



CH Products FLIGHT SIM YOKE

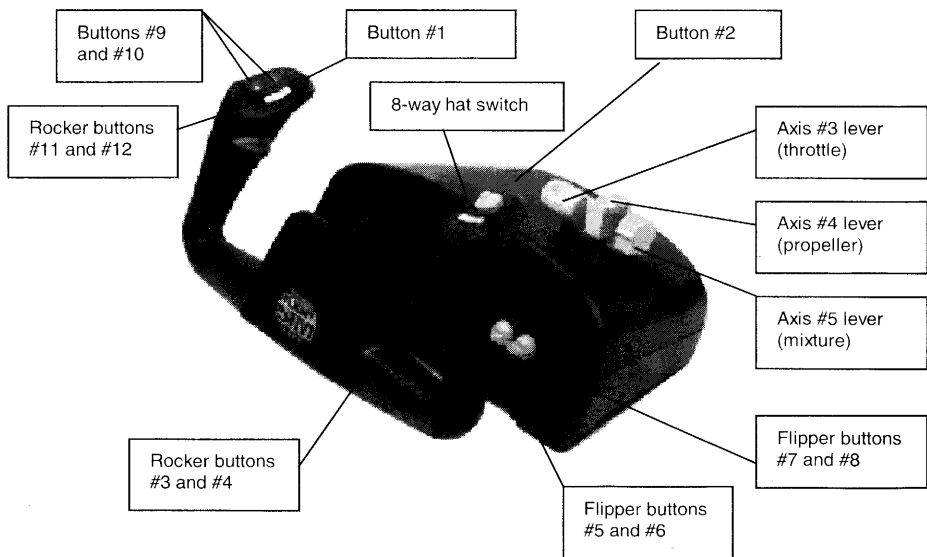
Quick Start: How to install the CH Flight Sim Yoke USB

Congratulations on your purchase of the CH Flight Sim Yoke™ USB! We are sure you'll find it to be the best flight yoke you have ever used. Responsive, durable, ergonomic and programmable, the Flight Sim Yoke USB is the "ultimate" flight yoke. Its digital design takes full advantage of the new universal serial bus architecture for Windows 98 PC's and Macintosh/iMac systems by providing, for the first time, 5 axes on a controller. Unlike most traditional joysticks/yokes, the Flight Sim Yoke USB is truly Plug and Play with a "hassle-free" installation and configuration. Just plug it in and follow the on-screen instructions.

The Flight Sim Yoke USB was carefully designed and manufactured in the U.S. with the same strict quality standards you've come to expect from CH Products. Smooth, comfortable, programmable and digital, the Flight Sim Yoke USB is a must for flight simulation addicts on the cutting edge.

PC Requirements	Macintosh Requirements
<ul style="list-style-type: none"> <input type="checkbox"/> IBM-compatible computer with Universal Serial Bus (USB) Ports <input type="checkbox"/> Windows 98 or 2000 <input type="checkbox"/> Microsoft Direct X 7.0a and above 	<ul style="list-style-type: none"> <input type="checkbox"/> iMac or other Macintosh computer with USB support <input type="checkbox"/> OS 8.5 or above <input type="checkbox"/> Apple InputSprocket v1.7 or above <input type="checkbox"/> InputSprocket supported game/sim

Feature Overview



CH FLIGHT SIM YOKE™ USB

Control Manager Installation

Control Manager is programming software that will allow you to program keyboard keys to your buttons on your Flight Sim Yoke USB. Note that use of this programming software is **optional**. If you wish to use the added features of this software package, **do not read any further**. Instead, refer to the help file located on the Installation CD or in the Control Manager help file for further instructions. Otherwise, continue with the instructions below.


Windows 98/2000 Installation

The Flight Sim Yoke USB offers easy Plug and Play installation. Just make sure that your computer is equipped with a Universal Serial Bus port and that it is enabled in your system's BIOS. (*Consult your computer manual/manufacturer for BIOS setup assistance*)

Step 1. Install the Flight Sim Yoke USB and drivers as follows:

1. Slide clamp bolts into clamp arms and thread into yoke base. Then, secure to desktop.
2. Boot up the computer into Windows 98/2000.

Note: USB devices can be plugged and unplugged while the computer is ON.

3. Plug the Flight Sim Yoke's USB connector into an available USB port on your computer. These ports are marked with this **USB symbol**: 
4. A window should appear acknowledging that a USB device has been connected followed by the Add New Hardware Wizard screen. Click on **Next >**

5. Select "Search for the best driver for your device" then **Next >**
6. Insert the Windows 98/2000 CD-ROM. Check the CD-ROM option and click on **Next >**
7. After it has found the driver, click on **Next >**
8. Click on **Finish** to complete.

