

User Manual of Product 1:

Logitech G Saitek X52 Flight Control System, Controller and Joystick Simulator, LCD Display, Double Suspension, Illuminated Buttons, 2xUSB, PC - Black/Silver

User Manual of Product 2:

Logitech G Saitek PRO Flight Rudder Pedals, Professional Simulation Pedals with Toe Brake, Non-Slip, Precise Fluid Control, Adjustable Tension Dial, PC - Black

Saitek®



X-56 RHINO H.O.T.A.S. SYSTEM™

HANDS ON THROTTLE AND STICK

USER MANUAL

Welcome Message from the Developers

The Saitek Pro Flight team thanks you for purchasing this groundbreaking piece of Pro Flight hardware. Rest assured that, as with all the products we've developed over the years, a wealth of knowledge, skill, and endeavor went into the development phase. Thanks to our dedicated pool of beta testers – comprised of actual pilots and sim pilots – we created a piece of hardware to satisfy your needs for years to come. Combine this product with others in the range, like the Combat Rudder Pedals and Pro Flight Instrument Panels, and Saitek Pro Flight becomes a one-stop-shop for all your combat flying equipment.



STICK OVERVIEW

A. POV

B. Thumb Pickle Button

C. Thumb HATs, Witches and Castle

D. Stick Buttons with Trigger and 2 x Head Buttons

E. X, Y, and Rz Axes, Elevator, Aileron and Rudder Axes

F. Pinkie and Flying Pinkie

G. F.E.E.L. Spring System



THROTTLE OVERVIEW

- A. Throttle Rotaries with inset buttons
- B. 2-position Slider
- C. Thumb Controls with 2 HATs, Thumb Button, Mini AnalogStick
- D. Twin Throttles with Throttle Lock
- E. Throttle Tension Adjuster
- F. 3-position Mode Switch
- G. Base Controls with 7 Toggles and 2 Rotaries



GETTING STARTED

Drivers and Software Installation

Windows® 8/10 (32- and 64-bit)

A) Drivers Only

1. After reading the Disclaimer, select the **'I accept the terms of the Disclaimer'** option and click **'Next'** to continue
2. At the **Plug In** screen, plug the Stick and Throttle units into the PC. Click **'Next'** when it becomes highlighted
3. The **Windows Security** popup will ask **'would you like to install this device software?'** Before clicking install, check the box that says **'always trust software from Mad Catz Ltd.'** Now click **'Install'**
4. At the next screen, click **'Next'** to go to the **Controller Test page**
5. Use the **Controller Test** page to test all the X-56's axes, buttons and functions. Once you have tested all the functions, click **'OK'** to continue
6. From the end screen, click **'Finish.'** Your drivers are now installed

B) H.U.D. Software

1. After clicking **'Run setup.exe,'** your Windows 8 system will drop out of the Metro/Start screen and ask via popup if **'you want to allow the following program to make changes to this computer.'** Click **'Yes'**
2. After reading the Disclaimer, select the **'I accept the terms of the Disclaimer'** option and click **'Next'** to continue. The H.U.D. Software will now install
3. On the finish screen, you can use the checkbox to run the H.U.D. Software when you click **'Finish,'** or remove the check mark from the checkbox to just finish the installation

C) .NET Framework

1. If this is the first Mad Catz product that you have installed, you may be asked to install .NET Framework after the HUD Software installation finishes. **This is strongly recommended; this Microsoft Feature Update is required by the HUD Software**
2. Click **'Download and install this file.'** The PC will now find the correct files from the Internet and download them
3. When the installation finishes, click **'Close'**

Windows® 7 (32- and 64-bit)

A) Drivers Only

1. After reading the Disclaimer, select the **'I accept the terms of the Disclaimer'** option and click **'Next'** to continue
2. At the **Plug In** screen, plug the Stick and Throttle units into the PC. Click **'Next'** when it becomes highlighted
3. The **Windows Security** popup will ask **'would you like to install this device software?'** Before clicking install, check the box that says **'always trust software from Mad Catz Ltd.'** Now click **'Install'**
4. At the next screen, click **'Next'** to go to the Controller Test page
5. Use the **Controller Test** page to test the X-56's axes, buttons, and functions. After testing, click **'OK'** to continue.
6. From the end screen, click **'Finish.'** Your drivers are now installed

B) H.U.D. Software

1. After reading the Disclaimer, select the **'I accept the terms of the Disclaimer'** option and click **'Next'** to continue. The HUD Software will now install
2. On the finish screen, you can use the checkbox to run the HUD Software when you click **'Finish,'** or remove the check mark from the checkbox to just finish the installation

C) .NET Framework

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2. Click **'Download and install this file.'** The PC will now find the correct files from the Internet and download them
3. When the installation finishes, click **'Close'**

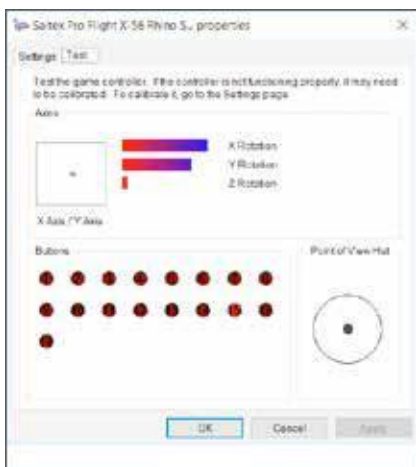
CONTROLLER SETTINGS

If at any time you wish to check that the X-56 is working correctly, open the **Game Controllers** page and click on the controller's **Properties** tab.

Here are the various ways to do this from each operating system:

Windows® 8/10 (all 32- and 64-bit versions)

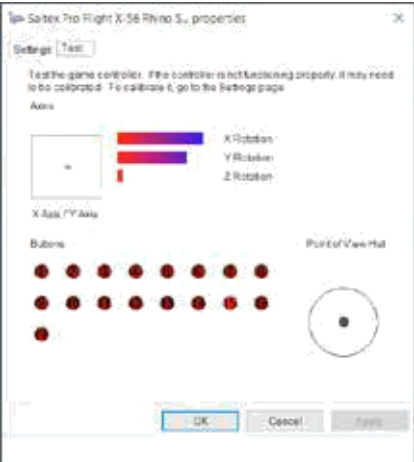
1. From the **Metro/Start** screen, click the **'Control Panel'** icon. **NOTE:** If you have no Control Panel icon on your Metro/Start screen, type **'control panel'** and the icon for the **Control Panel** will appear
2. Once the **Control Panel** is open, double-click on the **'Devices and Printers'** icon. **NOTE:** If you cannot see this icon, make sure that you have large icons selected
3. With the **Devices and Printers** screen open, find the **X-56 Rhino** in the device list and right-click on this icon. From the dropdown menu, select **'Game Controller Settings'**
4. From the **Game Controllers** window, you should see the X-56 Rhino listed and selected. Click **'Properties'** and this should take you to the **Controller Test** screen



From the **Controller Test** screen you can test all the functions, axes, buttons, rotaries, etc. When you have completed your tests, click 'OK' twice to get back to the main desktop

Windows® 7 (all 32- and 64-bit versions)

1. Click on the **'Windows'** icon from the system tray. Hover over the **All Programs** menu. Click the **'Games'** folder and then the **'Games Explorer'** icon
2. Click the **'Tools'** option (with downward facing arrow) from the list across the top of the window. From the dropdown list, click **'Input Devices'**
3. From the **Game Controllers** window, you should see the X-56 Rhino listed and selected. Click **'Properties'** and this should take you to the **Controller Test** screen

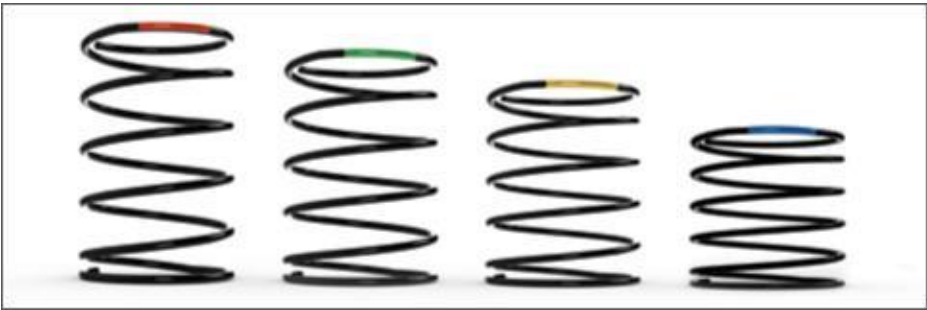


From the **Controller Test** screen you can test all the functions, axes, buttons, rotaries, etc. When you have completed your tests, click 'OK' twice to get back to the main desktop

F.E.E.L. Spring Tension System

Each spring placed on the Rhino stick shaft will give a different feeling. You can also operate the stick without a spring, providing a total of five different forces.

Each spring has a unique feel and different identification. These identifiers are color swatches at the top of each spring – Red, Yellow, Blue, and Green. This table lists some of the calculations used for differentiation:



	RED	GREEN	YELLOW	BLUE	Notes
k = Rate	1	2	3	4	
OD = Outside diameter	33	33	33	33	
d = Wire diameter	1.8	1.8	1.8	1.8	
E = Youngs Modulus (210000)	210000	210000	210000	210000	N/mm2
FL = Free length	52	47	42	36	Un-compressed
WL = Working length	30.8	30.8	30.8	30.8	Pre-compressed
P1L = Position 1 length	25.8	25.8	25.8	25.8	Full Working Compression
n = Total Number of coils	4.5	4.5	4.5	4.5	Active coils (6.5 coils in spring)
D = Mean Diameter	31.2	31.2	31.2	31.2	
Rate K= $Ed^4 / 8n D^3$	1.70	1.70	1.70	1.70	N/mm
Load @ Breakout BL = $FL - WL \times k$	36.12	27.60	19.08	8.86	N
Load @ P1L SoL = $FL - SL \times k$	44.64	36.12	27.60	17.38	N
Stress= $8 \times P \times D / 3.14 \times d^3$	608.50	492.38	376.25	236.90	N/mm2
% UTS (M4 Music Wire)	30.89	24.99	19.10	12.03	%

Changing or removing a spring

To insert, change, or remove a spring, follow these steps. Ensure the trigger is facing away from you and that the X-56 Rhino logo plate is facing you.

1. Turn the Locking Bezel (part B) counterclockwise until the Stick comes away from the base.
2. Remove the Seal Ring (part C) by placing the fingers from your left and right hand under the ring on either side, and then lift up. The Seal Ring is stiff by design.
3. Pry apart the Locking Clamps (part D). These pull apart from the stick, but are under load from the spring. Take one half off first, hold the spring, and then remove the other half.
4. Remove the Spring (part E), then either replace with a new Spring or leave the Spring off.

To reassemble, reverse the order of the above steps, making sure to securely seat the Seal Ring (Part C) and firmly tighten the Locking Bezel (part D) on the Stick base.



1. Turn Locking Bezel counterclockwise

2. Remove Stick

3. Remove Seal Ring



4. Pry apart Locking Clamps

5. Remove Spring

H.U.D. Software Overview

H.U.D. Software allows you to program the X-56 Rhino with an array of keyboard commands, from basic single-key commands to very advanced, timed, and macro commands. It will also allow you to program any axis with keyboard commands, and program mouse commands.

In the H.U.D. Software you can also alter the response curves and deadbands of the main axis – we'll cover the explanation of these topics later in the manual.

There are two ways to launch the H.U.D. Software:

1. From the desktop icon that looks like this
2. From the start menu bar...



Once the H.U.D. Software launches, you will be presented with the Home Screen.

