Manuals+ — User Manuals Simplified.

TurtleBeach VelocityOne Flight User Manual

Contents

VelocityOne Flight

User Manual

PACKAGE CONTENTS

1. **Flight Yoke**
2. **Flight Throttle Quadrant**
3. **Custom Lever Handles** (8)
4. **Status Indicator Panel (SIP) Inserts** (2)
5. **2M USB-A To USB-C Cable**
6. **1M USB-C To USB-C Cable**
7. **Cockpit Fixing Screws** (6)
8. **Nano Micro-Suction Tape** (4)

3 CUSTOM LEVER HANDLES X 8
8 MANCHES DE LEVIERS PERSONNALISÉS

4 STATUS INDICATOR PANEL (SIP) INSERTS X 2
2 INSERTS D'ÉCRAN DE SUIVI (EDS)

1 FLIGHT YOKE
MANCHE

5 2M USB-A TO USB-C CABLE
CÂBLE USB-A À USB-C DE 2 M

6 1M USB-C TO USB-C CABLE
CÂBLE USB-C À USB-C DE 1 M
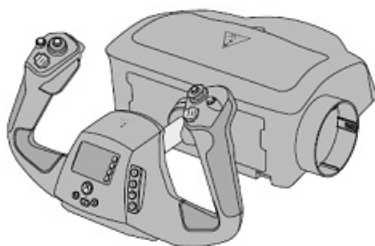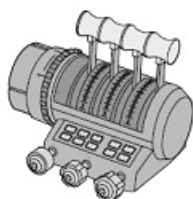
2 FLIGHT THROTTLE QUADRANT
MANETTE DES GAZ

7 COCKPIT FIXING SCREWS X 6
6 VIS POUR FIXER LE COCKPIT
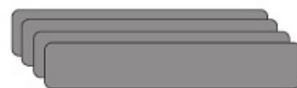
8 NANO MICRO-SUCTION TAPE X 4
4 RUBANS ADHÉSIFS NANO À MICRO ASPIRATION

