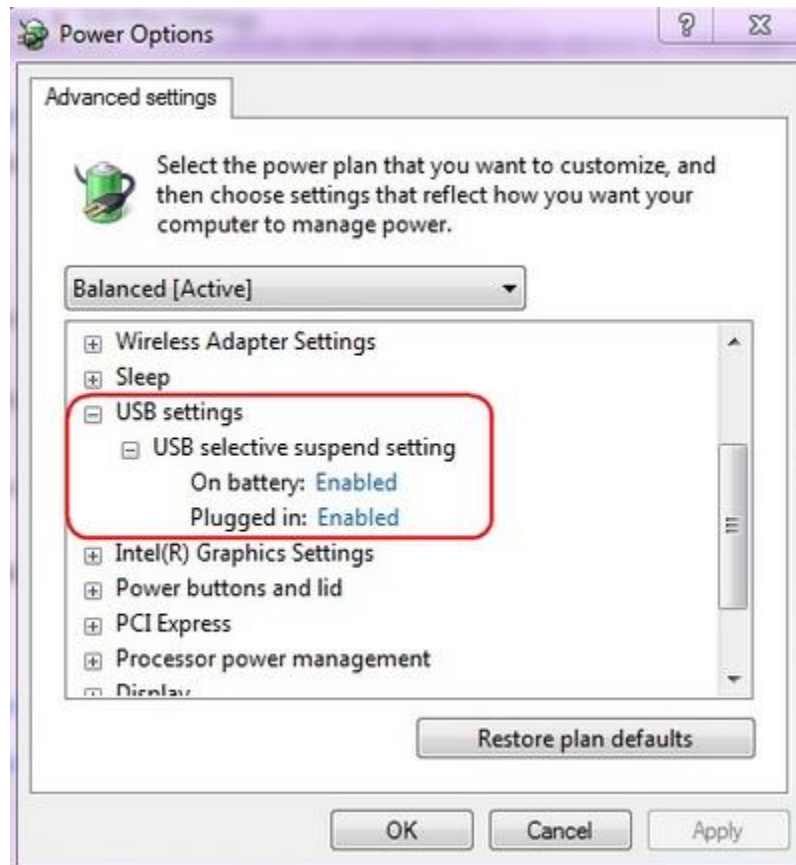
5. (For laptop users only) To prevent Windows from turning off the USB root hub when the computer is running 'On battery' power, select **Disabled** in the **On battery** list.
6. To prevent Windows from turning off the USB root hub when the computer is 'Plugged in' to a power outlet, select **Disabled** in the **Plugged in** list, and then click **OK**.

For more information, please refer to the Microsoft knowledge base:
http://support.microsoft.com/kb/930312

- +**Interchangeable heads for the Pro Flight Yoke and Pro Flight Cessna Yoke**

These do not come with extra interchangeable heads for the Throttle Quadrant. However, the standalone Throttle Quadrant comes with extra interchangeable heads.

- +**Use the USB ports on the side of the Flight Yoke**

The USB ports on the side of the Flight Yoke can be used as a non-powered USB HUB.

- Low-power devices such as the Flight Radio Panel, Flight Multi Panel, and the Flight Radio Panel will work fine.
- For high powered devices such as the FIP or charging mobile devices, we recommend using the additional AC adapter.

Without the additional AC adapter, plugging additional devices into the USB ports may exceed the 500mA available to the Flight Yoke. If you see a **Power Exceeded** message in the OS, try unplugging one or both devices connected to the Flight Yokes HUB, unplug the Flight Yoke and then replug the Flight Yoke USB back into your PC.

- +**SmartTechnology programming software does not work after installation**

Please make sure that your copy of Windows is fully up to date using Windows Update. Make sure all important updates are downloaded and installed, specifically any updates that refer to .net framework.