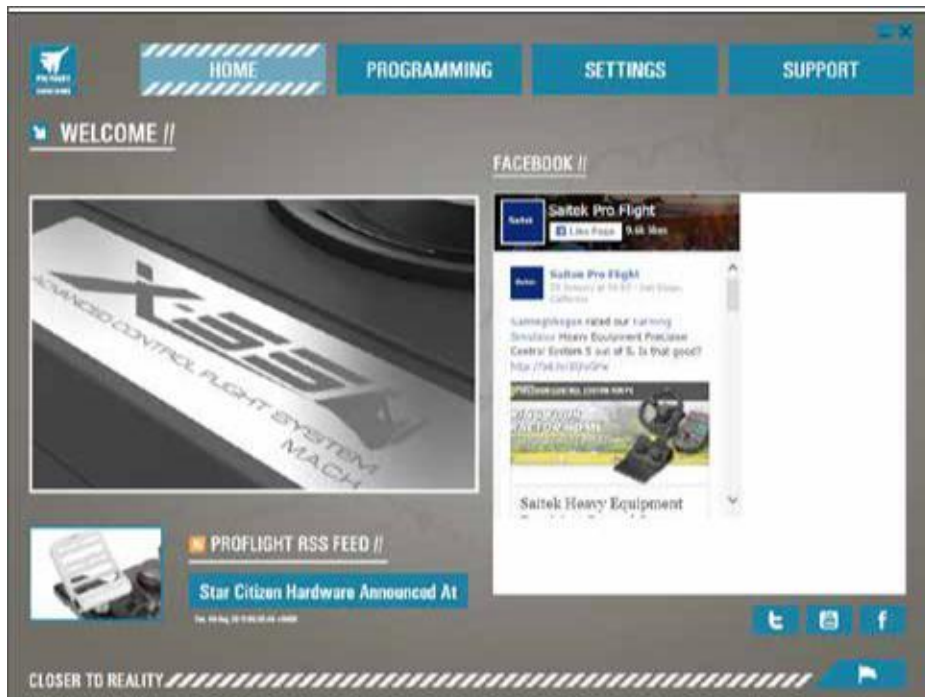
If it's the first time you've run the H.U.D. Software, you will be asked to choose your language. Once this is done the main Home Screen will appear. If you've made a mistake choosing your language or you wish to choose another language, the language menu can be accessed by clicking on the icon in the bottom-right corner of the Home Screen.

There are four main Tabs within the H.U.D. Software:

1. HOME
2. PROGRAMMING
3. SETTINGS
4. SUPPORT



HOME TAB

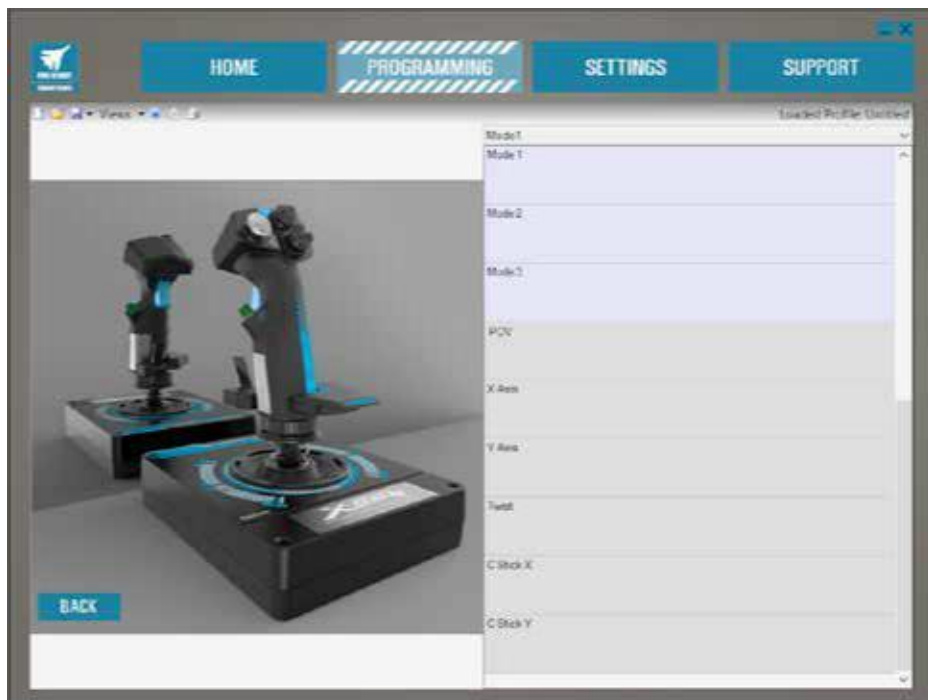


On the Home screen you'll see:

- Close-up of the product
- Related products that we feel that you would be interested in
- Live Facebook feed from Saitek Pro Flight
- Social media and website short cuts, Saitek.com, Twitter, YouTube, Instagram, etc
- Language selection, use the flag icon in the bottom-right corner to access this

PROGRAMMING TAB

After selecting the PROGRAMMING Tab you will see the X-56's programming environment.



You will see a high-resolution image of the controller you are going to program on the left side of the screen. On the right side of the screen you will see a list of command boxes, called "Cells," going down the page.

At the top of the image panel you will see Stick and Throttle icons. Clicking on either of these will change the current unit you are programming. The unit you are programming is easily recognizable by the larger image that fills the window.

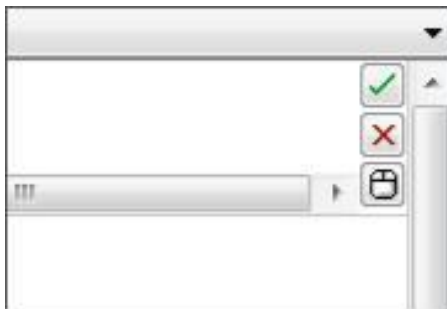
In the PROGRAMMING Tab you can mimic your controller to directly copy any of the keyboard commands used in your favorite games. The commands are then saved in what we call a Profile.

What is a Profile?

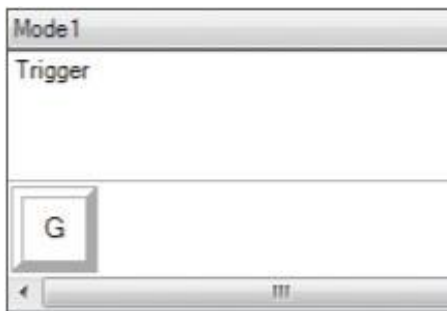
A Profile is the name given to a file that has programmed controller commands saved into it. For example, you may have a Joystick with a number of buttons/hats. If you want one of these to do something in-game that you would normally have to use a keyboard shortcut for, you can "assign" that command to that button. If you want Button 'A' to activate the landing gear (which is the "G" key on a keyboard), you can use the H.U.D. Software to assign this function. You can also create more complicated assignments, like "shift+F2," or even timed commands and macros.

Making your first Profile

1. Either hover the mouse pointer over the Cell, or press the button you want to create a Profile for on the controller. If you hover your mouse over the **Button 'A'** Cell, **Button 'A'** will light up on the 3D Joystick image. Or just click **Button 'A'** on the stick and the correct Cell will light up.



2. When the correct Cell is lit, left-click in it and a large flashing cursor will appear in the left side of the Cell. You will also see a green tick, a red cross, and a mouse icon on the right side of the Cell.



3. The Cell is now waiting for the keyboard command. Using your keyboard, press the button on the keyboard you would like **Button 'A'** on the stick to activate. For this example we will use the **'G'** key, which usually activates landing gear. When you press **'G'** on the keyboard, a large white tile with the letter **'G'** should appear in the Cell, as shown here.



4. If this is the correct keyboard command, press the green tick icon on the right side. If not, press the red cross and redo the procedure to get the keyboard command into the Cell again. After pressing the green tick icon, the command name will appear, labeled as "Untitled" (left image, below).

Simply choose a name for the command and type the name into this box. For this example, we chose "Landing gear." Press the enter key to complete the Cell. **Button 'A'** = Landing gear, which is your keyboard's **'G'** key (right image, below).





5. Test your Profile by opening the “Testing” window. Above the 3D image there are seven icons. The one that is second from the right, which looks like a silver cog, is labeled “Test Profile.”

Click on this icon and a new window will open. A cursor will already be flashing in the test area. Simply press **Button ‘A’** on the X-56. When this is pressed, letter **‘G’** will appear in the window, which proves your first programmed button is working.

Close this window by clicking on the **“OK”** icon in the bottom-right corner of the Testing window.

6. You can add other keyboard commands if you wish and then test them. Just remember to save your work before you shut down the H.U.D. Software.

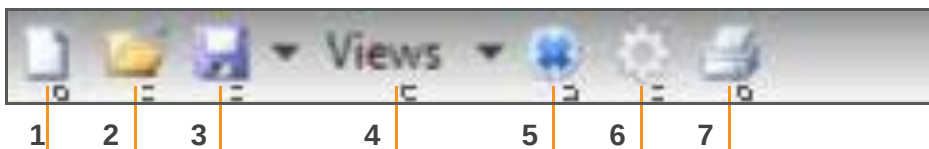


7. To make the programming you have just created work in your game, you must first save it as a Profile and then activate it. This can be done with one click. In the icon row just above the 3D image, you will see an icon that looks like a blue target. If you hover over this icon a tool tip labeled “Profile” will appear.

Click this icon and a standard Windows save box will appear. Give your Profile a name and save it. After saving, the Profile will become active and you can shut down the H.U.D. Software and play your game The X-56 will now respond as you have programmed it.

8. The H.U.D. Software is capable of many other powerful programming features that we have not yet covered. For example, you can program axes, mouse movement and mouse buttons, hats, and special timed or complicated commands. For a full list of features and full manual please go to the **SUPPORT** Tab and click on “Read H.U.D. Programming Manual,” or watch the specially designed H.U.D. programming video.

Icons in the Profile Editor



1. New Profile

Opens a blank Profile for you to edit/build.

2. Open Profile

Opens a previously created Profile for editing.

3. Save Profile

Clicking "Save" will save a new Profile or overwrite a current Profile.

Using the drop-down arrow next to "Save," you can "Save as," allowing you to save the current Profile to a different location or as a different name.

4. Views

You can change the view in the Profile Editor to be just programming Cells (i.e., no image). Clicking the "Views" button again will restore the default view and the image will reappear.

5. Profile

If you are working on a Profile to use immediately, so you can get flying straight away, click here.

6. Test Profile

Clicking this icon will bring up the test window. This is especially useful if you are attempting to program advanced timed or macro commands as it gives you a place to test your work before you fly.

7. Print

By pressing this icon, the Profile that you are currently building will be sent to the default printer on your system.

Settings

The settings page will allow you to alter the deadzone and response curves of all axes on both the Stick and the Throttle.

Response Curves

Depending on the type of aircraft that you fly, you may want your joystick to be more or less sensitive around the middle or end points of the axes. For example, if you're flying an F/18 on a refueling mission at 25,000 feet, you will be making very fine movements to get into the correct position. Having a shallower response curve around the center point of the joystick's X and Y axes will enable you to make very fine adjustment to your aircraft.

Deadbands

A deadband, sometimes known as a deadzone or neutral zone, is a part of the range in which an axis moves, undetected by the drivers and without effect on in-game progress. It may be around the center point of the axis range, or at either end of the axis range.

Axis Range Adjustment

The axis range adjustment, or axis saturation to assign its correct name, allows you to shrink the raw data range of an axis.

Physical Axis Adjustment

The physical axis adjustment, or physical saturation, allows you to shrink the full axis data range into a small physical stick movement.

S-Curves and J-Curves

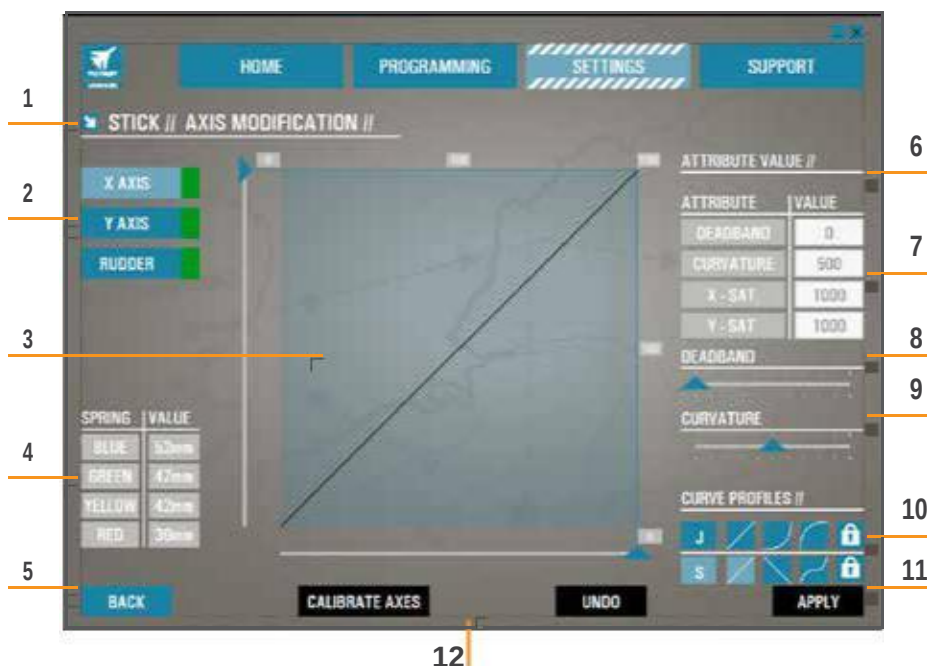
There are two types of adjustable curves – S-Curves and J-Curves. J-Curves are linear axes, like throttles and rotaries. S-Curves are non-linear, like X and Y axes.