CONTROLS
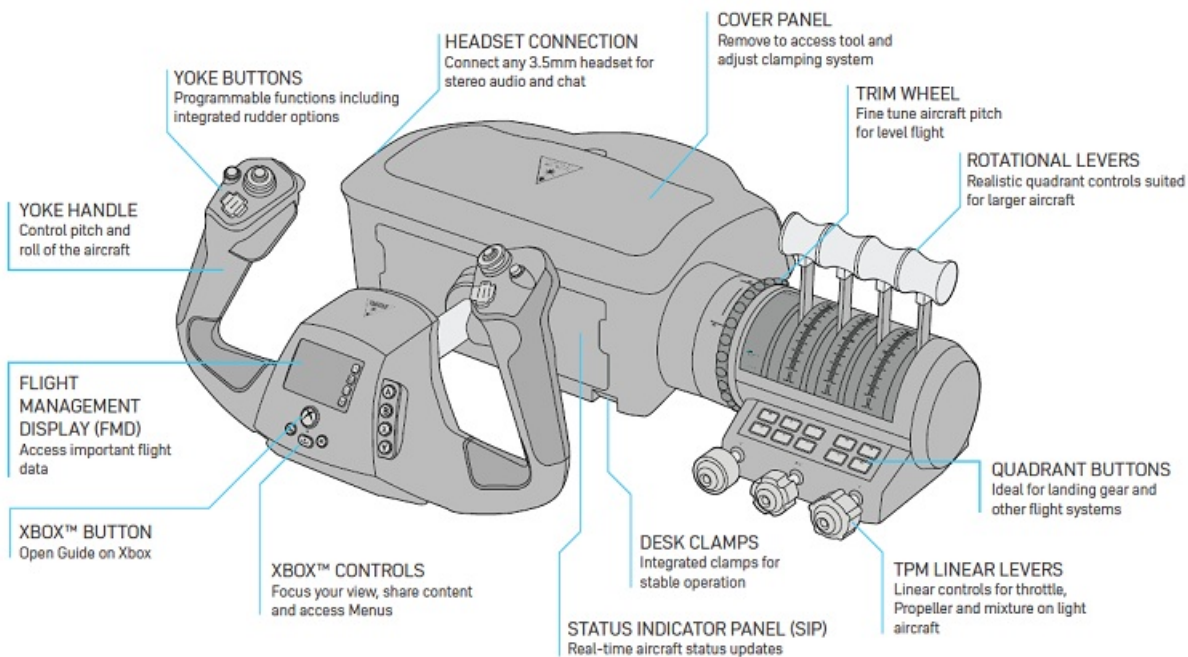
1. **Yoke Buttons**

   - Programmable functions including integrated rudder options

2. **Yoke Handle**

   - Control pitch and roll of the aircraft

3. **Flight Management Display (FMD)**

   - Access important flight data

4. **Xbox Button**

   - Open Guide on Xbox

5. **Xbox Controls**

   - Focus your view, share content, and access Menus

6. **Status Indicator Panel (SIP)**

   - Real-time aircraft status updates

7. **Desk Clamps**

   - Integrated clamps for stable operation

8. **TPM Linear Levels**

   - Linear controls for Throttle, Propeller, and Mixture on light aircraft
   - Also called Vernier or GA controls

9. **Quadrant Buttons**

   - Ideal for landing gear and other flight systems

10. **Rotational Levers**

    - Realistic Quadrant controls suited for larger aircraft

11. **Trim Wheel**

    - Fine-tune aircraft pitch for level flight

12. **Cover Panel**

    - Remove to access clamp tool and adjust clamping system

13. **Headset Connection**
   - Connect any 3.5mm headset for stereo audio and chat

HARDWARE SETUP

1. Align the throttle quadrant to the yoke base, and slide into place until the units click. Press the release button (located on the back of the throttle quadrant, next to the trim wheel) if you want to remove the throttle quadrant.
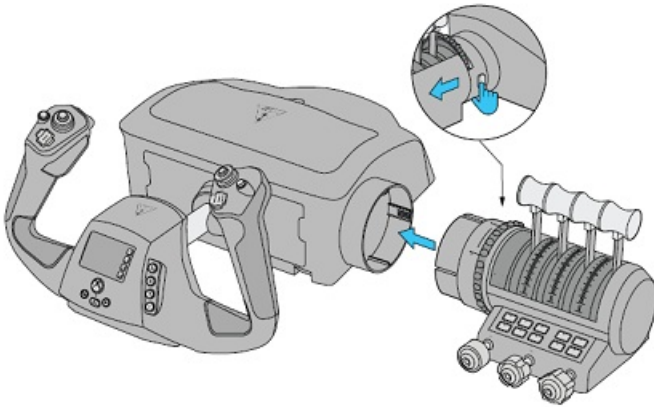
2. Lift the lid to reveal the clamp tool. Loosen the screws to extend the clamps. Place the yoke base onto your surface, and then tighten the screws to secure the controller.
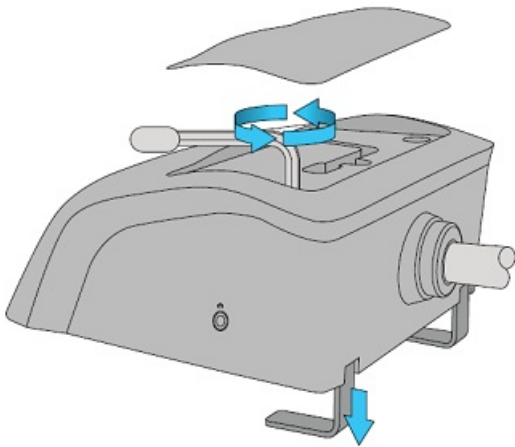
3. For scenarios where the desk clamp can't be used, peel and apply the micro suction tape to the highlighted areas (in the image below) and press firmly onto your surface.
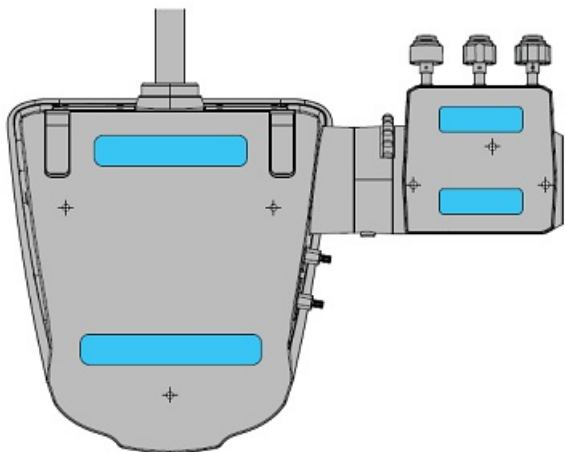
4. To change the quadrant handles, gently grasp and then pull on the throttle quadrant lever handles to remove them. Then, push your preferred ones onto the levers until they click into place.
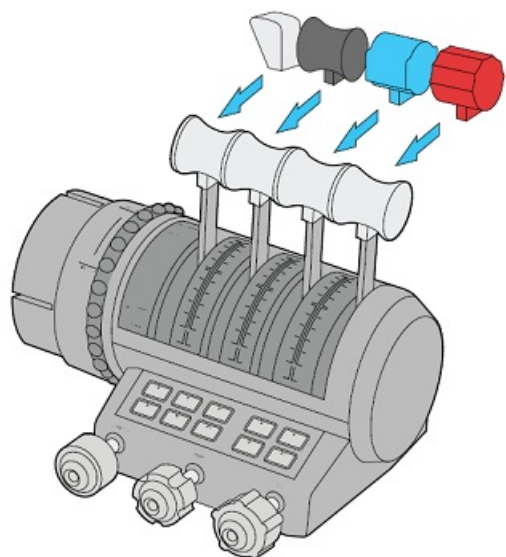
CABLE CONNECTIONS