- +**Use SmartTechnology programming software**

We have created the following videos that can help with some of the programming features of the SmartTechnology software:

Starting the Editor: ProfileEditor.zip

Basic Key Assignments: BasicAssignments.zip

Activating Profiles: ActivateProfile.zip

Advanced Commands, Macros and Key Combinations: Commands.zip

Band Axis: Banding.zip

- Useful if you want to assign keys to an axis, for example, the w,a,s,d keys for movement to a stick.

Shiftstates/Modes: ShiftStates.zip

- Take advantage of that mode button and switch between multiple assignments in game!

- +**Configure dual throttle quadrants for multi-engine control in FSX / FS2004**

This guide shows you how to configure your Pro Flight Yoke unit and the USB Throttle Quadrant for twin engine craft and 4 engine craft. In the steps below, the Yoke is Quadrant Q1, and the USB Throttle is Quadrant Q2.

Twin Engine Craft Setup:

1. Attach the quadrants to a suitable surface side-by-side with Q1 to the left of Q2 as shown in **Image1**, below.
2. Attach the colored knobs to the stick levers in the following order: **Black** – **Black** -- **Blue** – **Blue** -- **Red** – **Red**
3. Start the FSX or FS2004.
4. Click on **Settings** in the menu bar.
5. Click on the **Controls** button located on the right of the Settings window.
6. Click the **CONTROL AXES** tab from the top.
7. In the box named **Controller Type**, in the drop-down menu, choose **PRO FLIGHT YOKE** (or the **Pro Flight Cessna Yoke** if you are using this model). Keep in mind the quadrant is seen as part of the Yoke, so it still needs to be selected if you are making changes to the levers.
   NOTE: Do not move the scroll wheel of your mouse or you may accidentally select a different device.
8. Click on the **Events** category list and scroll down to where Engines 1-2-3-4 are listed.
9. Select **Engine 1 Throttle Axis** and click **Change Assignment** — move the left lever of Q1 so that **Z Axis** appears in the box, and then click **OK**.
10. Select **Engine 2 Throttle Axis** and click **Change Assignment** — move the middle lever of Q1 so that **X Rotation** appears in the box, and then click **OK**.
11. Select **Engine 1 Propeller Axis** and click **Change Assignment** — move the right lever of Q1 so that **Y Rotation** appears in the box, and then click **OK**.

STOP!! Now you should refer to Controller Type and choose USB QUADRANT from the drop down menu before proceeding to next step.

12. Select **Engine 2 Propeller Axis** and click **Change Assignment** — move the left lever of Q2 so that **X Axis** appears in the box, and then click **OK**.
13. Select **Engine 1 Mixture Axis** and click **Change Assignment** — move the middle lever of Q2 so that **Y Axis** appears in the box, and then click **OK**.
14. Select **Engine 2 Mixture Axis** and click **Change Assignment** — move the right lever of Q2 so that **Z Axis** appears in the box, and then click **OK**.

Done! You have configured your Dual Quads for twin engine conventional aircraft.

Setting Engine Reverser for Jet Engines
Jet Engines can reverse the thrust. This control is set in the button/keys and is usually assigned to the Engine 1 Throttle lever.

1. On the left, click on **Settings**.
2. On the right, click on **Controls**.
3. Click the **BUTTONS / KEYS** tab at the top.
4. In the **Event Category** drop-down list, choose **Engines**.
5. Click in the **Event** list below and scroll down to **Throttle (decrease quickly)**. This button is usually also assigned to the F2 key on the keyboard.
6. Select Throttle **(decrease quickly)** and click **Change Assignment** — move the left lever of Q1 down to the bottom of the range so that **Button 21** appears in the box, and then

click **OK**.
NOTE: On the **Pro Flight Cessna Yoke**, this will appear as **Button 20**.