The first screen you'll see is the 'SELECT DEVICE TO MODIFY' screen.

You have two choices; choose to alter either the Stick or the Throttle axis.

Once you are in the 'STICK // AXIS MODIFICATION' screen, you'll see a raft of options. We'll go through them one by one.



1. Name of the Part being Modified
2. Modifiable Axes
3. Manual Axis Adjustment and Test Area
4. Spring Values – for Reference when Changing Axis Data
5. Back Button
6. Physical Axis Adjustment Slider
7. Manual Axis Attribute Boxes
8. Deadzone Adjustment
9. Axis Curvature Adjustment
10. Pre-made Profiles
11. Apply Button
12. Undo Button

1. Name of the Part being Modified

This will either be the Stick or the Throttle unit for the X-56. If you wish to change the part that you're not currently on, use the back button (5) to go back to the selection screen.

2. Modifiable Axes

This shows a list of all modifiable axes. The Stick has three modifiable axes:

- X Axis
- Y Axis
- Rudder Axis

The Throttle unit has six modifiable axes:

- Left Throttle
- Right Throttle
- Rotary 1
- Rotary 2
- Rotary 3
- Rotary 4

3. Manual Axis Adjustment and Test Area

This area will show you how the current response curves / dead zones / saturation points are set up on the selected axis. You can also adjust the center deadzone, the range saturation, physical saturation, and the response curve on the selected axis. There is also a cross-hair which will show the physical position of the axis you are manipulating.

4. Spring Values

This is a reference section when you are adjusting the axes on the Stick. It will act as a guide for axis modification, and you may choose differing axis curves or deadzones depending on the Spring you have fitted to the Stick. If you are modifying the Throttle unit's axes you will not see this reference section.

5. Back Button

Takes you to the device selection screen.

6. Physical Axis Adjustment Slider

Allows the ends of the axes, the far left and far right on the X Axis or full up and full down on the Y Axis, to be moved inwards towards the center point. It is similar to setting up a deadzone at the far ends of your axes. on the Y-Axis to be moved inwards towards the center point, it is similar to setting up a deadzone at the far ends of your axis.

7. Manual Axis Attribute Boxes

This area allows you to input raw data to setup your deadband, curvature, range saturation, and physical saturation settings. This is very useful if you already have the data or a third-party source is supplying the data. For example, a forum post on how to setup the response curve for an F/A-18F.

8. Deadzone Adjustment

The deadzone slider will allow you to adjust the deadzone around the center point of the axis you currently have selected.

9. Axis Curvature Adjustment Slider

Shrinks the range of an axis. Instead of going from 0 to 65555, for example, we can shrink it to 300 to 62555.

10. Pre-made Profiles

We have included a set of predefined curves to select. This is to make it easier for those who do not wish to make their own curves. There are two different types of curves to choose from:

1. J-Curves – these curves will give you a single point of manipulation and are ideal for throttles and rotaries.
2. S-Curves – these curves will give you two points of manipulation and are ideal for setting up X and Y axes.

11. Apply Button

This button will save the curve that you are manipulating on the selected axis. Once saved, this axis will perform as saved, for all games, until the axis is adjusted and resaved or the reset button is used.

12. Undo Button

This button will turn the response curves on your currently selected axis back to their default state. This can be very useful when experimenting with curves and deadbands.

Altering Axis Attributes

Axis Status Notifications

You'll need to be aware of several notifications in the axis highlighter box when manipulating and applying axis data. On the left is a list of the current device's axes. The colors indicate the status of each axis.



Light Blue in the larger box indicates the currently selected axis.



Orange in the larger box indicates the axis isn't selected. Green in the smaller box indicates that the data on the settings page and the data on the device are in sync for this axis.



Yellow in the smaller box indicates that the data for this axis has been modified on the settings page but has not yet been synced to the device.



To sync data, click 'Apply' in the bottom right. The entire box will turn Yellow then start to fill up Green to indicate that the data on the settings page is being synced to the device. Once data is fully synced, the larger box will revert to Light Blue and the smaller box will stay Green.



When the Axis box turns Green, the data from the settings page saves to the physical device. The main Axis box will then turn Blue and the slash will turn to Green.

Setting a Deadzone

To set a deadzone on an axis, whether it's an S-Curve or a J-Curve, simply move the deadzone slider (part 8). You will see the axis start to split from the middle in the manual adjust area. The deadzone will become larger as the slider moves farther.

Setting a Response Curve

To set a response curve on an axis, whether it's an S-Curve or a J-Curve, simply move the curvature slider. On an S-Curve setting you will see the curve turn snake-like, which indicates curvature above and below the center point the axis.

On a J-Curve setting you will see the whole axis curve as the slider moves. You can also change the curvature of either curve by moving the points in the manual adjustment area (part 4). If you move the points in the area, 2 for an S-Curve and 1 for a J-Curve, then the curve will adjust to the new points.

Setting an Axis Range

To set an axis range, simply move the Axis Range Adjustment Slider (part 5). This will shrink the data for that axis from the full negative side and from the full positive side. Now when you use the axis that you have just altered, the axis data output will only output up to the points that you have set in the settings.

Setting a Physical Axis

To set the physical axis range on any axis, move the Physical Axis Adjustment Slider (part 6). Moving this slider will shrink the minimum and maximum range of the physical axis. After moving the sliders to set your axis, every time you move the physical axis you'll see that the minimum and maximum range has shrunk.

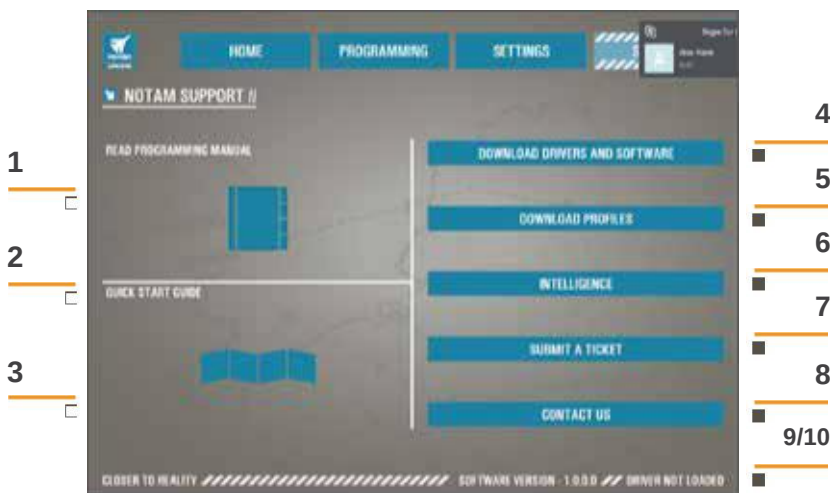
Saving a Setting

To save settings so they're usable, click the 'Apply' Button in the bottom right-hand corner of the screen (part 13). Once you've hit 'Apply,' the axis icon (part 1) will turn Yellow, and progressively turn Green. A Green end segment and Blue main axis indicates saved data.

For more details on axis notification, please check the 'Axis Notifications' section.

Support

Under the 'SUPPORT' tab you can perform a number of support-related activities.



1. View online videos of the X-56 Rhino
2. View the Manual in PDF format
3. View the Quick Start Guide (QSG) in PDF format
4. Download the latest Drivers and Software
5. Download Profiles
6. Knowledgebase
7. Submit a Ticket
8. Contact Us
9. View the Software version
10. View the Driver version

View Online Videos of the X-56 Rhino

Clicking this icon will launch the X-56 YouTube® channel. A number of videos on this channel will highlight the X-56 Rhino's standout features.

View the Manual in PDF Format

Opens up a PDF version of this Manual.

View the Quick Start Guide (QSG) in PDF Format

Opens up a PDF version of the Quick Start Guide.

Download latest Drivers and Software

Clicking this link will open the X-56's Drivers and Software webpage. From here you can download the latest Drivers and Software for your X-56.

Download Profiles

Clicking this link will open the X-56 profiles web page, where you will find all the latest profiles for the X-56, ready for download and use on your PC.

Knowledgebase

Opens the X-56's FAQ web page, where you can find all of the most common questions and answers. If you're having a little difficulty with setup, try here first. You may avoid the hassle of contacting Tech Support.

Submit a Ticket

In the very unlikely event that you are having a problem with the X-56, please feel free to submit a Ticket to our world-class Tech Support team.

Contact Us

If you prefer to talk to our Tech Support team, or want to discuss another matter, clicking this link opens a webpage containing all contact info.

Software Version

The numbers listed here relate to the Software version you currently have installed. This is useful if you are looking to upgrade your Software to a later version.

Driver Version

The numbers listed here relate to the Driver version you currently have installed. This is useful if you are looking to upgrade your Drivers to later version.

TROUBLESHOOTING

Q1 My computer is not recognizing the Pro Flight Controller, what's wrong?

- A 2.** Check the cable connections. Unplug your controller and plug it back in, making certain that it is securely attached.
- A 3.** If you're using front or top facing USB ports, try plugging into the back of the PC.
- A 4.** If using a hub, make sure it's a powered hub.

Q2 Why doesn't the game I'm playing recognize my Pro Flight Controller?

- A 1.** Ensure that you have conducted the checks in Q1 [above].
- A 2.** Does the game you are playing offer support for game controllers? Please refer to your game's manual, which should contain information regarding the use of game controllers. If it does not, you can use the powerful programming software to emulate the mouse and keyboard on your X-56 Rhino

Q3 One of the buttons or axes is not working on my controller.

- A 1.** Please test your product in the Game Controllers panel as mentioned in the early part of this manual.
- A 2.** If you are still experiencing problems with the controller, please contact the tech support team at

Q4 What can I do if my controller is missing a part?

- A 1.** Please contact the tech support team for assistance

Q5 In flight simulation games, like FSX, why doesn't my aircraft correctly respond to axes?

- A 1.** The X-56 stick and throttle units are independent units, therefore they both have an X Axis, a Y Axis, etc. It is a simple case of going into the controller settings for your simulation game and setting up the X-56 Rhino. For a more detailed overview on how to do this please visit our FAQ page:

Q6 How do I change the X-56's LED brightness?

- A 1.** Install the software to find a brightness slider under the SETTINGS tab.

Q7 Why are my axes off center or moving erratically?

- A 1.** Please visit the FAQ page in the support section of the Saitek webpage to find simple instructions on how to reset the calibration. All addresses are listed within the Technical Support area of this manual.

TECHNICAL SUPPORT

Can't get started? Don't worry; we're here to help you! Nearly all the products that are returned to us as faulty are not faulty at all - they have just not been installed properly. If you experience any difficulty with this product, please first visit our website. The technical support area will provide you with all the information you need to get the most out of your product and should solve any problems you might have. If you do not have access to the Internet, or if the website cannot answer your question, please contact your local Mad Catz Technical Support Team. We aim to offer quick, comprehensive, and thorough technical support to all our users so, before you call, please make sure you have all the relevant information at hand.

FCC & IC WARNING

This device complies with part 15 of the FCC Rules and Industry Canada license-exempt RSS standard (s). Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

IC RF Exposure Statement:

The device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS-102 RF exposure, users can obtain Canadian information on RF exposure and compliance.

Under Industry Canada regulations, this radio transmitter may only operate using an antenna of a type and maximum (or lesser) gain approved for the transmitter by Industry Canada. To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that, the equivalent isotropically radiated power (e.i.r.p.) is not more than that necessary for successful communication.

