TURTLE BEACH Velocity One Flight Universal Control System User Guide

Contents

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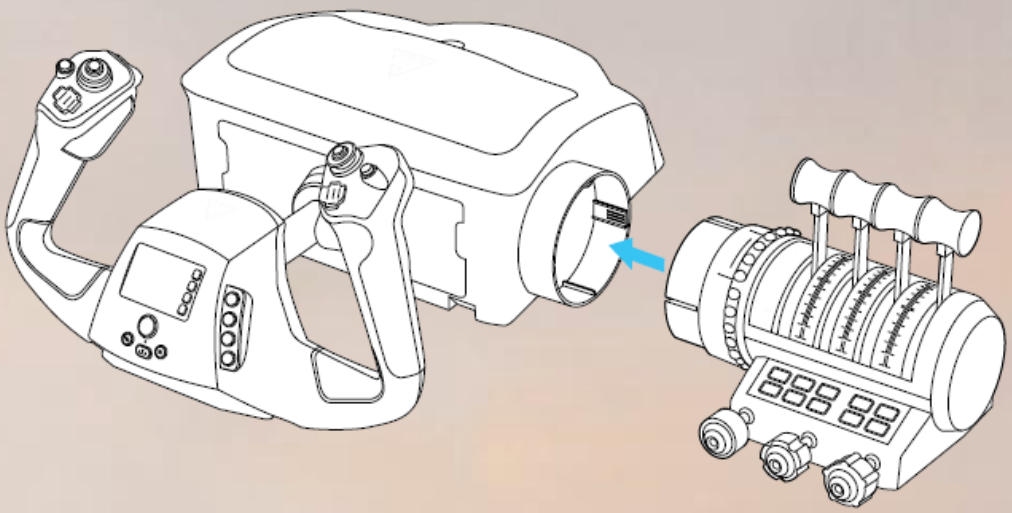
QUICK FLIGHT GUIDE

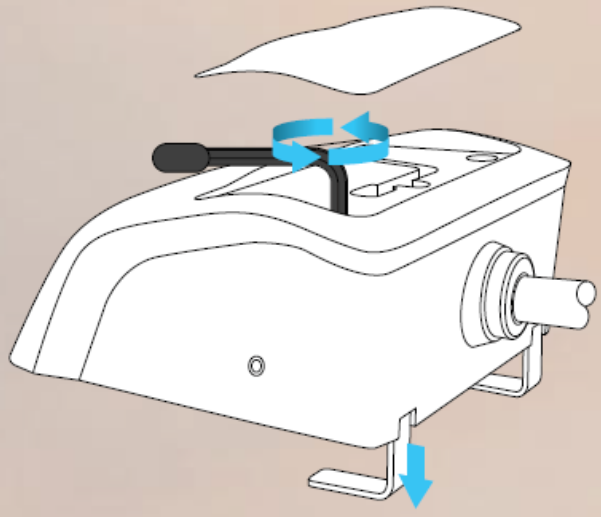
Welcome to the VelocityOne Flight. It has been designed to be used across a wide range of flight simulation scenarios. This guide will help get you up and running and start you on your Microsoft Flight Simulator experience. Please visit our knowledgebase at **turtlebeach.com/support** for additional information and notifications on product updates

