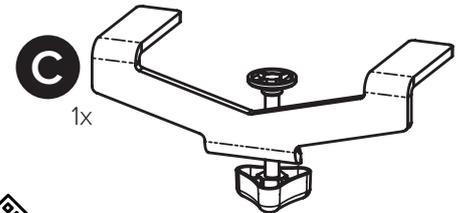
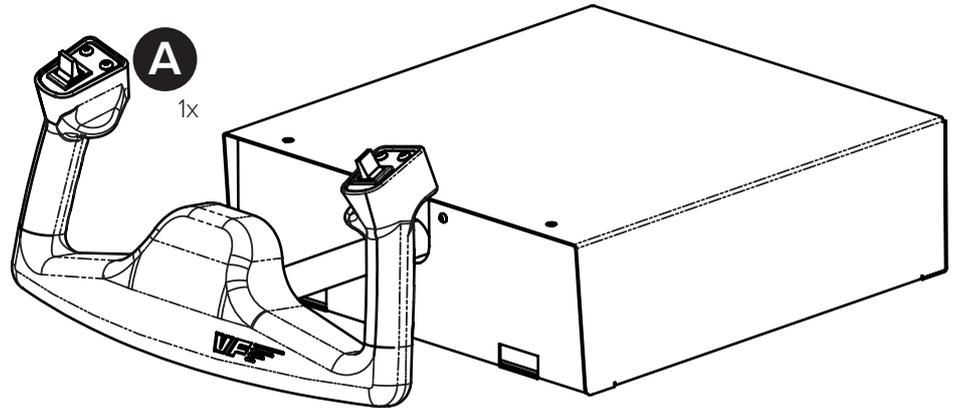


YOKO

USER'S MANUAL

Rev. 1.0 - October 2018



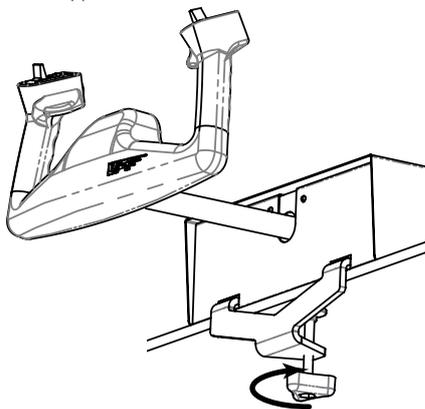
1. PACKAGE LIST

- A) YOKO
- B) USB cable
- C) Yoko Clamp
- D) Clamping knobs
- E) Pendrive USB

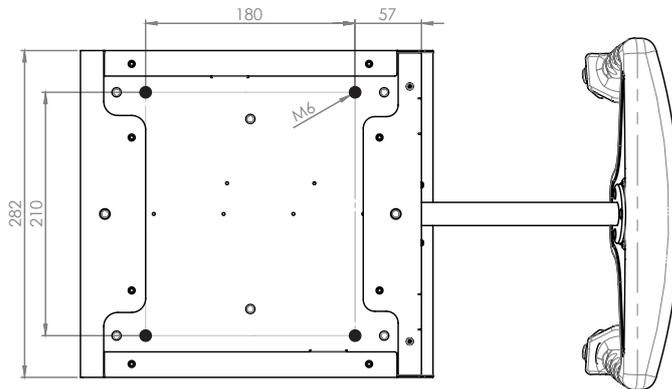
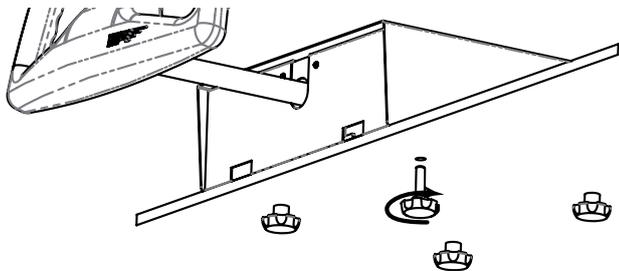
2. ASSEMBLY

2.1. Clamp the YOKO in the desired place with the clamp (C).

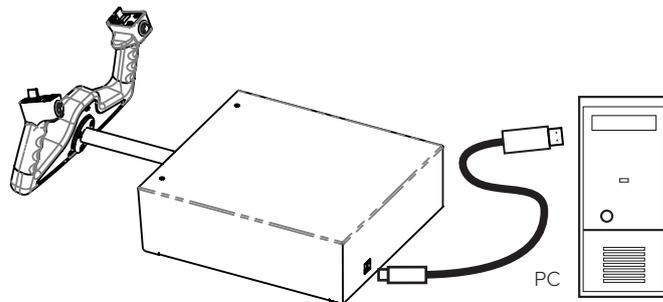
Please find other clamp solutions in our website (www.virtual-fly.com/shop/accesorios/yoko-clamp).



2.2. In case you have specific support, screw the YOKO with the clamping knobs (D). You can find the CUT-OUT measures in DXF format in our DOWNLOADS YOKO section: <https://www.virtual-fly.com/en/downloads>



2.3. Connect the USB cable (B) between the rear connector of YOKO and the computer where the flight simulator software is running.