Saitek®

 **CLOSER TO REALITY™**

Saitek®



RUDDER PEDALS PALONNIER

USER GUIDE / GUIDE D'UTILISATION / BEDIENUNGSANLEITUNG /
MANUALE D'USO / MANUAL DEL USUARIO



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YOKE SYSTEM AND QUADRANT



FIP DIGITAL LCD DISPLAY



TPM THROTTLE/PROP./MIXTURE CONTROLS



BIP BACKLIT INFORMATION PANEL

PERFECT PARTNERS



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GETTING STARTED

REMOVABLE FOOT RESTS

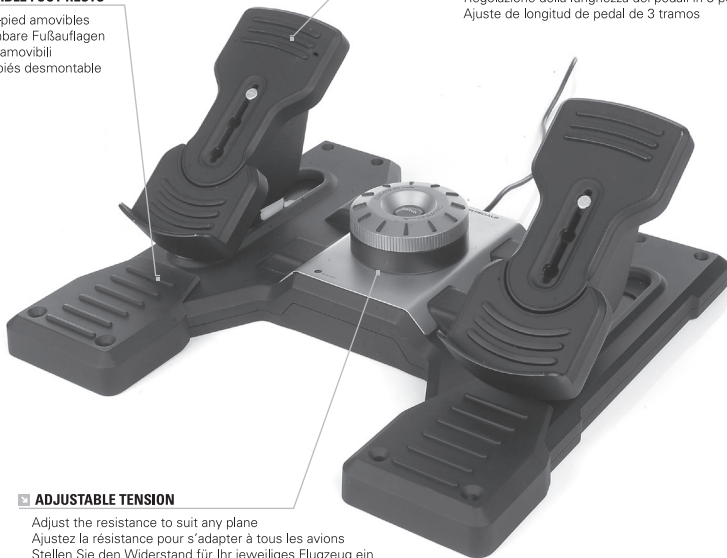
Repose-pied amovibles
Abnehmbare Fußauflagen
Pedane amovibili
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3-stage pedal length adjustment
Réglage de la longueur de la pédale à 3 étapes
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Regolazione della lunghezza dei pedali in 3 posizioni
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Stellen Sie den Widerstand für Ihr jeweiliges Flugzeug ein
Per regolare la resistenza, in modo da adattarsi a qualsiasi aereo
Ajusta la resistencia para que se adapte a cualquier avión



INTRODUCTION

The Saitek Pro Flight Rudder Pedals are solid 3-axis rudder pedals designed to maximize realism by enabling foot control of the rudder and brakes function in flight simulation PC Games. The Pro Flight Rudder Pedals work with any Saitek PC product.

THE USB CABLE

Insert the Pro Flight Rudder Pedals USB plug into one of your PC's free USB sockets.

INSTALLATION FOR WINDOWS® 8, 8.1, 7, AND VISTA. INCLUDES ALL 32- AND 64-BIT VERSIONS

IMPORTANT: PLEASE INSTALL DRIVERS BEFORE INSTALLING SOFTWARE

DRIVER INSTALLATION

1. Visit Saitek.com 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. When the Saitek Controller screen appears, test the controls to verify device operation. After the test, click **OK**.

SOFTWARE INSTALLATION

1. In the Software Setup screen, click **Next** and a pop-up box will ask if you "want to trust software from Saitek." Click **yes**, then click **Next**.
2. After installation, you have the option to **Run Profile Editor**, which will show you the programming environment. To skip the Profile Editor now, uncheck the box and click **Finish** to complete installation.

GAME-SPECIFIC SETTINGS FOR THE SAITEK PRO FLIGHT RUDDER PEDALS

Flight Simulator 2004

- From the main Flight Simulator 2004 splash screen, choose the Settings option, this can be found in the bottom left hand corner of the screen.
- Once in the settings page, first click on the Assignments button, this will take you to the controller assignments screen.
- On the controller assignments screen you will first need to click on the Joystick Axis tab.
- Next click on the drop arrow called Joystick Type next to the box in the upper right of the screen. When the arrow is pressed a drop-down menu will appear listing all the game controllers connected to your PC. In this list you will

see the Saitek Pro Flight Rudder Pedals. Click on this controller - the menu will now disappear and the Saitek Pro Flight Rudder Pedals will appear as the entry in the joystick type box.

- Next, in the assignment list in the middle of the page, scroll down until you find the entry on the left, that says Left Brake Axis. Next to the left brake axis there should be an entry that says Left toe, and next to this there should be a box that has a tick in it. If it does not, hover over the box with your mouse pointer and left click - a tick should now appear in the box. You also need to carry out this procedure for the Right Brake Axis.
- Once this is done click on OK to go back to the main settings screen.
- From the main setting screen click on the sensitivities icon.
- From the Controller - Sensitivities page click on the drop arrow next to the box called Joystick Type in the upper right of the screen. When the arrow is pressed a drop-down menu will appear listing all the game controllers connected to your PC. In this list you will see the Saitek Pro Flight Rudder Pedals. Click on this controller and the menu will now disappear and be replaced by the Saitek Pro Flight Rudder Pedals.
- On the screen you will see Simple and Advance radial buttons. Make sure the Simple radial is selected - if not move your mouse over the radial button and left click - a dot will appear in the radial.
- Just under and to the right of the simple radial button, you will see two sliders, one marked Sensitivity - all axes and the other marked Null zone - all axes. Move the sensitivity slider all the way over to the right and move the null zone slider about 3% down the slider. To move the slider, simply left click and hold on it and move to desired setting.
- Once this has been done click OK to go back to the main settings screen. From here you can choose an option from the menu on the right of the page.

Lock On

We have included some tips below on configuring your Saitek Pro Flight Rudder Pedals for Lock On. For more detailed instructions please consult your Lock On manual.

- In the Input settings page make sure you have selected the Saitek Pro Flight Rudder Pedals in the devices drop-down menu.
- Make sure the Input is set to Axes and not Buttons.
- In the command list make sure that the only axis assigned is the Rotator2 axis which is assigned to the rudder.
- To change or delete an axis assignment from the control list, click on the control name on the left, then click either clear or change from the top of the page.
- To test the rudder axis, make sure the test panel icon on the right side of the page is set to on.
- The Axis / Slider switch should be set to Axis.

Pacific Fighters, IL2 and IL2 Expansion Packs

We have included some tips below on configuring your Saitek Pro Flight Rudder Pedals for Pacific Fighters, IL2 and IL2 Expansion Packs. For more detailed instructions please consult your manual.

- To get to the controller setup page, at the main menu, click on hardware setup and then click on Input.
- From the Input page you will need to click on HOTAS control.
- Under the HOTAS control section you will need to assign your Saitek Pro Flight Rudder Pedals to your rudder.

To do this click in the right panel alongside the rudder pedals - when a box appears move the Saitek Pro Flight Rudder Pedals (right pedal first) the words "Z-Axis Rotation ID2" should appear to show the Pro Flight Rudder pedals are selected. Click on apply when this is set.

Note - When using the in-game test page the Saitek Pro Flight Rudder Pedals will not respond unless they are the only controller plugged in - the in-game controller test screen only responds to the first controller to be plugged in.

2-YEAR LIMITED WARRANTY

Mad Catz warrants this product to be free from defects in materials and workmanship for the warranty period. This non-transferable, two- (2) year limited warranty is only to you, the first end-user purchaser. If a defect covered by this warranty occurs AND you provide proof of purchase, Mad Catz, at its option, will repair or replace the product at no charge.

The Mad Catz two- (2) year limited warranty is available to North American and European customers. Your sole and exclusive remedy is repair or replacement of your Mad Catz product. In no event shall Mad Catz liability exceed the original purchase price of the product. This warranty does not apply to: (a) normal wear and tear or abusive use; (b) industrial, professional or commercial use; (c) if the product has been tampered with or modified.

NORTH AMERICA AND EUROPE

To receive warranty service, you must:

1. Obtain a Return Authorization Number from Mad Catz Technical Support via **ONE** of the following methods:
 - a. Submit a Ticket at <http://support.madcatz.com>
 - b. Call the Mad Catz Tech Support Center nearest you:
 - North America: 1-800-659-2287 (USA) or 1-619-683-2815 (outside USA)
 - United Kingdom: 01633 928072
 - Europe (outside UK): +44(0) 1633 883110
 - France: 01 82 88 01 80
 - Germany: 089-21094818
 - Spain: 93 181 63 94

Once you have your unique Return Authorization Number, do the following:

1. Ship the product to Mad Catz at your expense for service.
2. Enclose a copy of the original sales receipt showing a purchase date.
3. Enclose a full return address with daytime and evening phone numbers.

TECHNICAL SUPPORT

Online Support: <http://support.madcatz.com>

North American telephone, available Monday through Friday (excluding holidays): 1-800-659-2287 (USA only) or 1-619-683-2815 (outside USA).

United Kingdom telephone, available Monday through Friday (excluding bank holidays): 01633 928072.

European telephone (outside UK), available Monday through Friday (excluding bank holidays): +44(0) 1633 883110.

CAUTIONS

- Use this unit only as intended.
- To prevent fire or shock hazard, do not expose this unit to rain or moisture. Do not use within 30' of any water such as swimming pools, bathtubs, or sinks.
- To avoid electrical shock, do not disassemble. Refer servicing to qualified personnel only.
- Never insert objects of any kind, other than authorized items, into the product as they may touch dangerous voltage points or short out parts that could result in fire or electrical shock.
- Stop using this unit immediately if you begin to feel tired or if you experience discomfort or pain in your legs and/or feet while operating the unit. If the condition persists, consult a doctor.
- Do not bring the unit in contact with your head, face, or near the bones of any other part of your body.
- Avoid prolonged use of this unit. Take breaks every 30 minutes.
- Route all cords so that they are not likely to be walked on or tripped over. Make sure that cords are not placed in a position or areas where they may become pinched or damaged.
- Do not wrap cords around any part of anyone's body.
- Do not allow children to play with cords.

EU DECLARATION OF CONFORMITY:

As required, certain of these products have been tested and conform to the requirements of the European Union Directives 2002/95/EC, 2002/96/EC, and 2004/108/EC. Authorized signatory of the manufacturer is Mad Catz, Inc., 10680 Trenea Street, Suite 500, San Diego, CA 92131.

▼ **REMOVABLE FOOT RESTS**

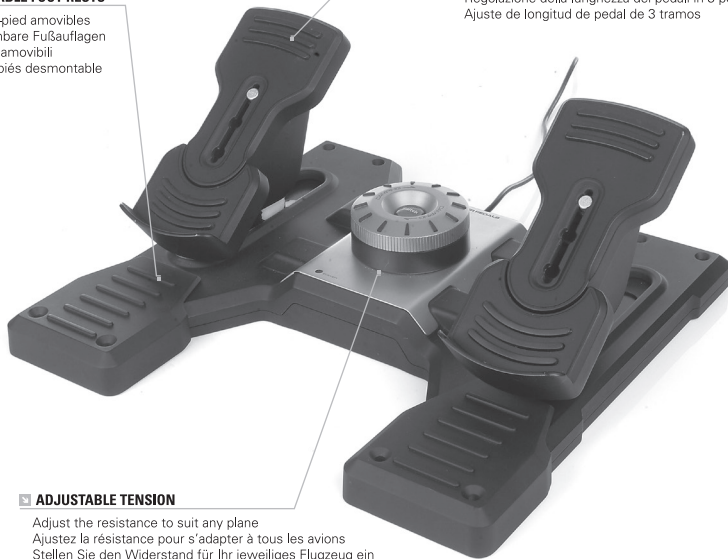
Repose-pied amovibles
Abnehmbare Fußauflagen
Pedane amovibili
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3-stage pedal length adjustment
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3-stufige Pedallängen Anpassung für Ihre Fußgröße
Regolazione della lunghezza dei pedali in 3 posizioni
Ajuste de longitud de pedal de 3 tramos

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Adjust the resistance to suit any plane
Ajustez la résistance pour s'adapter à tous les avions
Stellen Sie den Widerstand für Ihr jeweiliges Flugzeug ein
Per regolare la resistenza, in modo da adattarsi a qualsiasi aereo
Ajusta la resistencia para que se adapte a cualquier avión



INTRODUCTION

Le palonnier Saitek Pro Flight consiste en pédales robustes à 3 axes qui ont été conçues pour maximiser le réalisme en permettant de contrôler du pied la fonction d'empennage, lors des jeux informatiques de simulation de vol. Le palonnier Pro Flight fonctionne avec n'importe quel manche à balai pour microordinateur de Saitek, mais il a été spécialement conçu pour venir en complément au système de contrôle de vol X52 de Saitek, afin d'améliorer les expériences de simulation de vol.

LE CÂBLE USB

Branchez la prise USB du Pro Flight Rudder Pedals à l'un des ports USB de votre ordinateur.