HARDWARE SETUP, CONTROLS & FEATURES

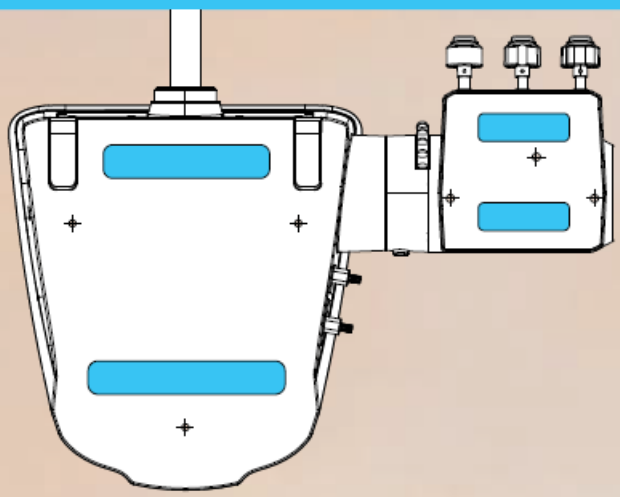
1. ATTACH QUADRANT MODULE



2a. CLAMP TO DESK

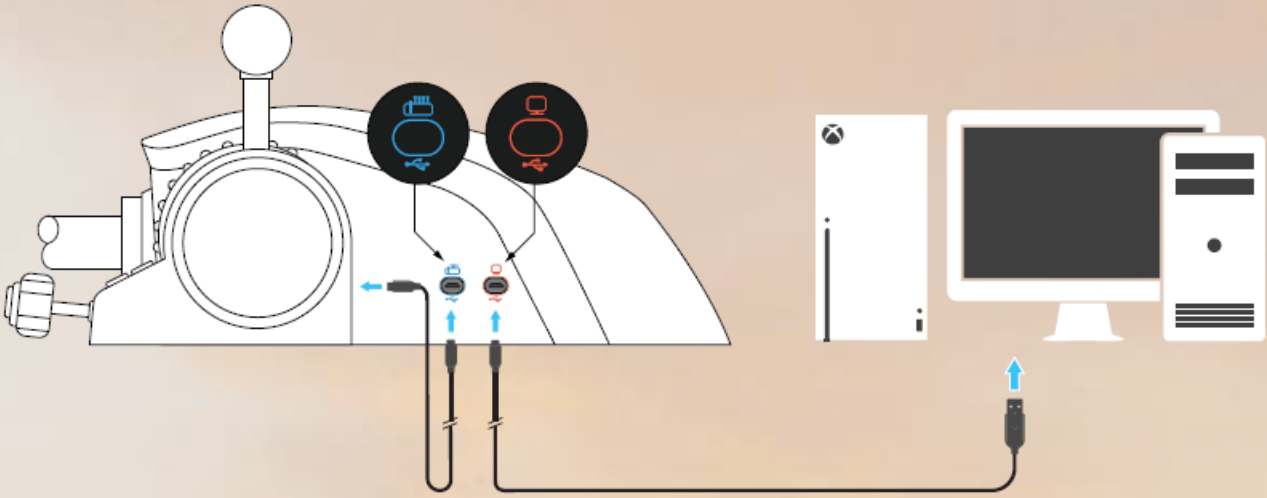


2b. ALTERNATIVELY SECURE USING SUCTION TAPE

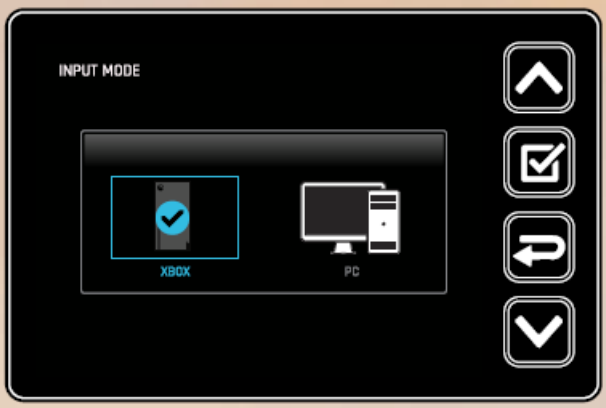


The Yoke can also be attached to existing cockpit setups using the supplied screws.
Please visit our knowledgebase at turtlebeach.com/support to find screw hole templates and dimensions.

3. CONNECT CABLES



4. CHOOSE INPUT MODE



SELECT INPUT MODE FROM MAIN MENU WITH ^ v

PRESS ☑ TO VIEW

SELECT XBOX OR PC WITH ^ v

PRESS ☑ TO SAVE

5. DOWNLOAD TURTLE BEACH CONTROL CENTER

Get it from Microsoft

FOR FEATURE AND PERFORMANCE UPDATES ON WINDOWS AND XBOX

1. **YOKE HANDLE**

   Used for all main flight adjustments:

   Yoke left/right – Controls the Ailerons. These are located on the wings and rolls the plane left or right.

   Yoke forward/back – Controls the Elevators. These are located on the tail and pitches the nose up or down.

   Rear Triggers – Controls to the rudder, located on the tail of the plane. The rudder yaws the aircraft, to assist with turns during flight and whilst on the runway.

2. **STATUS INDICATOR PANEL (SIP)**

   Consists of 12 x LEDs that react to events in Microsoft Flight Simulator. If a low fuel warning goes off, or if you want to check the status of your landing gear, the SIP can tell you. The SIP mode can also be set to match the rest of the LED colours on the product.

3. **MENU CONTROLS**

   VelocityOne Flight includes all the core controls for easy Xbox OS and menu navigation. POV-1 acts as the D-Pad for selecting menus and also cursor mode within Microsoft Flight Simulator

4. **FLIGHT MANAGEMENT DISPLAY (FMD)**

   Access enhanced features and settings. The FMD has 5 core features:

   - Select Input Mode for compatibility across Xbox and Windows PC.
   - Quickly select and activate pre-made profiles for Microsoft Flight Sim. Saving you setup time.
   - Provides additional training support by displaying profile assignments.
   - Provides flight chronometer information, including local time, and the ability to time each section of a flight to assist with navigation.
   - View and adjust core hardware settings, such as LED colour and brightness

5. **QUADRANT BUTTONS**

   Additional buttons that can be assigned to any function within Flight Sim.