Plug the cables first into their corresponding ports on the VelocityOne Flight, and then into their respective ports on the console/throttle quadrant. Please note that these cables and jacks are color-coded, and are **not** interchangeable.
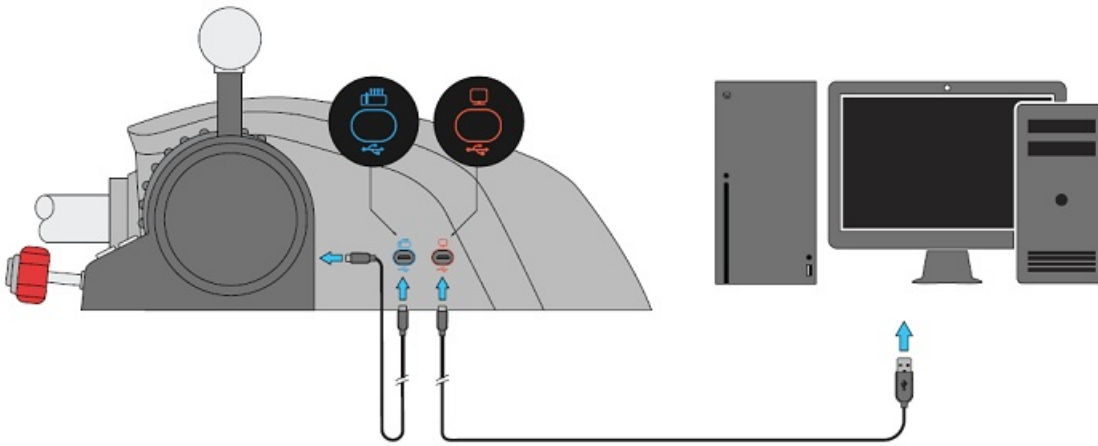
Once the VelocityOne is connected, it must be set to the right mode for either Xbox or Windows use. Use the Flight Management Display (FMD) buttons to navigate to the Main Menu >> Input Mode. Then, select the platform you are using. Press the Select button next to the FMD to set your input mode.
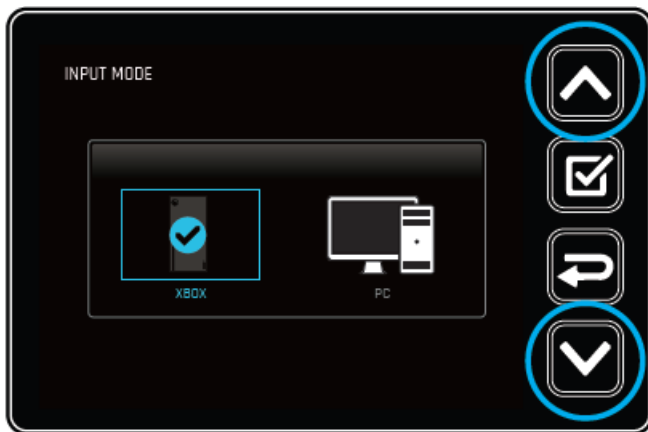
CONNECTING A HEADSET