INSTALLATION POUR WINDOWS® 8, 8.1, 7, ET VISTA. COMPATIBLE AVEC TOUTES LES VERSIONS 32 ET 64-BIT

IMPORTANT : VEUILLEZ INSTALLER LES PILOTES AVANT D'INSTALLER LE LOGICIEL

INSTALLATION DES PILOTES

1. Allez sur Saitek.com pour télécharger les derniers pilotes et logiciels pour votre système d'exploitation.
2. Lorsque l'appareil est déconnecté, suivez les indications affichées à l'écran pour terminer l'installation.
3. Lorsque l'écran de Configuration du pilote s'affiche, et uniquement quand cette action est demandée, insérez le câble USB dans l'un des ports USB de votre ordinateur et cliquez sur Suivant.
4. Lorsque l'écran de Configuration du pilote s'affiche, cliquez sur Suivant pour tester votre manette.
5. Lorsque l'écran de la manette Saitek s'affiche, essayez les commandes pour vérifier le fonctionnement de l'appareil. Après le test, cliquez sur OK.

INSTALLATION DU LOGICIEL

1. À l'écran Configuration du logiciel, cliquez sur Suivant, une fenêtre pop-up vous demandera si vous « souhaitez faire confiance au logiciel de Saitek. » Cliquez sur oui, puis sur Suivant.
2. Après l'installation, vous avez la possibilité d'Exécuter l'éditeur de profil, qui vous montrera l'environnement de programmation. Pour passer l'Éditeur de profil maintenant, décochez la case et cliquez sur Finir pour terminer l'installation.

CONFIGURATION SPÉCIFIQUE AU JEU POUR LE PALONNIER SAITEK PRO FLIGHT

Simulateur de vol 2004

- A partir de l'écran de démarrage principal du Simulateur de vol 2004, sélectionnez l'option Settings, qui se trouve en bas et à gauche de l'écran.
- Une fois sur la page de configuration, cliquez tout d'abord sur la touche Assignments, qui vous mènera à l'écran

des fonctions du contrôleur.

- Sur l'écran des fonctions du contrôleur, vous devez tout d'abord cliquer sur l'onglet Joystick Axis.
- Ensuite, cliquez sur la flèche défilante appelée Joystick Type, à côté de la case située dans l'angle supérieur droit de l'écran. Lorsque vous appuyez sur la flèche, un menu déroulant s'affiche. Il répertorie tous les contrôleurs de jeu branchés sur votre micro-ordinateur. Le palonnier Saitek Pro Flight Rudder Pedals apparaîtra sur cette liste. Cliquez sur ce contrôleur. Le menu disparaît alors et le palonnier Saitek Pro Flight Rudder Pedals s'affiche dans la case du type de manche à balai.
- Ensuite, faites défiler les options de la liste des fonctions qui se trouve au milieu de la page, jusqu'à ce que vous en trouviez une, à gauche, qui indique Left Brake Axis. L'option Left toe devrait figurer à côté de l'axe du frein de gauche, et une case cochée devrait se trouver contre cette option. Dans le cas contraire, planez au-dessus de la case à l'aide du pointeur de votre souris et cliquez sur le bouton gauche de la souris pour ajouter une coche dans la case. Vous devez également effectuer cette procédure pour le Right Brake Axis.
- Ceci fait, cliquez sur OK pour retourner à l'écran de configuration principal.

Lock On

Nous avons inclus quelques conseils ci-dessous sur la configuration de votre palonnier Saitek Pro Flight pour Lock On. Pour des instructions plus détaillées, veuillez consulter votre manuel Lock On.

- Sur la page de configuration Input, vérifiez que vous avez sélectionné le palonnier Saitek Pro Flight sur le menu déroulant des dispositifs.
- Vérifiez que l'Input est réglé à Axes et non pas à Buttons.
- Sur la liste des commandes, vérifiez que le seul axe assigné est l'axe Rotator2, qui doit être assigné au palonnier.
- Pour changer ou supprimer la fonction d'un axe sur la liste de contrôle, cliquez sur le nom du contrôle, à gauche, puis cliquez soit sur Clear soit sur Change, en haut de la page.
- Pour tester l'axe du palonnier, vérifiez que l'icône du panneau d'essai du côté droit de la page est activé.
- Le commutateur Axis / Slider doit être réglé sur Axis.

Pacific Fighters, packs d'expansion IL2 et IL2

Nous avons inclus ci-dessous des conseils sur la configuration de votre palonnier Saitek Pro Flight pour les packs d'expansion IL2 et IL2 de Pacific Fighters. Pour tous renseignements complémentaires, veuillez consulter votre manuel.

- Pour obtenir la page de configuration du contrôleur sur le menu principal, cliquez sur la configuration du matériel et cliquez ensuite sur Input.
- Depuis la page Input, vous devez cliquer sur la commande HOTAS.
- Dans la section de contrôle HOTAS, vous aurez besoin d'assigner le palonnier Saitek Pro Flight à votre palonnier. Vous pouvez le faire en cliquant sur le panneau de droite, à côté du palonnier. Lorsqu'une case s'affiche, déplacez le palonnier Saitek Pro Flight (la pédale droite d'abord) et la mention "Z-Axis Rotation ID2" s'affichera pour montrer que le palonnier Pro Flight est sélectionné. Cliquez sur Apply lorsque vous avez effectué ce réglage.

Note - Lorsque vous utilisez la page d'essai en cours de jeu, le palonnier Saitek Pro Flight ne réagit pas à moins que ce ne soit le seul contrôleur branché. L'écran d'essai du contrôleur en jeu répondra uniquement au premier contrôleur branché.

GARANTIE LIMITÉE DE 2 ANS

Mad Catz garantit ce produit contre tout vice de matériau ou de fabrication pendant la période de garantie. Cette garantie limitée de deux (2) ans non transférable s'applique à vous uniquement en tant qu'acheteur et premier utilisateur final. Si un vice couvert par cette garantie est décelé ET que vous fournissez une preuve d'achat, Mad Catz, à sa seule discrétion, réparera ou remplacera le produit gratuitement.

La garantie limitée par Mad Catz à deux (2) ans est à la disposition des clients Nord-Américains et Européens. Votre recours exclusif est la réparation ou le remplacement de votre produit Mad Catz. En aucun cas la responsabilité de Mad Catz ne pourra dépasser le prix d'achat d'origine du produit. Cette garantie ne s'applique pas à : (a) une usure normale ou un mauvais usage ; (b) une utilisation industrielle, professionnelle ou commerciale ; (c) un produit ayant fait l'objet de modifications.

AMÉRIQUE DU NORD ET EUROPE

Pour bénéficier de la garantie, vous devez :

1. Obtenir un numéro d'autorisation de retour auprès de l'assistance technique de Mad Catz par l'**UNE** des méthodes suivantes :
 - a. Soumettre un ticket à **<http://support.madcatz.com>**
 - b. Appelez le Centre Support technique de Mad Catz proche de chez vous :
 - Amérique du Nord : +1-800-659-2287 (États-Unis) ou +1-619-683-2815 (en dehors des États-Unis)
 - Royaume-Uni : 01633 928072
 - Europe (en dehors du Royaume-Uni) : +44(0) 1633 883110
 - France : 01 82 88 01 80
 - Allemagne : 089-21094818
 - Espagne : 93 181 63 94

Une fois que vous avez votre numéro unique d'autorisation de retour, procédez comme suit:

1. Expédier le produit à Mad Catz à vos frais.
2. Joindre une copie du ticket de caisse original montrant la date d'achat.
3. Indiquer une adresse complète de retour avec numéros de téléphone où vous joindre dans la journée et en soirée.

Aide en ligne : <http://support.madcatz.com>

Téléphone pour l'Amérique du Nord : du lundi au vendredi (sauf jours fériés) au +1-800-659-2287 (États-Unis uniquement) ou au +1-619-683-2815 (depuis l'étranger).

Téléphone pour la France : du lundi au vendredi (sauf jours fériés) au 01 82 88 01 80.

Téléphone pour la Royaume-Uni : du lundi au vendredi (sauf jours fériés) au 01633 928072.

Téléphone pour l'Europe (en dehors du Royaume-Uni) : du lundi au vendredi (sauf jours fériés) au +44(0) 1633 883110.

ATTENTION

- N'utilisez cette unité que dans le but pour lequel elle a été conçue.
- Pour prévenir tout risque d'incendie ou de choc électrique, n'exposez pas cette unité à la pluie ou à l'humidité. Ne l'utilisez pas à moins de 9 mètres de l'eau (par exemple une piscine, une baignoire ou un évier).
- Pour éviter tout risque de choc électrique, ne démontez pas cette unité. Toute réparation doit être effectuée uniquement par un personnel qualifié.
- N'insérez aucun objet autre que ceux autorisés dans l'unité car ils pourraient toucher des points de tension dangereuse ou provoquer un court-circuit résultant en un incendie ou un choc électrique.
- Arrêtez immédiatement d'utiliser cette unité si vous vous sentez fatigué ou mal à l'aise, ou si vous ressentez des douleurs dans les jambes et/ou les pieds lors de son emploi. Si les symptômes persistent, consultez un médecin.
- Ne mettez pas l'unité en contact avec votre tête ou visage, ou près des os d'une partie quelconque de votre corps.
- Évitez l'emploi prolongé de cette unité. Prenez un peu de repos toutes les 30 minutes.
- Placez les câbles de façon à éviter qu'on ne marche ou ne trébuche dessus. Assurez-vous que les câbles sont placés dans des positions ou des endroits où ils ne seront ni pincés ni endommagés.
- N'enroulez pas de câble autour d'une partie du corps de quiconque.
- Ne laissez pas les enfants jouer avec les câbles.

DÉCLARATION DE CONFORMITÉ DE L'UE:

Comme exigé, certains de ces produits ont été testés et sont conformes aux exigences aux directives de l'Union Européenne 2002/95/EC, 2002/96/EC, et 2004/108/EC. Le signataire autorisé du constructeur est Mad Catz, Inc., 10680 Treena Street, Suite 500, San Diego, CA 92131.

REMOVABLE FOOT RESTS

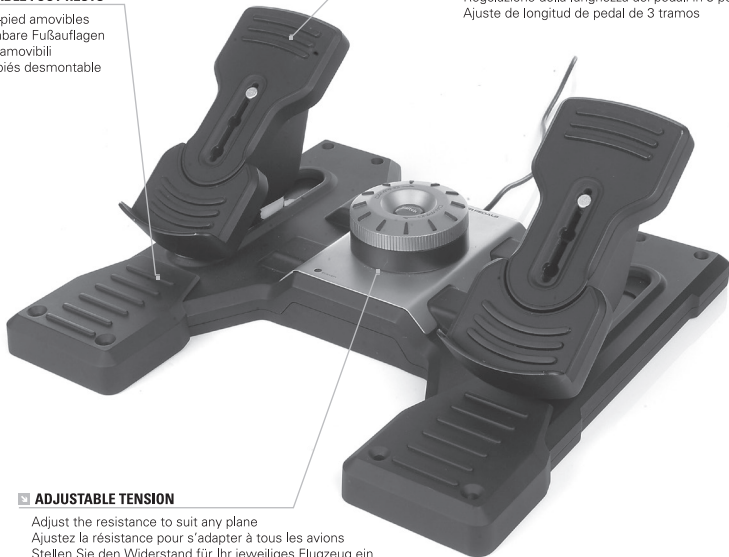
Repose-pied amovibles
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Reposapiés desmontable

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Per regolare la resistenza, in modo da adattarsi a qualsiasi aereo
Ajusta la resistencia para que se adapte a cualquier avión



EINFÜHRUNG

Die Saitek Pro Flight Ruderpedale sind solide konstruierte 3-Achsen-Ruderpedale, die PC-Flugsimulatoren besondere Authentizität verleihen, da Sie die Ruder-Funktion mit den Füßen bedienen können. Die Pro Flight Ruderpedale funktionieren mit jedem Saitek PC Flightstick, wurden jedoch speziell zur Vervollständigung des Saitek X52 Flugsteuerungssystems für das spezielle Flugsimulatorerlebnis entwickelt.

USB-KABEL

Stecken Sie den USB-Stecker des Pro Flight Rudder Pedals in einen der verfügbaren USB-Anschlüsse Ihres PCs.