   Ideal for toggling landing gear, parking brakes and other flight systems.

   Use the included set of decals to label the buttons for easy reference.

6. **TRIM WHEEL**

   Used to maintain level flight without needing to keep your hands on the Yoke. Use the Yoke handle to get the plane level, and then use the wheel to make fine adjustments to nose up/down position

7. **QUADRANT LEVERS**

   Replicate the engine controls used across a wide range of aircraft.

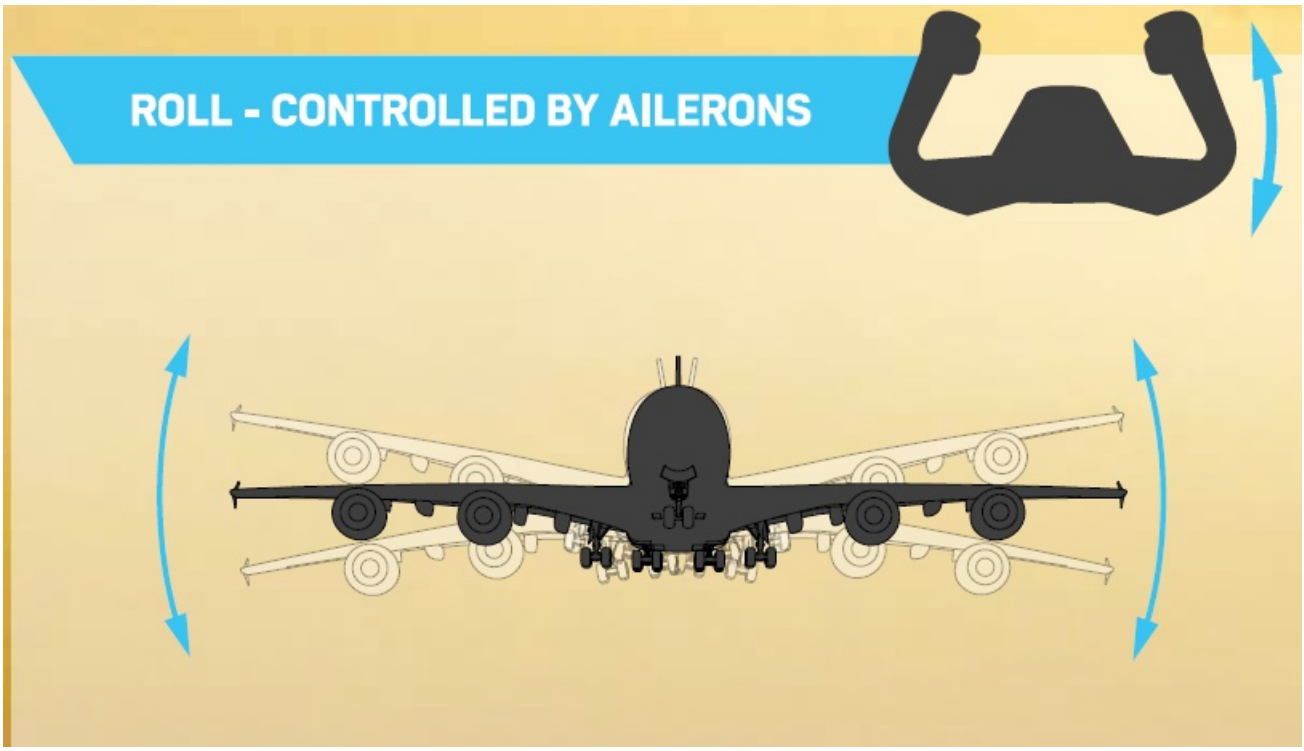
- Ideal for controlling the thrust levels of individual engines on multi-engine planes.
- They can also be used for more realistic control of Flaps and Spoilers, to assist with take off and landing.
- Levers can be customized using the additional handles supplied.