Connect a 3.5mm headset for use on either Xbox or PC.
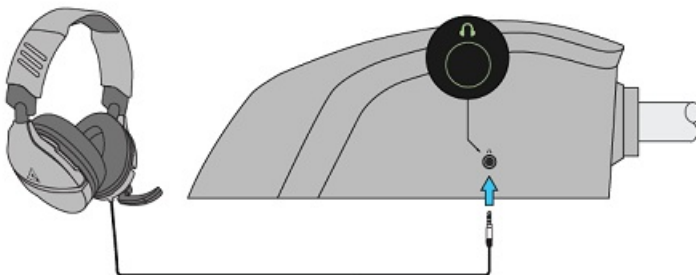
XBOX NAVIGATION

You can navigate your Xbox system using the controls on the yoke.

D-PAD
Select menu items
CROIX
DIRECTIONNELLE
Sélectionnez les
éléments du menu.

BUMPERS AND TRIGGERS
Quickly jump through Xbox
menu pages
BOUTONS ARRIÈRE
Naviguez entre les pages du menu
Xbox en un clin d'œil.

XBOX CONTROLS
Change view, share your content and
open menus. Open Guide on Xbox.
COMMANDES DE LA XBOX
Changez de vue, partagez votre
contenu de jeu et ouvrez les menus.
Ouvrez le guide sur Xbox.

FACE BUTTONS
Accept, Back and other system options
BOUTONS AVANT
Acceptez, revenez en arrière et utilisez
d'autres options système.

BUTTON	FUNCTION
D-Pad	Select menu items
Bumpers And Triggers	Quickly jump through Xbox menu pages
Xbox Controls	Change view, share your content, open menus. On Xbox, Xbox button opens Guide
Face Buttons (A/B/X/Y)	Accept, Back, and other system options

FLIGHT MANAGEMENT DISPLAY (FMD)

The Flight Management Display (FMD) has dedicated navigation buttons, and allows you to configure your system on the fly.

The FMD will default to the home screen. Use the Menu Up/Down buttons to access the main menu. Press **Select** to access a feature or press Back to return to the home screen.

In the **PROFILE** screen, choose the profile that you want to be active in Microsoft Flight Simulator. Your active profile will appear on the top left of the Home screen.

