INDEX

1. PACKAGE CONTENTS 4
2. ASSEMBLY 6
3. TQ6 CALIBRATION ON WINDOWS 8
4. TQ6 CONFIGURATION ON MICROSOFT FLIGHT SIMULATOR (MFS) AND PREPAR3D 10
   4.1. Through the MFS-Prepar3D menu 11
   4.2. Through the “VF-Test&Calibrate” Control Panel 12
5. TQ6 CONFIGURATION ON X-PLANE 10 14
1. PACKAGE CONTENTS

1. TQ6 (1 unit)

2. Screws (4 units) and allen wrench n. 2,5 (1 unit)

3. Clamping jaw (1 unit)

4. Memory stick (1 unit)

5. User’s manual (1 unit)
2. ASSEMBLY

To obtain better user experience the device must be clamped on the edge of the table. It can be done in two ways: On the table or protruding from the table.

• Remove the two front rubber feet from the bottom of TQ6. (According to Figure A of the assembly mounting.)

• Attach the clamping jaw (3) to the TQ6 with the screws (2) provided.

• Depending on which position you want to set the device on the table, you can attach the clamping jaw to the bottom of device (Figure A) or at the rear part (Figure B).

• Place the TQ6 on the table in a way that the clamping jaw can be fixed.

• Tighten the clamping jaw screw until the device stays firmly fixed.

Adjusting the lever’s hardness
If you want you can adjust the lever’s hardness tightening the wheel on both sides of the device.

The left knob adjusts the 2 POWER levers. The right knob adjusts the 2 PROP RPM levers and the 2 MIXTURE levers.

Once you have adjusted the appropriate knob, move the 2 or 4 levers all the way at the same time, from top to bottom, at least 10 times (D). This operation is necessary to distribute adequately the same strength in all levers.
3. TQ6 CALIBRATION ON WINDOWS
(EXAMPLE BASED ON WINDOWS 7)

For a proper operation of TQ6 on Microsoft Flight Simulator (hereafter “MFS”) - Prepar3D 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 - TQ6”.
- From the menu choose “Game controller settings”.
- In the Game controller window, double click on “VirtualFly - TQ6”.
- Choose the “settings” tab.
- Click on “Calibrate”.
- In the “Game Device Calibration Wizard”, follow the steps shown. It’s very important that you follow step by step exactly as you read on the screen.
  - X Axis -> POWER 1 lever
  - Y Axis -> POWER 2 lever
  - Z Axis -> PROP RPM 1 lever
  - X Rotation -> PROP RPM 2 lever
  - Y Rotation -> MIXTURE 1 lever
  - Z Rotation -> MIXTURE 2 lever

Attention! In the calibration you have to move the levers from the minimum to the maximum range including the REV, FTH and CUT OFF zones.
When de "Game Device Calibration Wizard" says "Find the center Point, Leave the handle centered", please move the power levers until half range approximately. The wizard, will ask it twice, before and after X and Y axes calibration.

- Once calibration is completed, go to the “Test” tab to check the correct operation of the 6 levers.
- Click on “Apply”.
- Click “OK” to exit.
The user has two options in order to set the TQ6 with MFS-Prepar3D:

- **Through the MFS-Prepar3D menu (4.1):** This is the common procedure in order to set any control device or joystick.

- **Through the “VF-Test&Calibrate” Control Panel (4.2):** “VF-Test&Calibrate” is a Control Panel that makes a link between TQ6 and MFS-Prepar3D. This Control Panel is an alternative of the TQ6 settings used in MFS-Prepar3D, which provides an exact IDLE point, and zones for REV, FTH and CUTOFF for more realism.

As “VF-Test&Calibrate” Control Panel receive input data from TQ6 and then send it to MFS-Prepar3D, keep in mind, that VF-Test&Calibrate Control Panel has to remain ON when you use MFS-Prepar3D.
4.1. THROUGH THE MFS-PREPAR3D MENU

• From the main MFS-Prepar3D splash screen, choose the “Settings” option and click on the “Controls” button.

• Check that “Enable controller(s)” option is activated.

• Click on the “Control axes” tab and select “VirtualFly – TQ6” on the dropdown list.