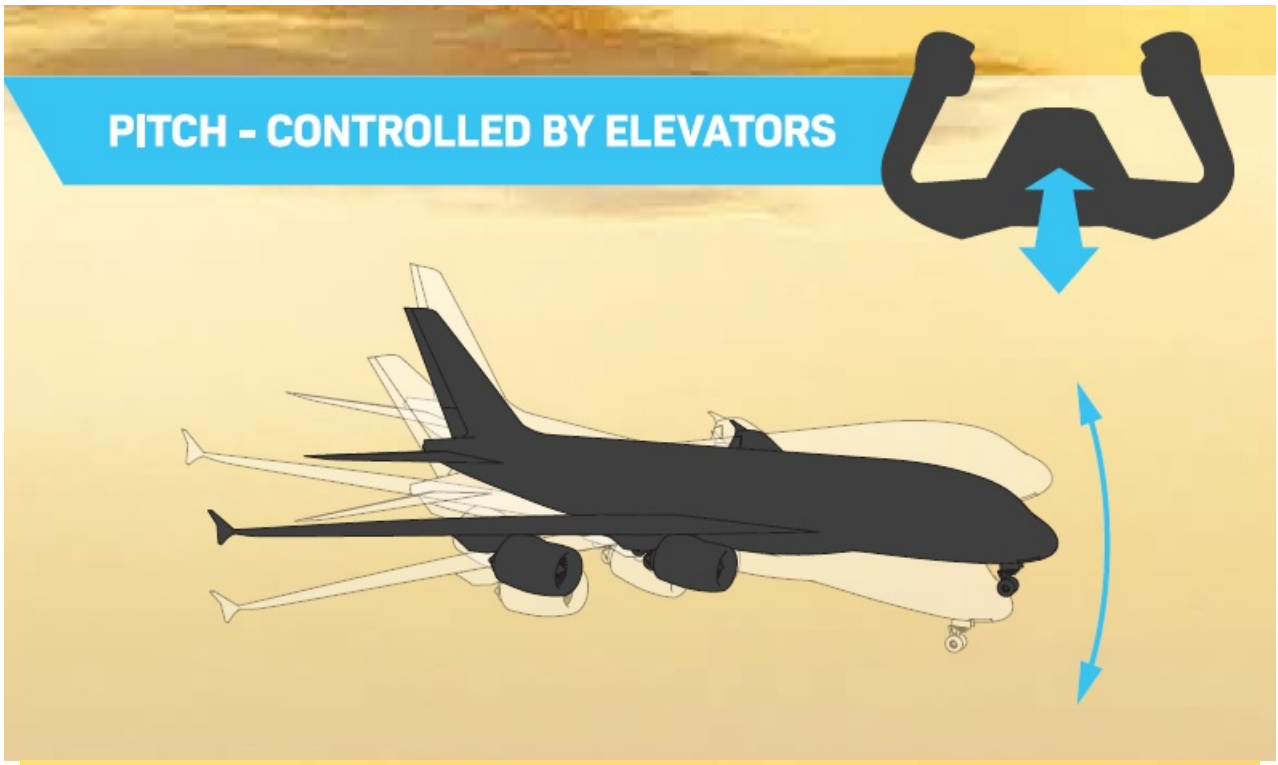
8. TPM VERNIER LEVERS

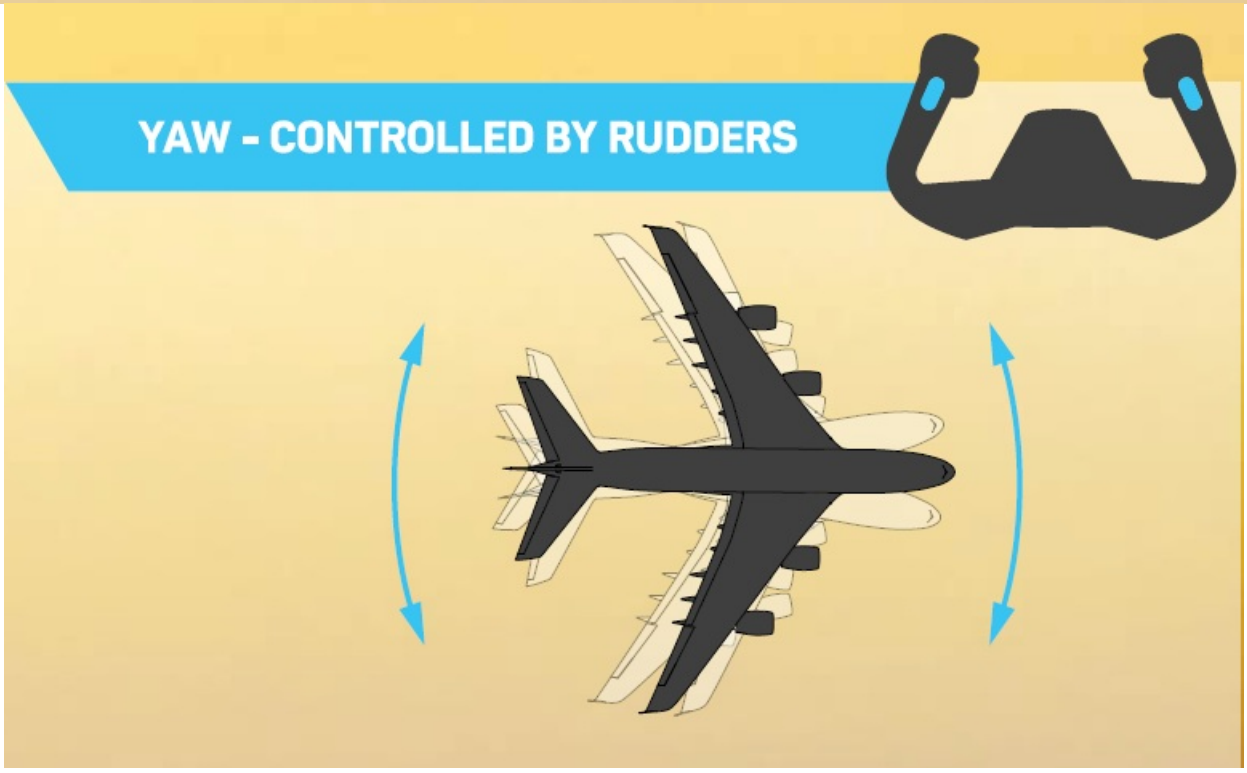
Replicate the engine controls used on light aircraft such as Cessna 152. All are set to max for take off, and can be reduced at cruising altitude.