PLEASE NOTE: In the Microsoft Flight Simulator menus, make sure the profile selected is the correct profile you want to use — and that the profiles in both the Flight Simulator menu and on the **VelocityOne Flight** itself match.
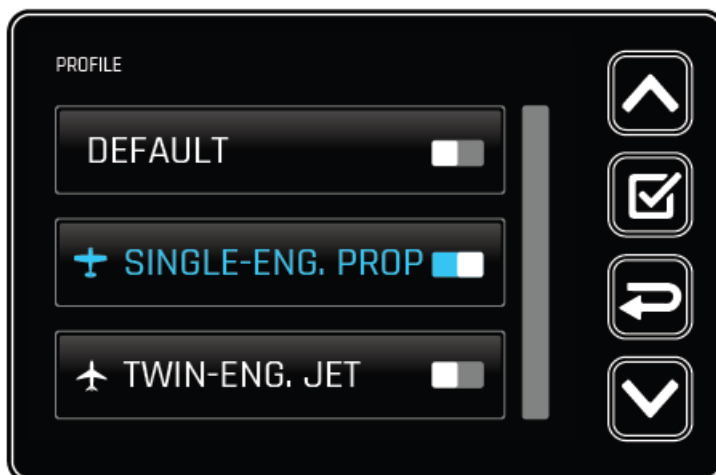
Use the **TRAINING** screens to check the input and remind yourself of the control assignment of the current active profile.
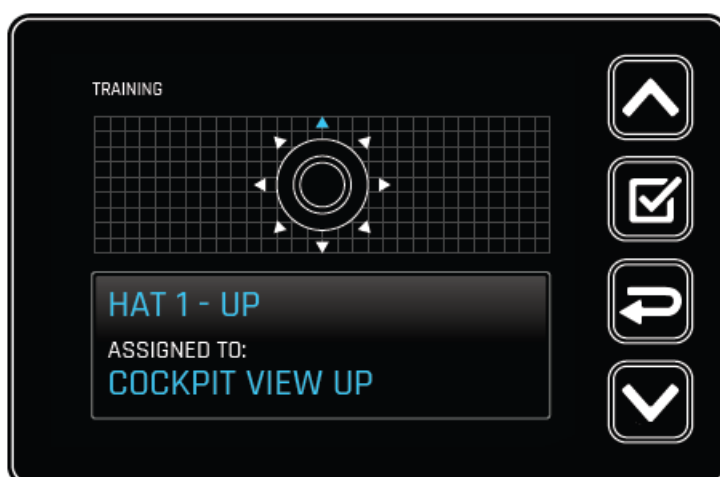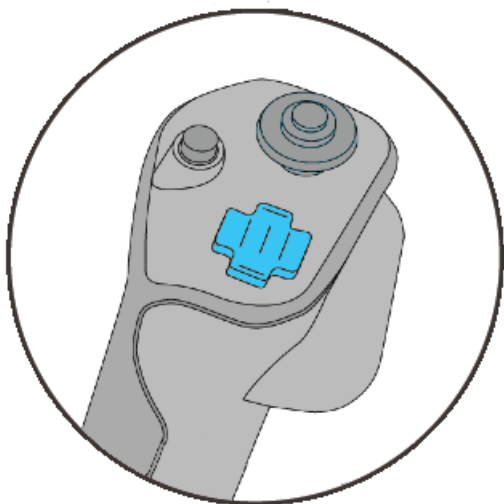
The **Chronometer** screen shows flight time data from Microsoft Flight Simulator. Alternatively, set this to Manual mode via the Settings screen to manually set flight time information.
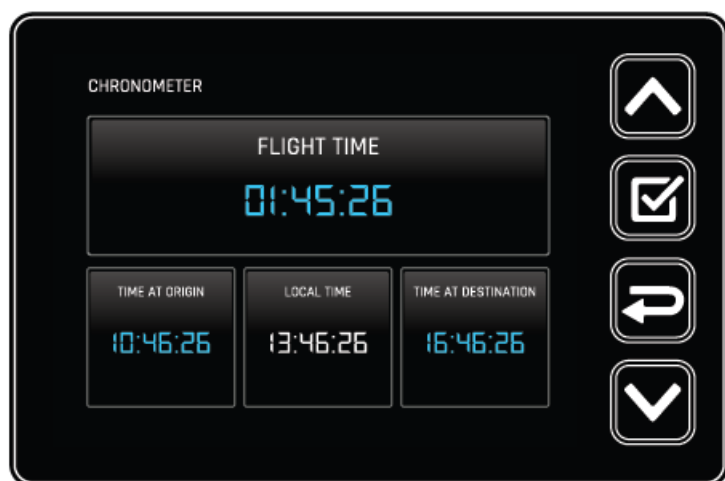
In **Manual** mode, you can use the FMD control buttons to set the local time and to use the Timer feature. First, use the Up/Down buttons to set the hour, then press Select to accept/confirm, and repeat the same process for minutes. Then, use the Up/Down buttons to switch to the Timer function. Press Select to start and pause the timer. Press Back to reset the timer.
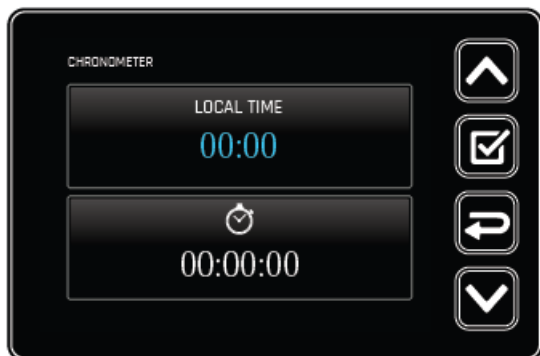
In the **SETTINGS** window, you can use the Up/Down, Select, and Back buttons to customize and configure the different options, including LED color, LED brightness, SIP Mode, SIP Brightness, FMD Brightness, and the Chronometer mode.

