

JOYSTICK/FLIGHT STICK SETUP ON DUAL SEAT FLIGHT SIM USING RPC-210 CONTROLLER

Open the Flight Simulator Program first and once it is showing the program window;

1. Click on **Configuration** icon
2. Click on or create RPC-210 on Com#2
 - a. To enable RPC-210—D-Click on it, when other page opens, go to **Device**, ensure it is enabled and started, if it is not click on **Enable** then click on **Start**—“OK”
3. Click on or create Maxflight I/O System and enable just like (a) above—“OK”.

Setting up the Joysticks and Flight sticks

Go back to main Properties and D-Click on **User Joystick**—this opens input page window

1. Click on **Input Devices** tab
 - a. Check Active I/O Device window
 - i. RPC-210 Controller on Com#2, must be there
 - ii. Maxflight I/O System, must be there, if not create them here before continuing to next steps

NOTE! If you cannot enable or get the above legends to show, or if you get error codes the Controller or Motion Com must be checked. Best bet is to shut CPU completely down, ensure cockpit power is on and power strip under the seats is on and controller plugged into it. Power up normally and try again.
2. Click on **Capabilities** tab
 - a. Select and Add the following devices
 - i. + Falcon
 - ii. +Falcon 2nd Player
 - iii. +Player
 - iv. +Plain Stick
3. Click on **Axes** tab
 - a. Select and set the following I/O addresses on the pages
 - i. **Falcon**
 1. Aileron ,select RPC-210, input address to #0
 2. Elevator, select RPC-210, input address to #1
 - ii. **Falcon 2**
 1. Aileron ,select RPC-210, input address to #2
 2. Elevator, select RPC-210, input address to #3
 - iii. **Plain Stick**
 1. X---None selected
 2. Y, select RPC-210, input address to #2
4. Click on **Sliders** tab
 - a. Select and set the following I/O addresses on the pages
 - i. **Falcon**
 1. Thrust, RPC-210, input address is #4
 - ii. **Falcon 2**
 1. Thrust, RPC-210, input address is #4

5. Click on **Buttons** tab
 - a. Select and set the following I/O addresses on the pages
 - i. **Falcon**
 1. Trigger, check digital, set input to #10
 2. Missiles, check digital, set input to #11
 3. Wheel/Brake, check digital, set input to #8
 - ii. **Falcon 2**
 1. Trigger, check digital, set input to #12
 2. Missiles, check digital, set input to #13
 3. Wheel/Brakes, check digital, input to #8
 4. Toggle Player, check digital, set input to #9
 5. Enable 2nd Player, check digital, set input to #9
 - iii. **Player**
 1. Emergency, select Maxflight I/O, check digital, set input to DI0
 - iv. **Plain Stick**
 1. Button, check digital, set input to #0