- Throttle (Black) – Adjusts the thrust output of an engine by varying the RPM.
- Propeller (Blue) – Alters the tilt angle of the propeller blades.
- Mixture (Red) – Regulates the ratio of fuel to air supplied to the engine

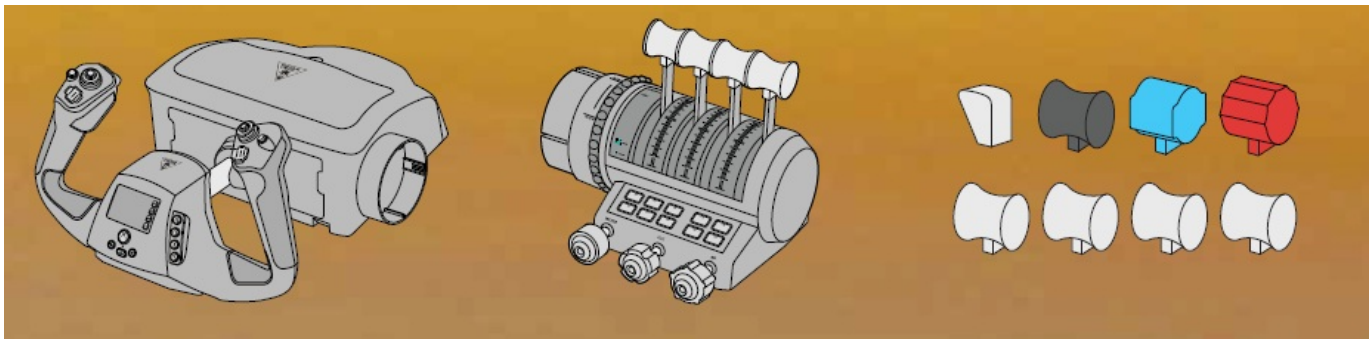
HOW DOES THE YOKE AFFECT THE MOVEMENT OF A PLANE?