STATUS INDICATOR PANEL (SIP)

The **Status Indicator Panel (SIP)** reacts to real-time events in Microsoft Flight Simulator.*

The SIP inserts are held in place via magnets, and can be easily removed and replaced. Once you have added your preferred insert, go to the Settings section on the FMD and select the corresponding SIP Mode option to make sure the status alerts match your physical SIP setup.
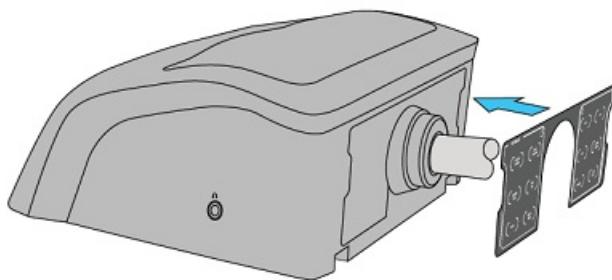
*Please Note: This feature is currently being implemented, and will be provided via a firmware update when completed.

DECAL SHEET

Peel off a label and apply directly to the quadrant buttons or SIP insert.
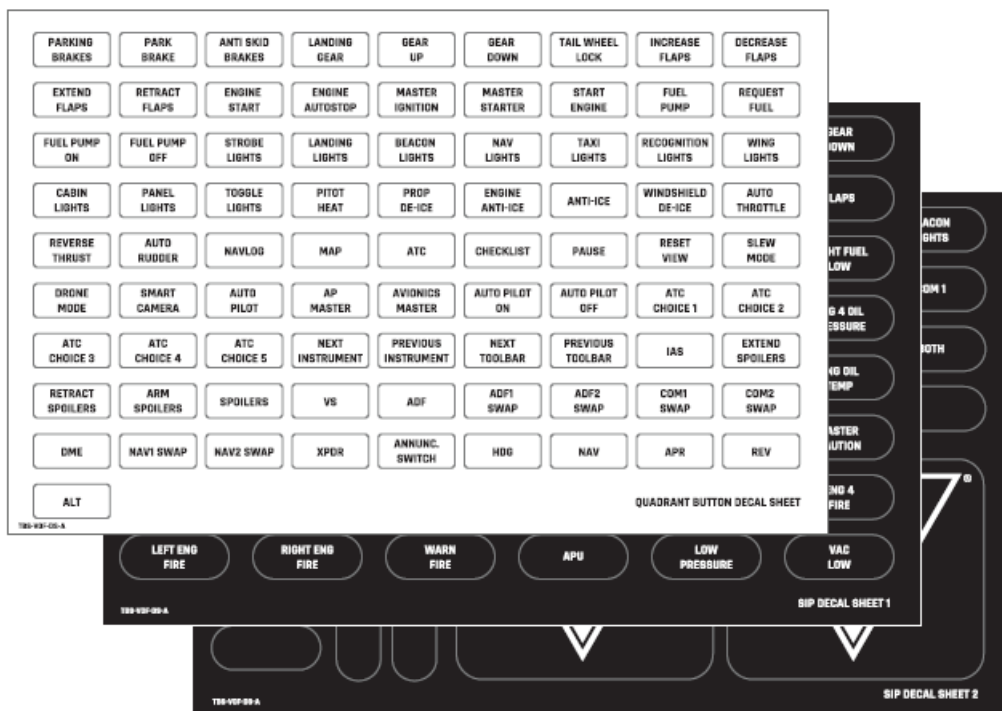
CUSTOM PROFILE ASSIGNMENTS

Below is a list of the controls on the VelocityOne Flight that can be re-assigned. There is no limit to the amount of profiles you can create within Microsoft Flight Simulator.