INSTALLATION FÜR WINDOWS® 8, 8.1, 7, UND VISTA. ENTHÄLT ALLE 32- UND 64-BIT-VERSIONEN

WICHTIG! VOR DEM INSTALLIEREN DER SOFTWARE SIND TREIBER ZU INSTALLIEREN

TREIBERINSTALLATION

1. Auf Saitek.com können Sie die aktuellen Treiber und Programme für Ihr Betriebssystem herunterladen. 2. Wenn das Gerät getrennt ist, folgen Sie den Anweisungen auf dem Bildschirm, um die Installation abzuschließen.
3. Wenn Sie im Bildschirm „Einrichtung des Treibers“ dazu aufgefordert werden, stecken Sie das USB-Kabel in einen der USB-Anschlüsse Ihres Computers und klicken anschließend auf Weiter.
4. Klicken Sie im Bildschirm „Einrichtung des Treibers“ auf Weiter, um Ihren Controller zu testen.
5. Wenn der Saitek-Controller-Bildschirm angezeigt wird, testen Sie die Bedienelemente, um die Funktionsfähigkeit des Geräts zu testen. Klicken Sie nach dem Test auf OK.

SOFTWARE-INSTALLATION

1. Klicken Sie im Bildschirm „Einrichtung der Software“ auf Weiter. Daraufhin werden Sie in einem Pop-up-Fenster gefragt, ob Sie der Software von Saitek vertrauen möchten. Klicken Sie auf Ja und anschließend auf Weiter.
2. Nach der Installation haben Sie die Möglichkeit, die Profilbearbeitung auszuführen, woraufhin die Programmierumgebung angezeigt wird. Um die Profilbearbeitung zu überspringen, deaktivieren Sie das Kontrollkästchen, und klicken Sie auf Fertigstellen, um die Installation abzuschließen.

SPIELESPEZIFISCHE EINSTELLUNGEN FÜR DIE SAITEK PRO FLIGHT RUDERPEDALE

Flight Simulator 2004

- Auf der Hauptseite von Flight Simulator 2004 wählen Sie Settings (Einstellungen) in der unteren linken Ecke des Schirms.
- Sobald Sie zur Einstellungsseite gelangt sind, klicken Sie zuerst auf die Taste Assignments (Belegung). Damit gelangen Sie zur Ansicht Controller-Belegung.

- In der Ansicht Controller-Belegung müssen Sie zuerst auf die Leiste Joystick Axis (Joystick-Achse) klicken.
- Danach klicken Sie auf den Pfeil mit der Bezeichnung Joystick Type (Joysticktyp) neben der Box rechts oben auf der Anzeige. Beim Drücken des Pfeils erscheint ein Drop-Down-Menü mit allen an den PC angeschlossenen Spielecontrollern. In dieser Liste sehen Sie die Saitek Pro Flight Ruderpedale. Klicken Sie auf diesen Controller - das Menü verschwindet jetzt und die Saitek Pro Flight Ruderpedale erscheinen als Eintrag in der Box Joysticktyp.
- Danach gehen Sie auf der Belegungsliste auf der Seitenmitte nach unten, bis Sie links den Eintrag mit der Bezeichnung Left Brake Axis (linke Bremsachse) finden. Neben left brake axis (linke Bremsachse) sollte sich ein Eintrag mit der Bezeichnung Left toe (Linke Zehe) befinden und daneben eine angekreuzte Box. Falls dies nicht der Fall ist, bewegen Sie den Mauscursor über die Box und klicken Sie sie mit der linken Maustaste an - die Box sollte nun angekreuzt sein. Dieser Vorgang muss für die Right Brake Axis (Rechte Bremsachse) wiederholt werden.
- Klicken Sie anschließend auf OK, um zur Ansicht Haupteinstellungen zurückzukehren.
- In der Ansicht Haupteinstellungen klicken Sie auf das Symbol Sensitivities (Empfindlichkeit).
- Auf der Seite Controller - Sensitivities (Controller - Empfindlichkeit) klicken Sie auf den Pfeil neben der Box mit der Bezeichnung Joystick Type (Joysticktyp) rechts oben auf dem Bildschirm. Beim Drücken des Pfeils erscheint ein Drop-Down-Menü, das alle an Ihren PC angeschlossenen Spielecontroller auflistet. In diesem Menü befinden sich die Saitek Pro Flight Ruderpedale. Klicken Sie auf den Controller, woraufhin das Menü
- verschwindet und durch die Saitek Pro Flight Ruderpedale ersetzt wird.
- In dieser Ansicht sehen Sie sternförmige Schalter mit den Bezeichnungen Simple (Einfach) und Advanced (Erweitert). Stellen Sie sicher, dass Simple (Einfach) ausgewählt ist - falls nicht, bewegen Sie Ihre Maus über den Schalter und klicken Sie mit der linken Maustaste darauf - ein Punkt erscheint im Inneren des Schalters.
- Ein wenig unterhalb und rechts vom Schalter Simple (Einfach) sehen Sie zwei Schieberegler, einen mit der Bezeichnung Sensitivity - all axes (Empfindlichkeit - alle Achsen) und den anderen mit der Bezeichnung Null zone - all axes (Nullzone - alle Achsen). Bewegen Sie den Empfindlichkeits-Schieberegler ganz nach rechts und den Nullzonen-Schieberegler ungefähr 3 % auf dem Schieberegler nach links. Um den Schieberegler zu bewegen, klicken Sie ihn mit der linken Maustaste an, halten Sie sie gedrückt und ziehen den Regler an die gewünschte Position.
- Danach klicken Sie auf OK, um zur Ansicht Haupteinstellungen zurückzugelangen. Dort können Sie eine Option auf der rechten Seite auswählen.

Lock On

Hier finden Sie Tipps zur Konfiguration Ihrer Saitek Pro Flight Ruderpedale für Lock On. Genauere Anweisungen finden Sie in Ihrer Lock On Betriebsanleitung.

- Stellen Sie sicher, dass Sie auf der Seite Input Settings (Eingabeeinstellungen) die Saitek Pro Flight Ruderpedale im Drop-Down-Menü Devices (Geräte) ausgewählt haben.
- Stellen Sie sicher, dass Input (Eingabe) auf Axes (Achsen), nicht Buttons (Schalter) eingestellt ist.
- In der Liste Command (Befehle) stellen Sie sicher, dass nur die Rotator2 axis (Rotator2-Achse) zugewiesen ist, und zwar dem Ruder.

- Um eine Achsenbelegung aus der Steuerliste zu ändern oder zu löschen, klicken Sie auf den Namen des Steuerelements links, danach oben auf der Seite entweder auf clear (löschen) oder auf change (ändern).
- Zum Testen der Ruderachse stellen Sie sicher, dass das Testflächensymbol auf der rechten Seite aktiviert ist.
- Der Schalter Axis (Achse)/Slider (Schiebereglern) sollte auf Axis (Achse) eingestellt sein.

Pacific Fighters, IL2 und IL2 Expansion Packs

Hier finden Sie ein paar Tipps zur Konfiguration Ihrer Saitek Pro Flight Ruderpedale für Pacific Fighters, IL2 und IL2 Expansion Packs. Genauere Anweisungen finden Sie in Ihrer Betriebsanleitung.

- Um zur Seite Controller-Einrichtung zu gelangen, klicken Sie im Hauptmenü auf Hardware Setup (Hardware-Einrichtung) und klicken Sie auf Input (Eingabe).
- Auf der Eingabe-Seite klicken Sie auf HOTAS Control (HOTAS-Steuerung).
- Im Bereich HOTAS Control (HOTAS-Steuerung) müssen Sie Ihre Saitek Pro Flight Ruderpedale Ihrem Ruder zuweisen. Dafür klicken Sie in das rechte Feld neben den Ruderpedalen - sobald eine Box erscheint, bewegen Sie die Saitek Pro Flight Ruderpedale (das rechte Pedal zuerst). Darauf sollte die Nachricht "Z-Axis Rotation ID2" (Z-Achse Rotation ID2) erscheinen, um anzuzeigen, dass die Pro Flight Ruderpedale wie in der. Klicken Sie nach der Einstellung auf Apply (Übernehmen).

Hinweis - Beim Verwenden der Spieltestseite reagieren die Saitek Pro Flight Ruderpedale nur dann, wenn es sich dabei um die einzigen angeschlossenen Controller handelt - die Ansicht Spieltestseite reagiert nur auf den ersten angeschlossenen Controller.

NORDAMERIKA UND EUROPA

Gehen Sie folgendermaßen vor, um eine Garantieleistung in Anspruch zu nehmen:

Fordern Sie mit **EINER** der folgenden Methoden eine Rücksende-Autorisierungsnummer (Return Authorization Number) vom technischen Support von Mad Catz an:

- Übermitteln Sie auf <http://support.madcatz.com> ein Ticket.
- Setzen Sie sich telefonisch mit dem nächstgelegenen Technischen Supportzentrum von Mad Catz in Verbindung:
 - Deutschland: 089-21094818
 - Großbritannien: 01633 928072
 - Europa (außerhalb Großbritanniens): +44(0) 1633 883110
 - Frankreich: 01 82 88 01 80
 - Spanien: 93 181 63 94
 - Nordamerika: 1-800-659-2287 (USA) oder 1-619-683-2815 (außerhalb der USA)

Nachdem Sie Ihre einmalige Rücksende-Autorisierungsnummer erhalten haben, gehen Sie folgendermaßen vor:

1. Sende das Produkt auf eigene Kosten zur Überprüfung an Mad Catz.
2. Lege eine Kopie des originalen Kaufbelegs mit Kaufdatum bei.

3. Lege eine vollständige Rücksendeadresse mit Telefonnummern für tagsüber und abends bei.

TECHNISCHER SUPPORT

Online-Support: <http://support.madcatz.com>

Mo - Fr Telefonisch: 089-21094818

Telefonnummer für Nordamerika, Montag bis Freitag (außer an Feiertagen): 1-800-659-2287 (nur USA) oder 1-619-683-2815 (außerhalb der USA).

Telefonnummer für Großbritannien, Nordamerika, Montag bis Freitag (außer an Feiertagen): 01633 928072.

Telefonnummer für Europa (außerhalb Großbritanniens), Montag bis Freitag (außer an Feiertagen): +44(0) 1633 883110.

WARNHINWEISE

- Benutzen Sie die Einheit nur für den vorgesehenen Zweck.
- Um den Ausbruch eines Feuers oder eine andere Gefahrensituation zu verhindern, setzen Sie die Einheit weder Regen noch Feuchtigkeit aus. Halten Sie einen ausreichend großen Abstand zu Wasser (ca. 80 cm), z. B. in Schwimmbecken, in Badewannen oder Waschbecken.
- Um elektrischen Schock zu vermeiden, nehmen Sie das Gerät nicht auseinander. Das Gerät darf nur von qualifiziertem Personal gewartet werden.
- Führen Sie, mit Ausnahme der zulässigen Elemente, keine Gegenstände jeglicher Art in das Gerät ein, da sie gefährliche Spannungspunkte berühren oder einen Kurzschluss auslösen können, was zum Ausbruch von Feuer oder elektrischem Schock führen kann.
- Wenn Sie sich müde oder unwohl fühlen oder Schmerzen in Ihrer Beine oder Ihrem Füße haben, beenden Sie unverzüglich die Verwendung der Einheit. Suchen Sie einen Arzt auf, wenn sich Ihr Zustand nicht bessert.
- Nicht Bringen Sie die Einheit nicht in Kontakt mit Ihrem Kopf oder Ihrem Gesicht oder in die Nähe von anderen Körperteilen.
- Vermeiden Sie eine zu lange Verwendung der Einheit. Legen Sie alle 30 Minuten eine Pause ein.
- Sichern Sie alle Kabel, damit Personen nicht auf sie treten oder über sie stolpern können. Vergewissern Sie sich, dass die Kabel nicht eingeklemmt oder beschädigt werden.
- Keinen Wickeln die Kabel nicht um Körperteile von Personen.
- Halten Sie Kinder von den Kabeln fern.