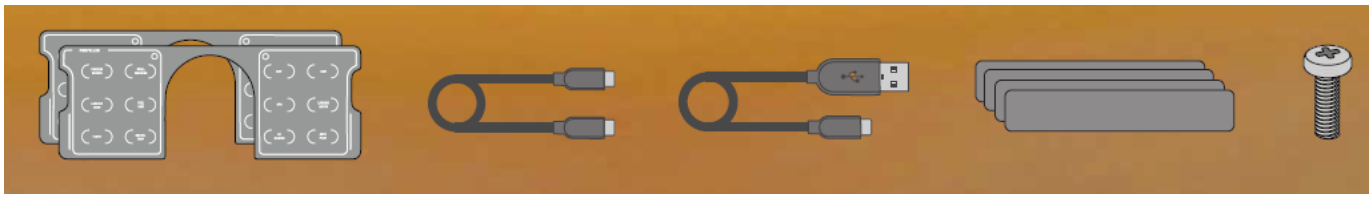






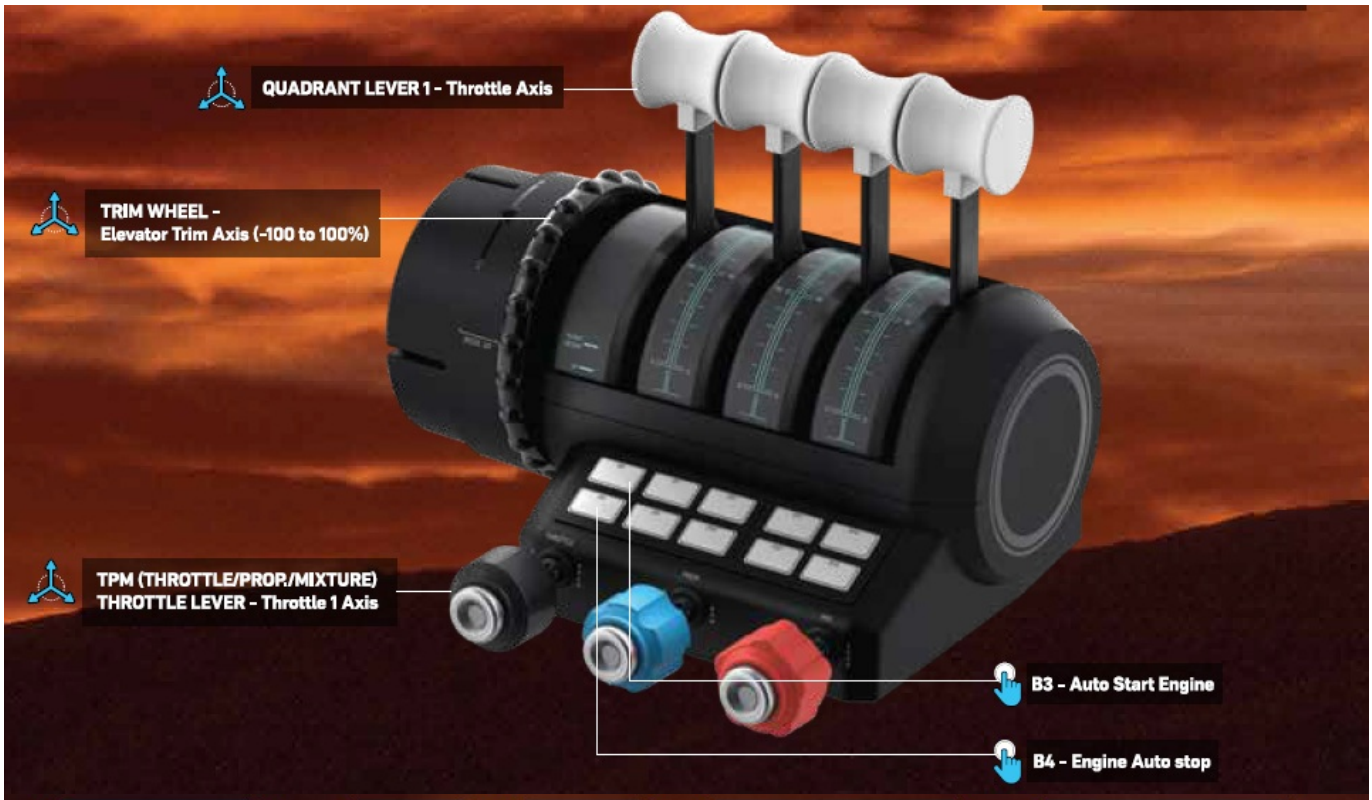
Box Contents





Now that you have the hardware setup, we will cover off the basics to get you flying in Microsoft Flight Simulator. If you are new to Flight Simulator, we recommend using the Default profile, and running through the Flight Training lessons.
The Default profile contains everything you need to get flying, and will be active when you first connect the product and load the simulator.