Image 1: Setup for Twin Engines
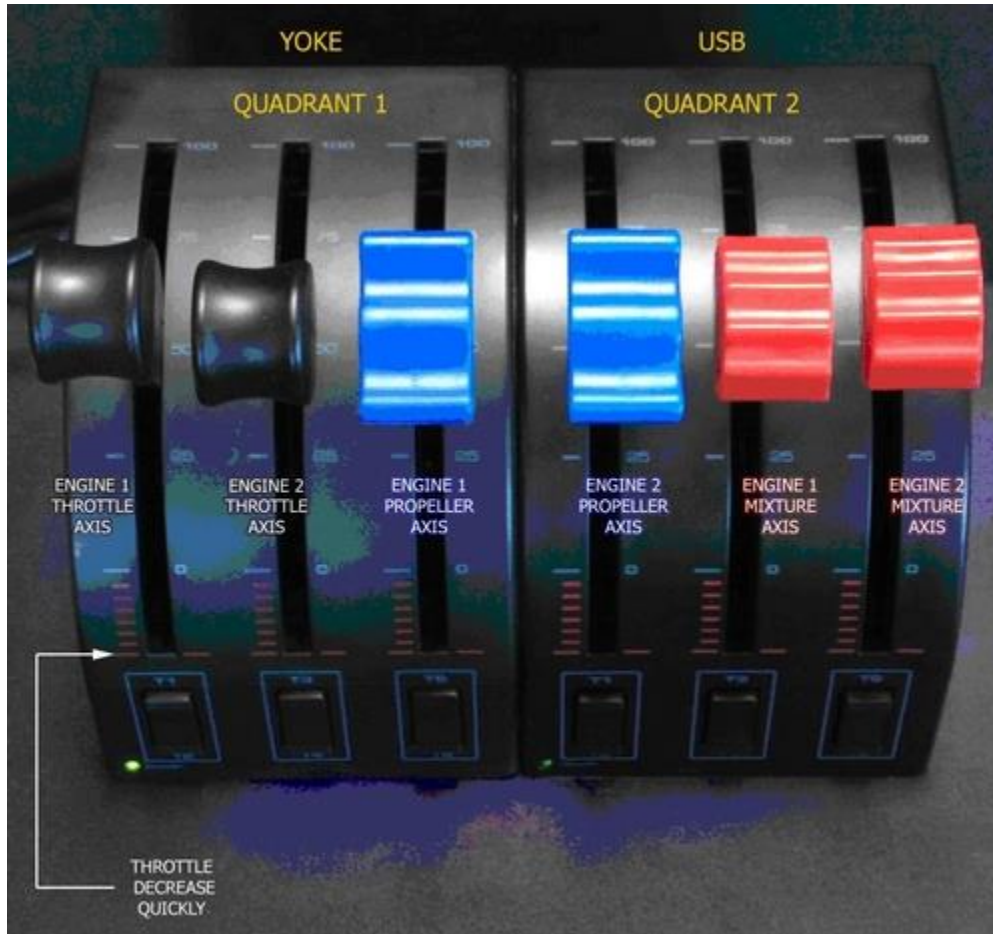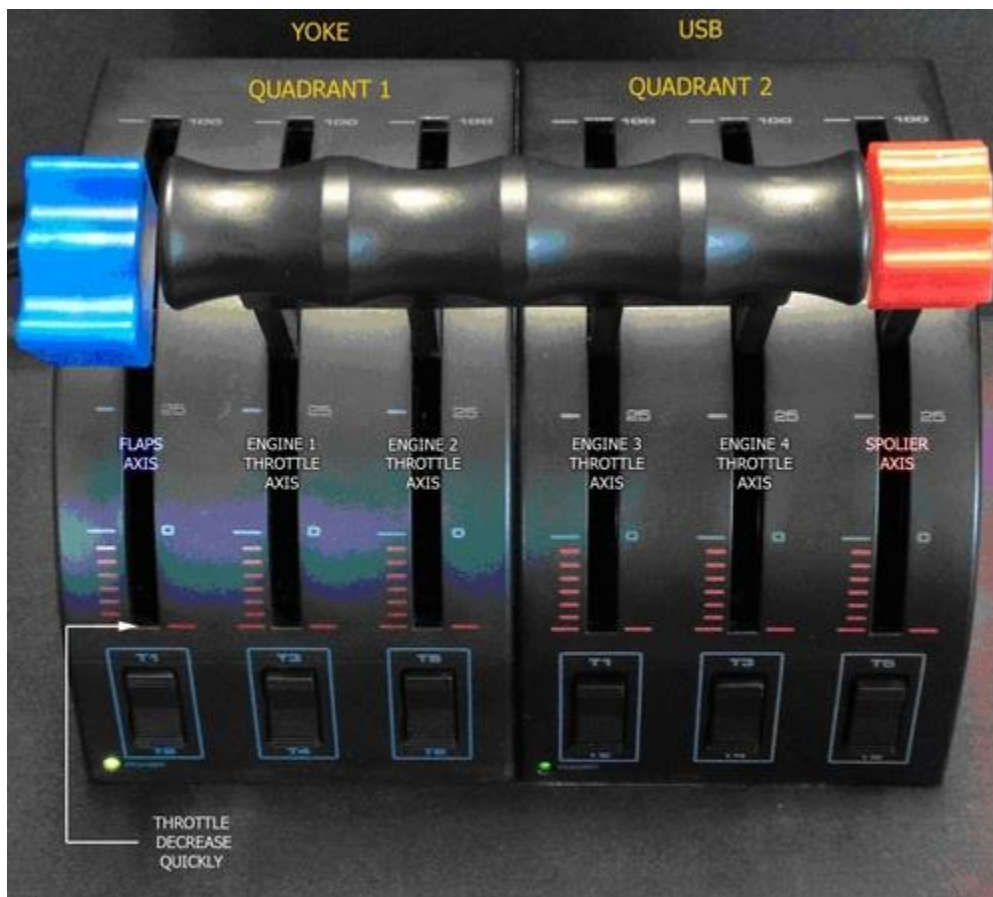