EU-KONFORMITÄTSERKLÄRUNG:

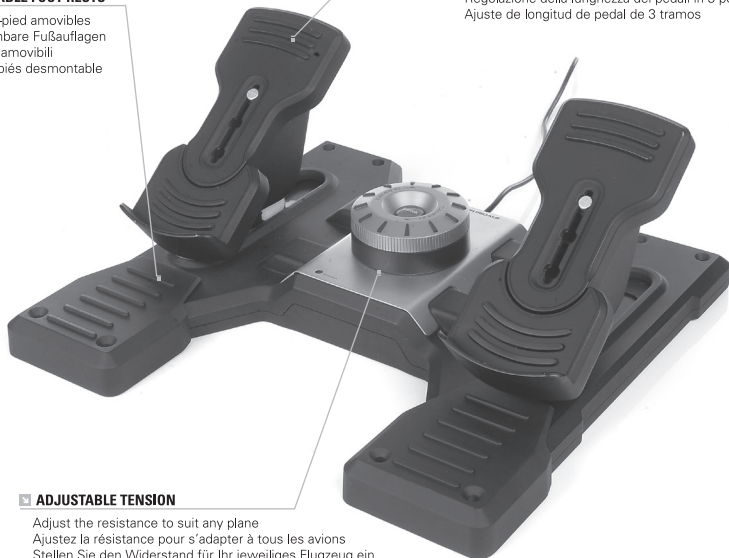
Wie vorgeschrieben wurden bestimmte dieser Produkt getestet und sie erfüllen die Anforderungen der EG-Richtlinien 2002/95/EG, 2002/96/EG, und 2004/108/EG. Der vom Hersteller autorisierte Unterzeichner ist Mad Catz, Inc., 10680 Treena Street, Suite 500, San Diego, CA 92131.

▼ REMOVABLE FOOT RESTS

Repose-pied amovibles
Abnehmbare Fußauflagen
Pedane amovibili
Reposapiés desmontable

▼ ADJUSTABLE PEDALS

3-stage pedal length adjustment
Réglage de la longueur de la pédale à 3 étapes
3-stufige Pedallängen Anpassung für Ihre Fußgröße
Regolazione della lunghezza dei pedali in 3 posizioni
Ajuste de longitud de pedal de 3 tramos



▼ ADJUSTABLE TENSION

Adjust the resistance to suit any plane
Ajustez la résistance pour s'adapter à tous les avions
Stellen Sie den Widerstand für Ihr jeweiliges Flugzeug ein
Per regolare la resistenza, in modo da adattarsi a qualsiasi aereo
Ajusta la resistencia para que se adapte a cualquier avión

INTRODUZIONE

I Saitek Pro Flight Rudder Pedals sono solidi pedali di timone a 3 assi concepiti per ricreare al massimo il realismo di volo nei giochi di simulazione per PC mediante la manovra del timone con i piedi. I Pro Flight Rudder Pedals sono compatibili con qualsiasi Saitek PC Flight Stick, ma sono progettati specificamente per fare da complemento al Saitek X52 Flight Control System e potenziare le esperienze di simulazione di volo.

CAVO USB

Inserire la spina USB del Pro Flight Rudder Pedals in una delle prese USB libere del PC.

INSTALLAZIONE PER WINDOWS® 8, 8.1, 7 E VISTA. INCLUDE TUTTE LE VERSIONI A 32 E 64 BIT

IMPORTANTE: INSTALLARE I DRIVER PRIMA DI INSTALLARE IL SOFTWARE

INSTALLAZIONE DEI DRIVER

1. Visitare Saitek.com per scaricare il software e i driver aggiornati per il proprio sistema operativo.
2. Con il dispositivo scollegato, attenersi alle istruzioni a schermo per completare l'installazione.
3. Nella schermata Driver Setup (Installazione driver), solo quando richiesto, inserire il cavo USB in una delle porte USB del computer, quindi fare clic su Next (Avanti).
4. Nella schermata Driver Setup (Installazione driver), fare clic su Next (Avanti) per testare il controller.
5. Quando è visualizzata la schermata Saitek Controller (Controller Saitek), testare i controlli per verificare il funzionamento del dispositivo. Dopo il test, fare clic su OK.

INSTALLAZIONE DEL SOFTWARE

1. Nella schermata Software Setup (Installazione software) fare clic su Next (Avanti) e una casella pop-up chiederà se si desidera considerare attendibile il software proveniente da Saitek. Fare clic su yes (sì), quindi su Next (Avanti).
2. Dopo l'installazione, viene visualizzata l'opzione Run Profile Editor (Esegui Editor profili), che visualizzerà l'ambiente di programmazione. Per saltare l'Editor profili ora, deselezionare la casella e fare clic su Finish (Fine) per completare l'installazione.

IMPOSTAZIONI DI GIOCO SPECIFICHE PER I SAITEK PRO FLIGHT RUDDER PEDALS

Flight Simulator 2004

Nella schermata di presentazione di Flight Simulator 2004, scegliere l'opzione Settings (Impostazioni), situata nell'angolo inferiore sinistro della schermata.

- Una volta raggiunta la pagina delle impostazioni, fare clic innanzitutto sul pulsante Assignments (Assegnazioni), che visualizza la schermata delle assegnazioni di controller.

- Su quest'ultima schermata, fare clic innanzitutto sulla scheda Joystick Axis (Asse di joystick).
- Quindi, fare clic sulla freccia a discesa denominata Joystick Type (Tipo di joystick) accanto alla casella situata in alto a destra della schermata. Una volta premuta la freccia, compare un menu a discesa che elenca tutti i controller di gioco collegati al proprio PC. L'elenco contiene anche l'opzione Saitek Pro Flight Rudder Pedals. Fare clic su questo controller; il menu scompare e, nella casella 'Tipo di joystick', viene visualizzata la voce Saitek Pro Flight Rudder Pedals.
- Quindi, scorrere lungo l'elenco delle assegnazioni situato al centro della pagina fino a raggiungere una voce a sinistra con la dicitura Left Brake Axis (Asse freno sinistro). Accanto all'asse del freno sinistro si dovrebbe avere un'altra voce con la dicitura Left toe (Pedaliera sinistra) e, accanto a questa, una casella spuntata. In caso contrario, passare il puntatore del mouse sulla casella e fare clic sul pulsante sinistro; tale azione dovrebbe apporre un segno di spunta nella casella. Questa procedura va eseguita anche per la voce Right Brake Axis (Asse freno destro).
- Al termine, fare clic su OK per ritornare alla schermata principale delle impostazioni.
- Nella schermata delle impostazioni, fare clic sull'icona sensitivities (sensibilità)
- Nella pagina Controller - Sensitivities (Controller - Sensibilità), fare clic sulla freccia a discesa situata accanto alla casella denominata Joystick Type (Tipo di joystick), in alto a destra della schermata. Una volta premuta la freccia, compare un menu a discesa che elenca tutti i controller di gioco collegati al proprio PC. L'elenco contiene anche l'opzione Saitek Pro Flight Rudder Pedals. Fare clic su questo controller; il menu scompare e viene sostituito dalla voce Saitek Pro Flight Rudder Pedals.
- Sulla schermata sono presenti i pulsanti radio Simple (Semplice) e Advance (Avanzato). Accertarsi che sia selezionato il pulsante Simple (Semplice). In caso contrario, spostare il mouse sul pulsante radio e fare clic sul pulsante sinistro; tale azione fa comparire un puntino nel pulsante.
- Più in basso e a destra del pulsante radio Semplice sono visibili due cursori, uno contrassegnato Sensitivity - all axes (Sensibilità - tutti gli assi) e l'altro Null zones - all axes (Zone inattive - tutti gli assi). Spostare il cursore della sensibilità completamente a destra e quello delle zone inattive di circa il 3%. Per spostare il cursore, basta fare clic sul pulsante sinistro del mouse, tenerlo premuto e spostarlo fino a raggiungere l'impostazione desiderata.
- Al termine, fare clic su OK per ritornare alla schermata principale delle impostazioni. Qui è possibile scegliere un'opzione dal menu situato a destra della pagina.

Lock On

Qui di seguito abbiamo accluso alcuni suggerimenti per la configurazione di Saitek Pro Flight Rudder Pedals per l'utilizzo con Lock On. Per istruzioni più dettagliate, si prega di consultare il manuale di Lock On.

- Nella schermata Input settings (Settaggi di ingresso), accertarsi di aver selezionato Saitek Pro Flight Rudder Pedals nel menu a discesa dei dispositivi.
- Verificare che l'ingresso sia impostato su Axes (Assi) e non Buttons (Pulsanti).
- Nell'elenco dei comandi, controllare che l'unico asse assegnato sia l'asse Rotator2, assegnato al timone.
- Per modificare o cancellare un'assegnazione di assi dall'elenco dei comandi, fare clic sul nome del comando a sinistra e, quindi, su clear (cancella) o change (modifica) nella parte superiore della pagina.
- Per provare l'asse del timone, accertarsi che l'icona del pannello di test, situata a destra della pagina, sia impostata su on.

- L'interruttore Axis / Slider (Asse / Cursore) dovrebbe essere impostato su Axis (Asse).

Pacific Fighters, IL2 e IL2 Expansion Packs

Qui di seguito abbiamo accluso alcuni suggerimenti per la configurazione di Saitek Pro Flight Rudder Pedals per l'utilizzo con Pacific Fighters, IL2 e IL2 Expansion Packs. Per istruzioni più dettagliate, si prega di consultare il proprio manuale.

- Per raggiungere la pagina controller setup (impostazione controller), nel menu principale, fare clic su hardware setup (impostazione hardware) e poi su Input (Ingresso).
- Nella pagina Input (Ingresso), fare clic sul comando HOTAS.
- Nella sezione HOTAS control (comando HOTAS), assegnare Saitek Pro Flight Rudder Pedals al timone. Per eseguire tale operazione, fare clic sul pannello destro accanto ai pedali di timone; quando compare una casella, spostare Saitek Pro Flight Rudder Pedals (il pedale di destra in primo luogo); a tal punto, dovrebbe comparire la dicitura "Z-Axis Rotation ID2" per mostrare che sono stati selezionati i Pro Flight Rudder Pedals. Una volta eseguita tale impostazione, fare clic su apply (applica)

Nota - Quando si utilizza la pagina di test durante il gioco, i Saitek Pro Flight Rudder Pedals non danno alcuna risposta, a meno che si tratti dell'unico controller collegato. La schermata di test del controller di gioco risponde solo al controller collegato per primo.

GARANZIA LIMITATA DI 2 ANNI

Mad Catz garantisce che questo prodotto è privo di difetti di materiale e lavorazione per il periodo della garanzia. Questa garanzia limitata di due (2) anni, non trasferibile, è concessa solo al primo acquirente e utente finale. Se si rileva un difetto coperto da questa garanzia E si fornisce una prova di acquisto, Mad Catz, a sua discrezione, riparerà o sostituirà il prodotto gratuitamente.

La garanzia limitata di due (2) anni è disponibile per clienti in Nord America ed Europa. Mad Catz garantisce solo ed esclusivamente la riparazione o la sostituzione del prodotto. In nessun caso, la responsabilità di Mad Catz sarà superiore al prezzo di acquisto originale del prodotto. Questa garanzia non viene applicata nei seguenti casi: (a) normale usura o uso non corretto; (b) uso industriale, professionale o commerciale; (c) se il prodotto è stato manomesso o modificato.

NORD AMERICA ED EUROPA

Per ricevere assistenza in garanzia, occorre:

Ottenere un numero di autorizzazione per la restituzione dal Centro di assistenza tecnica Mad Catz in **UNO** dei seguenti modi:

- a. Inviando un ticket all'indirizzo **<http://support.madcatz.com>**
- b. Contattando il Centro di assistenza tecnica di Mad Catz più vicino:

- Regno Unito: 01633 928072
- Europa (eccetto Regno Unito): +44(0) 1633 883110
- Francia: 01 82 88 01 80
- Germania: 089-21094818
- Spagna: 93 181 63 94
- Nord America: 1-800-659-2287 (USA) o 1-619-683-2815 (al di fuori degli USA)

Una volta ottenuto il numero di autorizzazione per la restituzione, effettuare quanto segue:

1. Inviare il prodotto a Mad Catz a proprie spese per l'assistenza.
2. Allegare una copia dello scontrino fiscale originale indicante la data d'acquisto.
3. Fornire un indirizzo completo per la restituzione indicante il numero di telefono diurno e serale.

ASSISTENZA TECNICA

Assistenza online: <http://support.madcatz.com>

Numero di telefono Regno Unito, dal lunedì al venerdì (esclusi giorni festivi):

01633 928072.

Numero di telefono Europa (eccetto Regno Unito), dal lunedì al venerdì (esclusi giorni festivi): +44(0) 1633 883110.