To see which controls are assigned to which features, please click **here**.

Turn Yoke Left/Right	A	POV-2 Up	B1
Pull/Push Yoke	B	POV-2 Down	B2
LT	X	POV-2 Left	B3
RT	Y	POV-2 Right	B4
Trim Wheel	LB	HAT-1 Up	B5
Quad Lever 1	RB	HAT-1 Down	B6
Quad Lever 2	View Icon	HAT-1 Left	B7
Quad Lever 3	Menu Icon	HAT-1 Right	B8
Quad Lever 4	POV-1 Up	HAT-2 Up	B9
TPM Throttle	POV-1 Down	HAT-2 Down	B10
TPM Prop	POV-1 Left	HAT-2 Left	B11
TPM Mixture	POV-1 Right	HAT-2 Right	B12

Yoke Sticking In One Place

Out of the box, the yoke for your VelocityOne Flight may feel "sticky" or briefly "stick" in one place when it is used. The yoke will break in over time, and that "stickiness" should be reduced over time as the unit is used.
If you'd like to reduce that sticking, you can carefully pull the yoke shaft out to its full extension and gently rub the shaft surface down with a clean, dry paper towel, then carefully move the yoke shaft fully forward. Again, this stickiness should reduce as the unit is used, so you can alternatively just use the controller for a while, and the problem will fade away with use.
NOTE: Never use any kind of lubricant, oil or cleaner in any of the mechanical parts of the VelocityOne Flight. Doing so will attract dust into the various mechanisms or even corrode plastic surfaces, either of which will worsen performance severely.

Status Indicator Panel (SIP)

The **Status Indicator Panel (SIP)** is located just below the Yoke, and shows the status of the plane during flight. This panel reacts to real-time events in Microsoft Flight Simulator.*****

The unit comes with two SIP inserts — one will have a standard array of controls listed, and the other will be blank. Currently only the default insert (the one with the standard array of controls) is applicable — we will be developing the customization options over time via upcoming firmware updates. When this happens, you will be able to use the labels included on the Decal Sheet to customize that second (blank) SIP insert with your preferred array and arrangement of functions.

The standard insert will have the following arrangement of functions.

LEFT OF YOKE		RIGHT OF YOKE	
Parking Brakes	Landing Gear	Master Warning	Master Caution
Flaps Down	Stall Warning	Fuel Low	Eng Oil Temp
Auto Pilot	Volts Low	CHT/EGT	ALT

The SIP inserts are held in place via magnets, and can be easily removed and replaced. Once you have added your preferred decals to the blank SIP insert, go to the Settings section on the FMD and select the corresponding SIP Mode option to make sure the status alerts match your physical SIP setup.
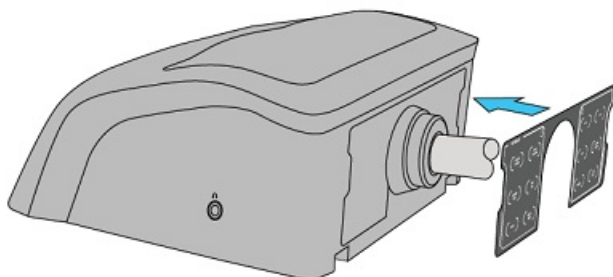

*Please Note: This feature has been implemented **for Windows 10/11 PCs only**. **We are currently working with Microsoft to develop the SIP for Xbox users in MSFS2020.** For full instructions on how to update the VelocityOne Flight's firmware via the Control Center, please click **here**. For full instructions on how to enable the SIP for your VelocityOne Flight for PC use, please click **here**.