3. YOKO CALIBRATION ON WINDOWS

(EXAMPLE BASED ON WINDOWS 7)



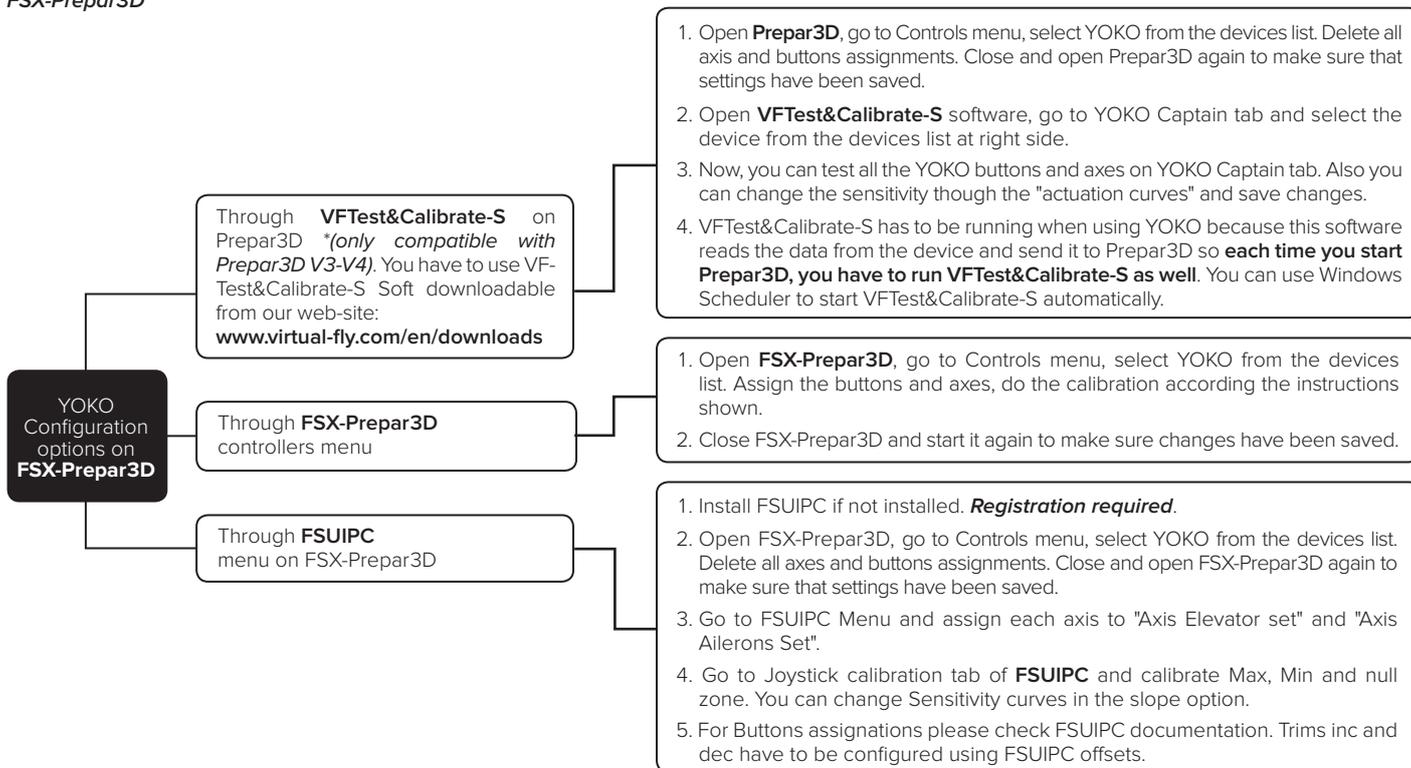
For a proper operation of YOKO on Microsoft Flight Simulator (hereafter “MFS”), PREPAR 3D and X-PLANE, prior calibration in the “Game Controllers” section is required.

- Go to control panel, “Devices and printers”.
- In the “Devices and printers”, right click on “VirtualFly-YOKO”.
- From the menu choose “Game controller settings”.
- In the Game controller window, double click on “VirtualFly - YOKO”.
- Choose the “settings” tab.
- Click on “Calibrate”.
- In the “Game Device Calibration Wizard”, follow the steps shown.
- Once calibration is completed, go to the “Test” tab to check the correct operation. Leaving the control in neutral position, the cross should be centered in the box. Check the function of the six buttons as well.
- Click on “Apply” and “OK” to exit.

4. CONFIGURATION ON FLIGHT SIMULATION SOFTWARE

As the YOKO control interacts with any computer as a normal HID device (Joystick), this makes it compatible with any FLIGHT SIMULATOR software. The following tables tell you how to configure the YOKO on the most popular FLIGHT SIMULATOR software, FSX-Prepar3D and X-Plane.

FSX-Prepar3D



X-Plane