Quad Engine Setup Guide

For multi-engine jet aircraft, you can configure four of the levers to be Engine (1-4) Throttle
Axis as shown in **Image 2**. In this example we have used the Flaps and Spoilers as the remaining
levers, but you can assign whatever you like. The reverser setup is the same as before.

1. Start from step 8 in the procedure "Twin Engine Craft Setup" above.
2. Select **Flaps Axis** and click **Change Assignment**…Move the right lever of Q1 so that **Z Axis** appears in the box then click **OK**
3. Select **Engine 1 Throttle Axis** and click **Change Assignment** — move the middle lever of Q1 so that **Z Axis** appears in the box, and then click **OK**.
4. Select **Engine 2 Throttle Axis** and click **Change Assignment** — move the left lever of Q1 so that **X Rotation** appears in the box, and then click **OK**.

5. Select **Engine 3 Throttle Axis** and click **Change Assignment** — move the left lever of Q2 so that **X Axis** appears in the box, and then click **OK**.
6. Select **Engine 4 Throttle Axis** and click **Change Assignment** — move the middle lever of Q2 so that **Y Axis** appears in the box, and then click **OK**.
7. Select **Spoiler Axis** and click **Change Assignment** — move the right lever of Q2 so that **Z Axis** appears in the box, and then click **OK**.

Image 2: Setup for Quad Engines

- +**Set up the Flight Yoke with the Microsoft Flight Simulator**

In this example, the Microsoft Flight Simulator X (FSX) is used, but its predecessor, Flight Sim 2004, and other titles will have similar setup routines. When you load FSX, the Flight Yoke is automatically detected, and a basic default control configuration will be loaded to the device. If you just want to use the default setup, click Fly now.

You can also change or add to the basic default setup in FSX. For example, you can configure

the buttons, set up the axes and then set their sensitivity.

Configure the buttons:

1. Go to **Settings** > **Controls** > **Buttons/Keys**.
2. Make sure that the Yoke is selected in the Controller Type menu, otherwise, FSX will not recognize the assignments you are trying to make.