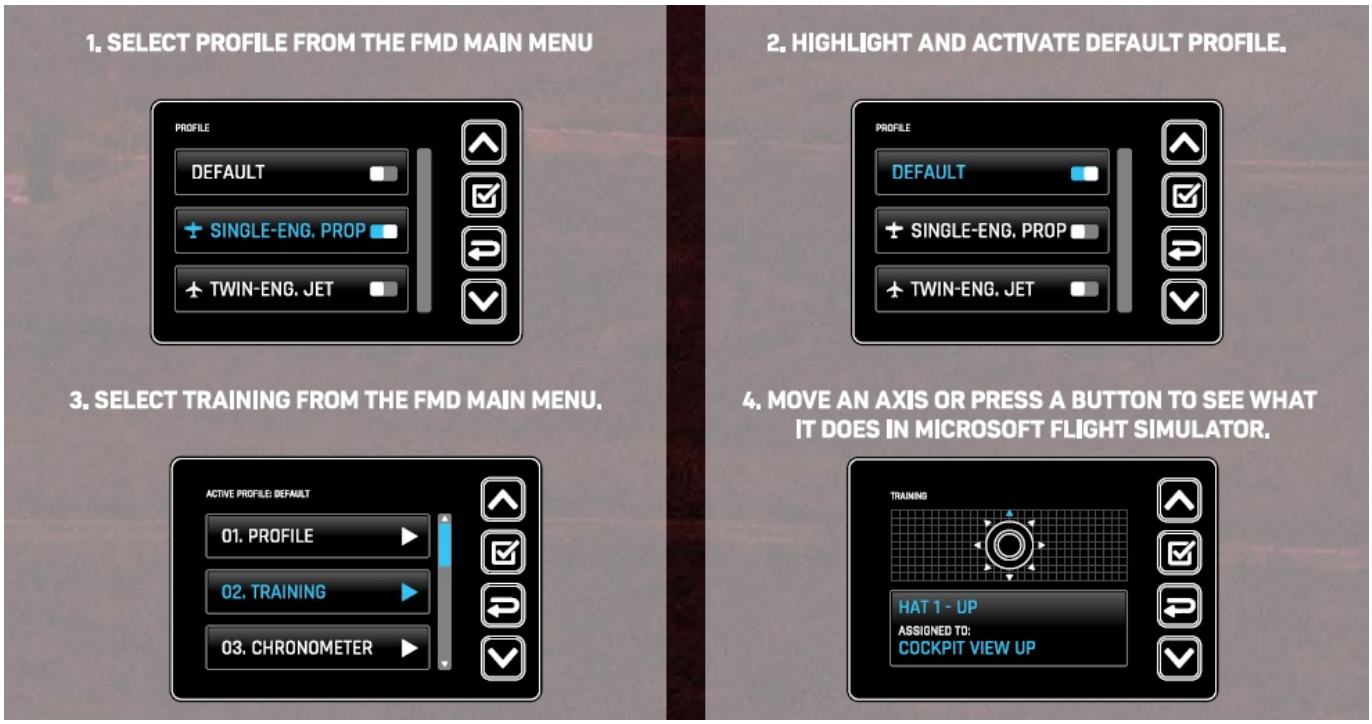
DEFAULT FLIGHT SIMULATOR CONTROLS



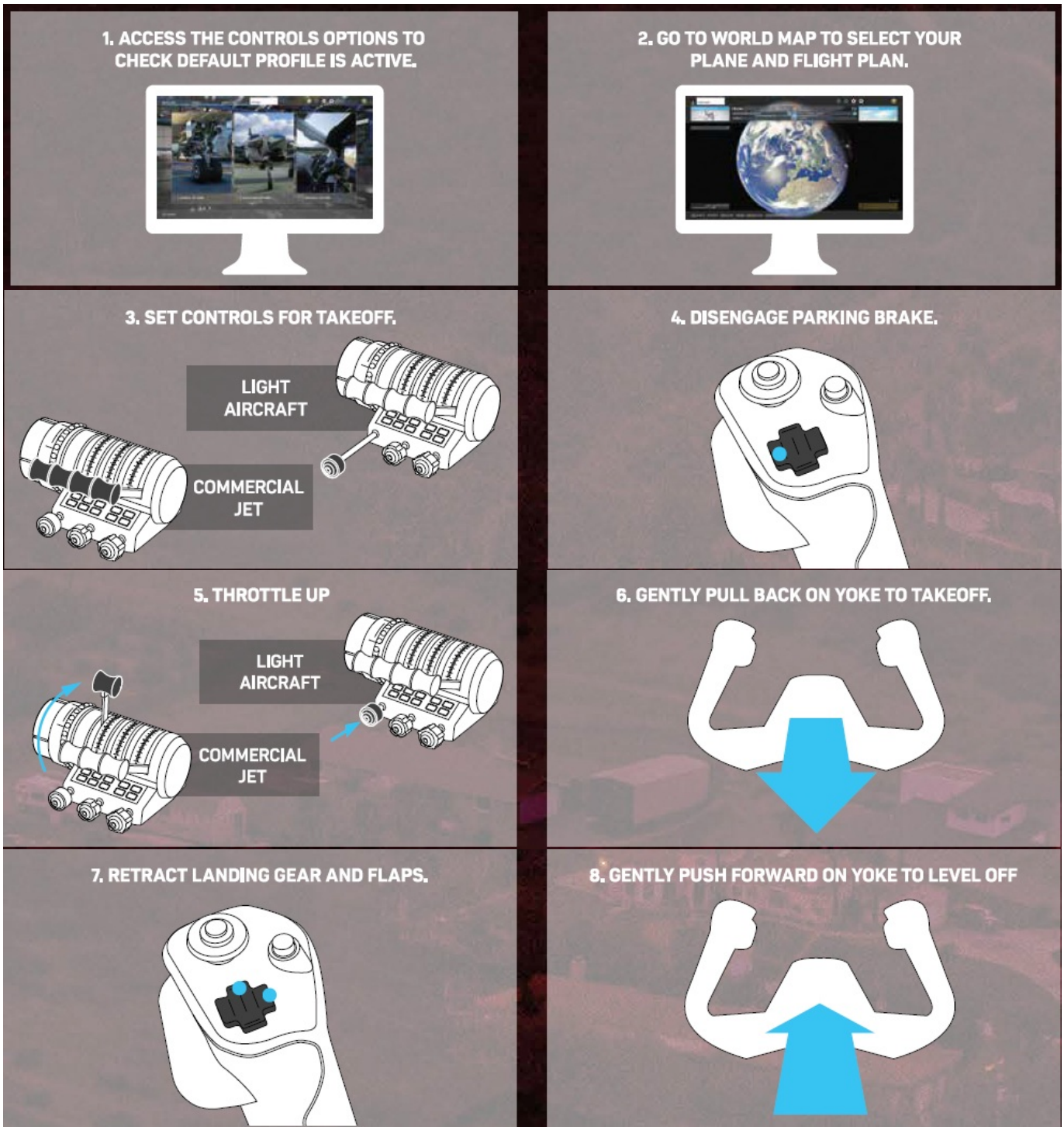
FLIGHT CONTROL	PC MODE	XBOX MODE	SINGLE-ENGINE PROP	TWIN-ENGINE JET
Yoke ⌒	L-Axis X	L-Axis 4	Ailerons Axis	Ailerons Axis
Yoke ↕	L-Axis Y	L-Axis 3	Elevator Axis	Elevator Axis
LT	L-Axis Z	L-Axis 2	Rudder Axis	Rudder Axis
RT	L-Axis Z	L-Axis 2	Rudder Axis	Rudder Axis
Trim Wheel	Slider X	L-Axis 11	Elevator Trim Axis	Elevator Trim Axis
Quadrant Lever 1	Slider Y	L-Axis 1	Throttle Axis	Spoiler Axis
Quadrant Lever 2	R-Axis X	L-Axis 5	Propeller Axis	Throttle 1 Axis
Quadrant Lever 3	R-Axis Y	L-Axis 6	Mixture Axis	Throttle 2 Axis
Quadrant Lever 4	R-Axis Z	L-Axis 7	Flaps Axis	Flaps Axis
Throttle Lever	L-Axis X	L-Axis 8	Throttle 1 Axis	-
Prop Lever	L-Axis Y	L-Axis 9	Propeller 1 Axis	-
Mixture Lever	L-Axis Z	L-Axis 10	Mixture 1 Axis	-
A	Button 1	Button 1	Toggle Smart Camera	Toggle Smart Camera
B	Button 2	Button 2	Display Checklist	Display Checklist
X	Button 3	Button 3	Display Navlog	Display Navlog
Y	Button 4	Button 4	Display ATC	Display ATC
LB	Button 5	Button 5	Left Brake	Left Brake
RB	Button 6	Button 6	Right Brake	Right Brake
View	Button 7	Button 7	Cursor Toggle	Cursor Toggle
Menu	Button 8	Button 8	Toggle Pause	Toggle Pause