• Select “Engine 1 Mixture axis” in the list and press “Change Assignment”.

• When the “Change assignment” screen appears, move the Mixture 1 lever until it appears in the textbox, then click “OK”.

• Repeat the process with the corresponding levers:
  • “Engine 2 Mixture axis”  • “Engine 1 Propeller Axis”
  • “Engine 2 Propeller Axis”  • “Engine 1 Throttle Axis”
  • “Engine 2 Throttle Axis”
**4.2. THROUGH THE “VF-Test&Calibrate” CONTROL PANEL**

**Requirements**
- FSUIPC module for MFS or Prepar3D.
- Disable joysticks on MSF-Prepar3D.

**FSUIPC Installation**
In case you already have FSUIPC installed in your MFS-Prepar3D you can skip this step.
- Go to the “FSUIPC” folder from the memory stick provided with TQ6.
- Execute the setup program according your MFS version (FSX-Prepar3D or FS2004).
- When the installer ask about registering, Click on “Not now”.

**Disable joysticks on MSF-Prepar3D**
When you connect any Joystick “game devices” in the computer, automatically MFS-Prepar3D makes assignment on all the buttons and axes.
To disable these assignments, you have two options:

**OPTION 1:** Disable all the Joysticks “game devices” that you have connected in the computer:
- From the main MFS-Prepar3D splash screen, choose the “Settings” option.
- Click on “Controls”.
- In the window that appears, go to the “Calibration” tab and disable the “Enable controls” option.

**OPTION 2:** Disable only “Virtual-Fly TQ6” assignments:
- From the main MFS-Prepar3D splash screen, choose the “Settings” option.
- Click on “Controls”.
- In the window that appears go to the “Axes” tab.
- In the “Controller type” drop-down field, select “VirtualFly – TQ6”
- Now, from the list press “Delete Assignment” in all the TQ6 Axis.

In both options, when you have finished, Close MFS-Prepar3D to ensure that changes will be saved.
“VF-Test&Calibrate” Control Panel Installation

- Inside the memory stick provided with TQ6, you will find a file called “VF-TestCalibrate.exe”.
- Place the “VF-TestCalibrate.exe” file in your Flight Simulator computer. You can leave it in Desktop for example.
- Just double click on the “VF-TestCalibrate.exe” file to execute it.

Using VF-Test&Calibrate

You will find “VF-Test&Calibrate” user’s guide inside the Control Panel. See the arrow in the following figure.

Keep in mind, that VF-Test&Calibrate Control Panel has to remain ON when you use MFS-Prepar3D.
5. TQ6 CONFIGURATION ON X-PLANE 10

The TQ6 is compatible with X-Plane but you won’t be able to use the Reverse, Feather and Cut-off functions. The Throttle, Propeller and Mixture will function normally.

- Move all the levers to its upper position.

- Execute X-Plane. Once is loaded, if a window appears prompting you “select plane”, proceed loading a flight.

- Click on “Settings” at the top bar and then “Joystick and equipment” as you can see in the picture.

Axis assignment

- In the dialog box that appears, choose the “Axis” tab.

- Slide the power lever to “Power” zone (above the “REV” zone). Move the lever up and down all over the “power” zone, without reaching the “REV” zone.

- One of the bars should move. Change the action corresponding to that bar to “Throttle”.
• Repeat the process with the “Prop RPM” lever. And when you see the bar moving, assign to it the action “Prop”. Remember to move the lever only across the “Prop RPM” zone, without reach the “FTH” zone.

• Finally, repeat the process with the “Mixture” lever and assign to it the action “Mixture”.

! It is very important to keep in mind that you should never access the REV, FTH, CUTOFF zones with the levers during the calibration process, you should not even access when you are inside the "settings-> Joystick & equipment" menu. In case you acces these areas you must reset the calibration.
VIRTUAL FLY

HEADQUARTERS
c. Morales, 39 bajos
08029 Barcelona (Spain)

R & D CENTER - SHOWROOM
c. Maria Aurèlia Capmany, 29
P. I. La Fàbrica
08297 Castellgalí (Spain)

T. (+34) 93 833 33 01
info@virtual-fly.com
www.virtual-fly.com