Note: Because each USB port has a unique ID, this procedure will have to be performed the first time the Flight Sim Yoke is attached to each USB port on the system (once per USB port).

Note: If asked to keep newer file during installation, click on YES

Step 2. Install Direct X 7.0a from the supplied CD-ROM

The Flight Sim Yoke USB requires Direct x 7.0a or above in order to function correctly. If you do not have Direct X 7.0a installed on your computer you can install it from the supplied CD-ROM.

1. Insert the supplied CD into the appropriate drive.
2. In Windows 98/2000, click on **Start > Run...** (if the CD auto-starts, skip to step 4).
3. Type in: **D:SETUP** then click **OK** (where "D" is the letter of the appropriate drive).
4. When prompted, click on **Install Demo Programs**, then **Direct X 7.0a**
5. Follow the onscreen instructions.

Step 3. Check to see that your Flight Sim Yoke USB is working in Windows:

1. Click on **Start > Settings > Control Panel**.
2. Double-click on **Game Controllers**. You should see "CH Flight Sim Yoke USB" or "HID 5 axis 12 button controller" listed in the Controller box with an OK status.
3. Select the controller to be tested, (CH Flight Sim Yoke USB) and click on **Properties...**
4. Click on the **Test** tab and try your controller(s). Move the yoke handle and throttle levers to all extremes. The "+" should follow the movements of the yoke handle. The buttons and P.O.V. switch should indicate, on screen, when pressed.
5. Click **OK**, then **OK** again to close Game Controllers.
6. Start up your Windows game and activate the joystick according to the game's instructions. You are done! Your controller should now work. If it doesn't, contact the game manufacturer for further help.

Note: The Flight Sim Yoke doesn't require calibrating but if controller problems arise, calibrate the Flight Sim Yoke USB as follows:

1. Click on **Start > Settings > Control Panel**.

2. Double-click on **Game Controllers**. You should see "CH Flight Sim Yoke USB" listed in the Controller box with an OK status.
3. Select the controller to be calibrated, (CH Flight Sim Yoke LE) and click on **Properties...**
4. In the **Settings** tab, click on **Calibrate...** and *carefully* follow the steps on screen.
5. When done, click on **Finished** then **Apply** (do this for each controller listed).


Macintosh Installation

The Flight Sim Yoke USB offers easy installation. Just make sure that your computer is equipped with a Universal Serial Port and that it is enabled. Your game/simulator must support Apple InputSprocket version 1.7 or better.

Install the Flight Sim Yoke USB as follows:

1. Slide clamp bolts into clamp arms and thread into yoke base. Then, secure to desktop.
2. Boot up the Macintosh.

Note: USB devices can be plugged and unplugged while the computer is ON.

3. Plug the Flight Sim Yoke USB's USB connector into an available USB port on your computer. These ports are marked with this **USB symbol**: 
4. Start up your Apple InputSprocket-compatible game and select and customize the Flight Sim Yoke USB within the 'Controller Setup' area in the game.

Controller Setup Screen

To customize what the CH Flight Sim Yoke USB does in your Apple InputSprocket v1.7 compatible game/simulator, do the following:

1. Go to the 'Controller Setup' area in the game.
2. Then, with the CH Flight Sim Yoke USB icon highlighted, click on an action tile. A popup menu will display a choice of assignable functions.
3. Click on the desired function to assign it. Repeat for each tile.

Troubleshooting

MACINTOSH

<i>If this happens...</i>	<i>Try the following until fixed...</i>
The connector doesn't fit into the USB slot.	<input type="checkbox"/> Make sure the connector is not upside-down (it will only fit in one way).
The yoke isn't recognized by the computer / no Flight Sim Yoke USB icon in the 'Controller Setup' area of the game. Flight Sim Yoke USB doesn't work in the game.	<input type="checkbox"/> Make sure the game specifically supports Apple Input-Sprocket version 1.7 . <i>Contact the game manufacturer or Apple for help concerning software updates, if needed.</i> <input type="checkbox"/> Make sure the FSYUSB connector is firmly seated in the USB port. <input type="checkbox"/> Check our USB web page for software updates: http://www.chproducts.com/support/USB/usb-software.shtml <input type="checkbox"/> Newer USB files have replaced all of the following files, delete them from your Extensions folder within your System Folder: USBHubDriver0 USBHubDriver1 USBCompositeDriver USBHIDKeyboardModule USBHIDMouseModule USBHIDUniversalModule USBOpenHCIDriver