ATTENZIONE

- Non usare per altri scopi se non quelli previsti.
- Non esporre il prodotto a pioggia o umidità, per evitare incendi e scosse elettriche. Tenere a una distanza minima di 10 m dall'acqua (piscine, vasche e lavelli).
- Non smontare per evitare scosse elettriche. Eventuali riparazioni vanno eseguite da personale qualificato.
- Non inserire nel prodotto oggetti, se non quelli previsti, per evitare che raggiungano punti con tensioni pericolose o che causino un cortocircuito con conseguenti scosse elettriche e incendio.
- In caso di stanchezza, pesantezza o dolore alle gambe e/o alle piedi durante l'utilizzo del videogioco, sospendere immediatamente l'uso. Se tali condizioni persistono, consultare un medico.
- Non portarla a contatto con altre parti del corpo (testa, viso o altro).
- Evitare un uso prolungato dell'unità. Fare una pausa ogni 30 minuti.
- Disporre i cavi in modo tale da non calpestarli o inciamparvi. Accertarsi che i cavi siano disposti in una posizione o in un'area dove non sia possibile pizzicarli o danneggiarli.
- Non avvolgere i cavi attorno ad aree del corpo.
- Tenere i cavi lontani dalla portata dei bambini.

DICHIARAZIONE DI CONFORMITÀ CE:

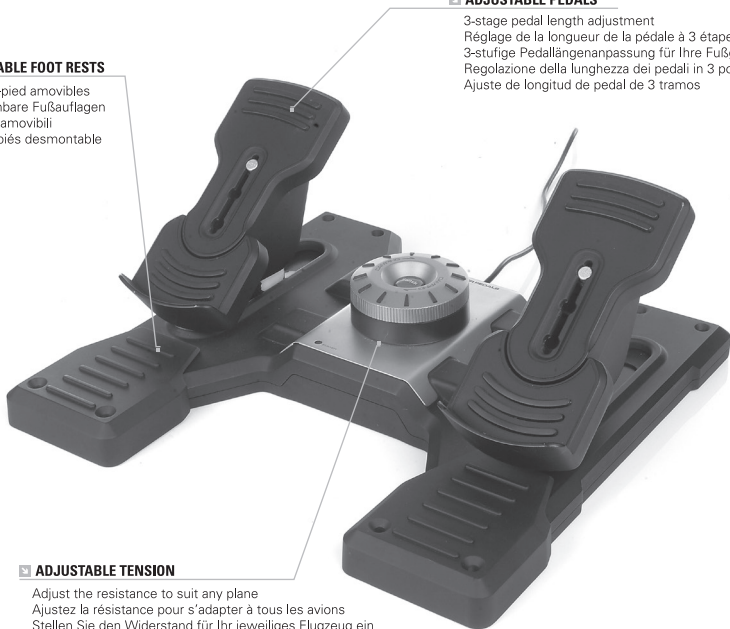
Come richiesto, alcuni prodotto sono stati sottoposti a test e resi conformi ai requisiti delle Direttive dell'Unione Europea 2002/95/EC, 2002/96/EC, e 2004/108/EC. Il firmatario autorizzato dal produttore è Mad Catz, Inc., 10680 Trenea Street, Suite 500, San Diego, CA 92131.

REMOVABLE FOOT RESTS

Repose-pied amovibles
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Ajustez la résistance pour s'adapter à tous les avions
Stellen Sie den Widerstand für Ihr jeweiliges Flugzeug ein
Per regolare la resistenza, in modo da adattarsi a qualsiasi aereo
Ajusta la resistencia para que se adapte a cualquier avión

INTRODUCCIÓN

Los pedales de timón Pro Flight de Saitek son pedales de timón de 3 ejes sólidos diseñados para maximizar el realismo al permitir que el pie controle la función del timón en juegos de simulación de vuelo en PC. Los pedales de timón Pro Flight funcionan con cualquier palanca de vuelo para PC de Saitek, pero están diseñados específicamente para complementar el sistema de control de vuelo X52 de Saitek para mejorar las experiencias de simulación de vuelo.

EL CABLE USB

Inserte el conector USB del Pro Flight Rudder Pedals en uno de los enchufes USB libres del ordenador.

INSTALACIÓN PARA WINDOWS® 8, 8.1, 7, Y VISTA. INCLUYE TANTO LAS VERSIONES DE 32 COMO DE 64 BITS

¡IMPORTANTE! INSTALA LOS DRIVERS ANTES DE INSTALAR EL SOFTWARE

INSTALACIÓN DE DRIVERS

1. Visita Saitek.com para descargar los últimos drivers y el software para tu sistema operativo.
2. Con el dispositivo desconectado, sigue las instrucciones de la pantalla para completar la instalación.
3. En la pantalla Instalación de drivers, únicamente cuando te lo solicite, introduce el cable USB en uno de los puertos USB de tu ordenador y a continuación haz clic en Siguiente.
4. En la pantalla de Instalación de drivers, haz clic en Siguiente para probar el controlador.
5. Cuando aparezca la pantalla del Controlador Saitek, prueba los controles para verificar el funcionamiento del dispositivo. Tras realizar la prueba, haz clic en OK.

INSTALACIÓN DEL SOFTWARE

1. En la pantalla Instalación del software, haz clic en Siguiente y un cuadro emergente te preguntará si "deseas confiar en el software de Saitek." Haz clic en sí, y a continuación en Siguiente.
2. Tras la instalación, puedes Ejecutar el editor de perfiles, que te mostrará el entorno de programación. Para saltarte ahora el Editor de perfiles, desactiva la casilla y haz clic en Finalizar para completar la instalación.

CONFIGURACIÓN ESPECÍFICA A JUEGOS DE LOS PEDALES DE TIMÓN PRO FLIGHT DE SAITEK

Flight Simulator 2004

- En la pantalla inicial de Flight Simulator 2004 elija la opción de Configuración, situada en la esquina inferior izquierda de la pantalla.
- Una vez en la página de configuración, haga clic primeramente en el botón de Asignaciones, lo que le llevará a la pantalla de asignaciones de controlador.

- En la pantalla de asignaciones de controlador tendrá que hacer clic primeramente en la lengüeta de Eje de Joystick.
- Seguidamente, haga clic en el icono de flecha hacia abajo llamado Tipo de Joystick próximo a la caja del extremo superior derecho de la pantalla. Cuando se pulsa la flecha aparece un menú emergente con una lista de todos los controladores de juegos conectados al PC. En esta lista verá los Pedales de timón Pro Flight de Saitek. Haga clic en este controlador: ahora el menú desaparecerá y aparecerán los Pedales de timón Pro Flight de Saitek como la entrada de la caja de tipos de joystick.
- Seguidamente, en la lista de asignaciones de la mitad de la página, desplácese hasta que encuentre la entrada en la izquierda que dice Eje de freno izquierdo. Próximo al eje de freno izquierdo debería haber una entrada que diga Dedo izquierdo y junto a esto debería haber una caja que tenga un signo de vale. De no ser así, pose sobre la caja el puntero del ratón y haga clic con el botón izquierdo: ahora debería aparecer un signo de vale en la caja. También deberá repetir este procedimiento para el Eje de freno derecho.
- Una vez hecho esto, haga clic en Aceptar para regresar a la pantalla principal de configuración.
- En la pantalla principal de configuración haga clic en el icono de Sensibilidades
- En la página de Controlador - Sensibilidades haga clic en el icono de flecha hacia abajo próximo a la caja llamada Tipo de Joystick de la esquina superior derecha de la pantalla. Cuando se pulsa la flecha aparece un menú emergente con una lista de todos los controladores de juegos conectados al PC. En esta lista verá los Pedales de timón Pro Flight de Saitek. Haga clic en este controlador y ahora el menú desaparecerá y será reemplazado por el de Pedales de timón Pro Flight de Saitek.
- En la pantalla verá los botones radiales Simple y Avanzado. Asegure que está seleccionado el radial Simple. De no ser así pose el ratón sobre el botón radial y haga clic con el botón izquierdo: aparecerá un punto en el radial.
- Justo debajo a la derecha del botón radial verá dos barras de desplazamiento, una marcada Sensibilidad: todos los ejes y la otra Zona nula: todos los ejes. Mueva la barra deslizante de sensibilidad hasta el tope derecho y la barra de nulo aproximadamente un 3% hacia la derecha. Para mover la barra de desplazamiento, sólo tiene que hacer clic con el botón izquierdo y mantenerlo pulsado mientras desplaza la barra hasta el valor deseado.
- Una vez hecho esto, haga clic en Aceptar para regresar a la pantalla principal de configuración. Desde ésta elija una opción del menú de la derecha de la página.

Lock On

A continuación incluimos algunas sugerencias para la configuración de los pedales de timón Pro Flight de Saitek para que se capten. Para unas instrucciones más detalladas, consulte el manual de Lock On.

- En la página de configuración de entrada, asegure que ha seleccionado los pedales de timón Pro Flight de Saitek en el menú emergente de dispositivos.
- Asegure que la entrada esté fijada en Ejes, no en Botones.
- En la lista de comandos, asegure que el único eje asignado es el eje Rotator2, que se asigna al timón.
- Para cambiar o suprimir una asignación de eje de la lista de control, haga clic en el nombre del control de la izquierda y luego haga clic en borrar o cambiar en la parte superior de la página.
- Para probar el eje del timón, asegure que esté activado el icono del panel de prueba del lado derecho de la

página.

- El conmutador de Eje / Desplazador debería estar en Eje.

Paquetes de expansión de Pacific Fighters, IL2 y IL2

A continuación incluimos algunas sugerencias para configurar los pedales de timón Pro Flight de Saitek para los paquetes de extensión de Pacific Fighters, IL2 y IL2. Para unas instrucciones más detalladas, consulte el manual.

- Para llegar a la página de configuración del controlador, en el menú principal, haga clic en la configuración de hardware y luego clic en Entrada.
- En la página de Entrada tendrá que hacer clic en el control HOTAS [práctica de palancas de gases y mando].
- En la sección de control de HOTAS deberá asignar los pedales de timón Pro Flight de Saitek al timón. Para hacer esto, haga clic en el panel derecho al lado de los pedales de timón: cuando aparezca una caja mueva los pedales de timón Pro Flight de Saitek (el pedal derecho primero) y deberían aparecer las palabras "Z-Axis Rotation ID2" [Rotación ID2 de eje Z] para mostrar que están seleccionados los pedales de timón Pro Flight. Haga clic en Aplicar cuando esto esté configurado.

Nota: Cuando se usa la página de prueba del juego, los pedales de timón no responderán a no ser que sean los únicos con controlador enchufado. La pantalla de prueba del controlador de juego sólo responde al primer controlador enchufado.

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Teléfono Reino Unido: de lunes a viernes (con excepción de los días festivos), 01633 928072.

Teléfono Europa (fuera del Reino Unido): de lunes a viernes (con excepción de los días festivos), +44(0) 1633 883110.

PRECAUCIONES

- Use este equipo únicamente del modo previsto.
- Para evitar riesgo de incendio o de descarga eléctrica, no exponga este equipo a la lluvia ni a la humedad. No lo utilice a menos de 9 metros de depósitos de agua como piscinas, bañeras o fregaderos.
- Para evitar descargar eléctricas, no desmonte el equipo. Encargue las reparaciones únicamente a técnicos cualificados.
- Nunca introduzca en el producto objetos de ningún tipo distintos de los elementos autorizados, ya que pueden entrar en contacto con puntos de tensión peligrosa o cortocircuitar piezas que podrían provocar incendios o descargas eléctricas.

- Deje inmediatamente de utilizar este equipo si empieza a sentir cansancio o si experimenta incomodidad o dolor en las piernas y/o pies mientras utiliza el equipo. Si persistiesen los síntomas citados, consulte a un médico.
- Evite situar el equipo en contacto con la cabeza o la cara o próximo a los huesos de cualquier otra parte del cuerpo.
- Evite usar este equipo durante largos espacios de tiempo. Haga pausas cada 30 minutos.
- Tienda todos los cables de modo que no sea probable que se pisen o que se tropiece con ellos. Asegúrese de que los cables no se colocan en posiciones o en zonas donde puedan resultar oprimidos o dañados.
- No enrolle este cable alrededor de ninguna parte del cuerpo de una persona.
- No permita que los niños jueguen con cables.

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X65F

COMBAT CONTROL SYSTEM



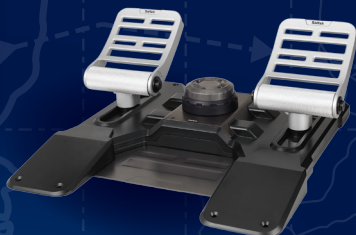
SWITCH PANEL

IN-COCKPIT CONTROLS



MULTI PANEL

IN-COCKPIT CONTROLS



COMBAT

RUDDER PEDALS



RADIO PANEL

IN-COCKPIT CONTROLS



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