For example, say you wanted to set button T1 to **Engine Auto start**. To do this, scroll down through the alphabetical list of button events until you reach **Engine Auto start**, left-click the title and then click the **Change Assignment** button below the assignment list. When the **Change Assignment** box appears, press the T1 control and it will appear in the box. Click OK to confirm the assignment. You can speed the process up by double-clicking the name of the button command to bring up the **Change Assignment** box.

Set up the axes:

1. Go to **Settings** > **Controls** > **Control Axes**.
2. Make sure the Yoke is selected in the **Controller Type** menu. Keep in mind the quadrant is seen as part of the Yoke, so it still needs to be selected if you are making changes to the levers.

For example, to set **Mixture Axis** to one of the levers, double-click the entry in the **Event Column** called **Mixture Axis**, and then move your lever of choice. When the axis designation appears, click **OK** to confirm.
NOTE: You can expand upon this setup by purchasing and installing the USB version of the Throttle Quadrant. The Flight Throttle Quadrant is detected by the PC and FSX as an individual controller and hence can work with other flight controllers. This enables you to configure your setup for Multi-Engine flight.

Configure Multi-Engine flight:

1. Go to **Settings** > **Controls** > **Control Axes**.
2. To configure the Flight Yoke Throttle Quadrant first, select **Flight Yoke** from **Controller Type**.
3. Set the levers to the axes using the **Change Assignment** function. In Flight Sim, the Throttle Axis will control all the engines on a jet equally. Individual engine controls can also be assigned. These are listed as Engine 1 Throttle axis and Engine Throttle 2 etc.
4. Follow the axes assignment procedure to assign the throttles. When the first Quadrant is set, switch to the USB **Flight Throttle Quadrant** entry in **Controller Type**, and repeat the assignment process for the remaining engine throttle controls.

Reverse Thrust can be assigned to the reverser buttons on your throttle quadrant. To do this go to the Buttons/Keys page and select the appropriate quadrant option in Controller Type. Now scroll down the event list until you reach Throttle Decrease Quickly. Select it and assign your preferred reverser button to it. Depending on personal preference you may want to increase the

repeat setting.

Set lever sensitivity and null zone settings:

1. Go to the **Calibration** page, select the **Flight Yoke** in **Controller Type** and then select **Advanced Controls**.
2. Make sure that all the axes set to your levers are at 100% Sensitivity and 0% Null Zone. Otherwise, the levers will not travel through their full range of movement in the Sim.
3. Switch to the USB **Flight Throttle Quadrant** and repeat the process. You will now be set for multi-engine flight.

The most important things to remember are that you have the right control device selected in the **Settings** menu when you make your assignments and that the calibration settings are correct.

The Flight Yoke calibration should be set as:

- Aileron - Sensitivity 75%, Null Zone 5%
- Elevator - Sensitivity 75%, Null Zone 5%
- Engine Throttle - Sensitivity 100%, Null Zone 0%

A good rule of thumb is to set similar axes functions to the same settings. For example, if you wanted to set the Mixture axes (a lever control) to one of the levers, then set the calibration sliders to the same values as the Engine Throttle axis.

- +**Saitek USB device is not working**

As with any USB device, there can be a problem when you first plug it in. Try the following to get things working:

1. Re-install the driver for your device.
2. Try plugging the device into a different USB port:
    - Sometimes using a USB hub or docking station can cause issues. Plug your device directly into a USB port on your computer. This is the best way to eliminate any USB hub or docking station issues.
3. If you're using a wireless USB device, check the batteries to make sure they have a charge and that the device is powered on.

- +**After software update, profiles no longer appear in the pop-up list in the System Tray**

In the latest software release, the location to store your profiles has changed.

If you are having a problem with your profiles not appearing in the taskbar icon drop down list:

1. Copy your profiles from the old C:\Users\Public\Documents\Saitek SD6 Profiles or C:\Users\Public\Documents\SmartTechnology Profiles folder.

2. Paste them into the folder with the same name as your products in C:\Users\Public\Documents\Logitech.

For example, if you were moving your X56 H.O.T.A.S. profiles, you would move them to C:\Users\Public\Documents\Logitech\X56 .