B1	Button 9	Button 9	Cockpit/External View Mode	Cockpit/External View Mode
B2	Button 10	Button 10	Reset View	Reset View
POV-1	POV-0	POV	Cockpit Camera	Cockpit Camera
POV-2	POV-1	Buttons 15–22	External Camera	External Camera
HAT-1 ↑	Button 13	Button 23	Next Instrument View	Next Instrument View
HAT-1 →	Button 14	Button 24	Aileron Trim Right	Aileron Trim Right
HAT-1 ↓	Button 15	Button 25	Previous Instrument View	Previous Instrument View
HAT-1 ←	Button 16	Button 26	Aileron Trim Left	Aileron Trim Left
HAT-2 ↑	Button 17	Button 27	Camera Modifier	Camera Modifier
HAT-2 →	Button 18	Button 28	Rudder Trim Right	Rudder Trim Right
HAT-2 ↓	Button 19	Button 29	Systems Modifier	Systems Modifier
HAT-2 ←	Button 20	Button 30	Rudder Trim Left	Rudder Trim Left
B3	Button 1	Button 31	Start Engine	Start Engine
B4	Button 2	Button 32	Parking Brakes	Parking Brakes
B5	Button 3	Button 33	Fuel Pump	Arm Auto Throttle
B6	Button 4	Button 34	Fuel Valve	Throttle Reverse Thrust
B7	Button 5	Button 35	Decrease Flaps	Decrease Flaps
B8	Button 6	Button 36	Increase Flaps	Increase Flaps
B9	Button 7	Button 37	Autopilot Master On/Off	Autopilot Master On/Off
B10	Button 8	Button 38	Taxi Lights	Taxi Lights
B11	Button 9	Button 39	Landing Gear	Landing Gear
B12	Button 10	Button 40	Landing Lights	Landing Lights

ACTIVATE A PROFILE USING THE FMD



START FLYING IN MICROSOFT FLIGHT SIMULATOR



Documents / Resources

	TURTLE BEACH Velocity One Flight Universal Control System [pdf] User Guide Velocity One, Flight Universal Control System, Velocity One Flight Universal Control System, Universal Control System