Troubleshooting (continued)

WINDOWS 98/2000

<i>If this happens...</i>	<i>Try the following until fixed...</i>
The connector doesn't fit into the USB slot.	<input type="checkbox"/> Make sure the connector is not upside-down. (it will only fit in one way)
The Flight Sim Yoke is not recognized when plugged in.	<input type="checkbox"/> Unplug it and plug it in again, in a different port, if available. <input type="checkbox"/> Make sure you have installed Direct X 7.0a, on our CD. <input type="checkbox"/> Make sure that your USB port is enabled in your system's BIOS and that you are at least running Windows 98 or 2000. <input type="checkbox"/> Make sure that 'Universal serial bus controller' appears in Device Manager (Click on Start > Settings > Control Panel > System > Device Manager tab). If not, contact computer manufacturer.
The driver installs correctly, but the Flight Sim Yoke still doesn't work in any games or I get poor performance.	<input type="checkbox"/> Make sure that you've successfully calibrated the yoke in the Windows Joystick Control Panel (Click on Start > Settings > Control Panel > Game Controllers applet) <input type="checkbox"/> Make sure that you've activated the yoke/joystick within the game (see your game's user manual) <input type="checkbox"/> Make sure that you've selected the correct joystick ID number within the game (i.e. ID #1)
The Flight Sim Yoke works in Windows games, but not in DOS games.	<input type="checkbox"/> Make sure that you are playing the DOS game in a DOS window and not in true DOS mode. (launch the game from Windows). <input type="checkbox"/> Make sure that you've activated the yoke/joystick within the game (see your game's user manual)
The throttle levers and 8-way switch (P.O.V Hat) don't work in DOS games.	<input type="checkbox"/> Due to limited support for USB controllers in DOS mode the throttle will not work (if you choose 'ThrustMaster FCS' in the game's joystick menu, the P.O.V. Hat will operate as a 4-way).
The yoke still doesn't work.	<input type="checkbox"/> See the included online help file for further troubleshooting.

Technical Support

Before contacting Technical Support, please read the "Troubleshooting" section in the online Help file carefully as it contains solutions to many common problems.

To get the most efficient support, we recommend that you do a little research on your computer system so you can have answers ready for the questions the technicians may ask you. Please write down answers to the following questions before you contact us:

- What kind of computer do you have?
- With which programs (specifically) are you having problems?
- What *exactly* is the problem?
- Do you have any other controllers (i.e. throttles, gamepads) plugged in?

Now contact CH Products' technical support at any of the areas listed below.

Mailing address: CH Products
970 Park Center Drive.
Vista, CA 92083

Web site:	www.chproducts.com	CH email form:	www.chproducts.com/support/form
Ftp site:	ftp.chproducts.com/pub	Tech Support:	www.chproducts.com/support
Knowledge Base	www.chproducts.com/fo	Voice support:	760.598.7833
	m/cache/1.html		

Warranty

The Flight Sim Yoke™ USB is warranted to the original purchaser to be free from defects in materials and workmanship for a period of three (3) years from the date of purchase. During this warranty period, CH PRODUCTS will, at its option, repair or replace, at no charge, any component determined to be defective.

The liability under this warranty is limited to the repair of and/or replacement of the defect or defective part at our factory, and does not include shipping expenses. This warranty does not apply if, in the opinion of CH PRODUCTS, the Flight Sim Yoke™ USB has been damaged by accident, abuse, improper usage, or as a result of service or modification by other than CH PRODUCTS.

NO OTHER WARRANTIES ARE EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF SALABILITY AND FITNESS FOR A PARTICULAR PURPOSE. CH PRODUCTS IS NOT RESPONSIBLE FOR CONSEQUENTIAL DAMAGES. SOME STATES DO NOT ALLOW EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

To obtain warranty services, send the Flight Sim Yoke USB, postage prepaid, with a check for \$6.00 to cover shipping and handling, together with a dated proof of purchase and RMA# (Return Merchandise Authorization) obtained from CH PRODUCTS at 760.598.7833 to: CH PRODUCTS, 970 Park Center Dr., Vista, CA 92083.

The enclosed software is made available as is, and without warranties of any kind. All warranty claims made on CH PRODUCTS relating to defects which may be present are expressly excluded where this is legally permissible.

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