DECAL SHEET

The VelocityOne Flight unit comes with a decal sheet with a variety of labels for the blank SIP insert. Use these decals/labels to customize that blank SIP insert to your preference.
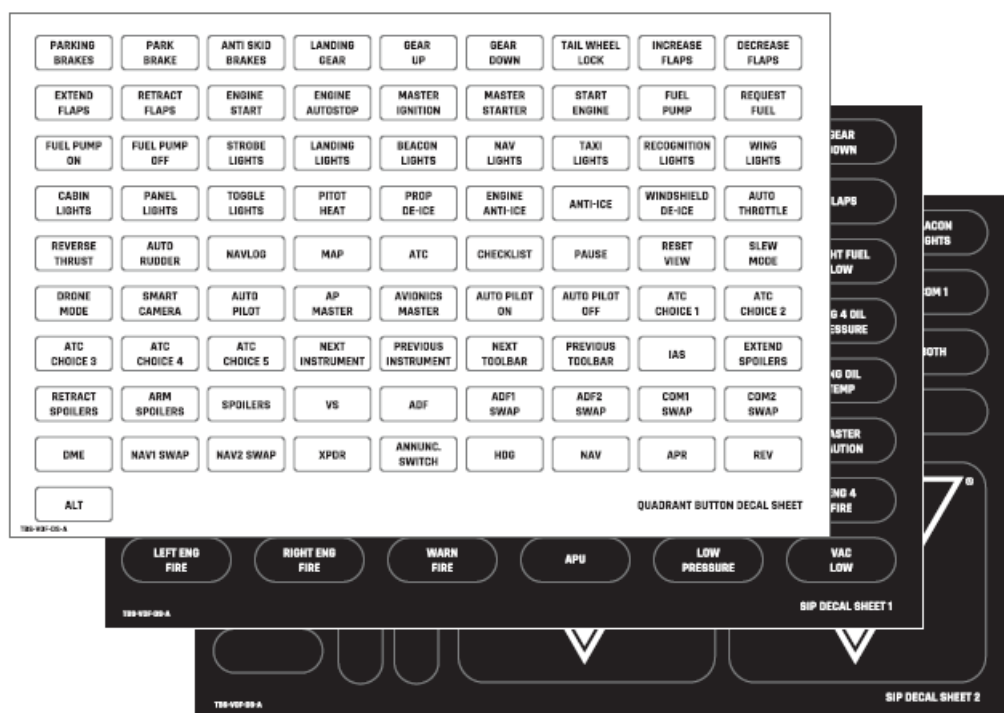
SIP FUNCTIONALITY (WINDOWS 10/11 ONLY)

Please Note: This update is for **Windows 10/11 PCs only**, and requires the **SIP Connect 1.2 utility**, available [here](#). **We are currently working with Microsoft to develop the SIP for Xbox users in MSFS2020.**

This update, released on **6/07/2022**, fixes some small bugs with the SIPConnect utility. If you had installed the previous 1.0.5 Beta utility, or the 1.1.0 utility, we recommend deleting them **before** downloading the current 1.2 utility – to do so, simply delete the old utility folder.

The SIP Connect 1.2 utility is available **[here](#)**, and includes the **'SIPConnect-1.2.exe' program**, the **configuration guide .pdf**, and a few **.dll files**, all of which **must** be kept in the **same** folder in order for the software to work.

As of this release, the SIP Connect 1.2 utility is compatible with the following games:

- Microsoft Flight Simulator 2020 (MSFS 2020)
- XPlane-11
- Elite: Dangerous

To use the SIP Connect 1.2 utility:

1. Download the .zip file to your preferred location on your computer. Unzip the contents of that file, and save all of those files in the same folder.
2. Connect the VelocityOne Flight unit to the computer, and then use the FMD buttons on the unit to make sure that the PC Input Mode is selected.
3. With PC Input selected, use the FMD buttons on the VelocityOne Flight unit to go to **SETTINGS >> SIP PANEL MODE**, and select **SIP FP001**.

4. Next, double-click the "**SIPConnect-1.2**" file in the unzipped folder. When the program is initially opened, your system may not trust the 'SIPConnect-1.2.exe' file the first time. You may see a blue window with a button that says 'Do Not Run'. Under the main text, click**More Info**(this will be<u>underlined</u>), which will then show a**Run Anyway**button. Select that**Run Anyway**option. This will tell your PC to trust the file in future and allow it to run without the prompt.

   - You will see a grey triangular Turtle Beach icon on your system tray (bottom-right corner of the screen, near the date/time).

5. Right-click that Turtle Beach icon in the system tray. You will see a list of available software, including Microsoft Flight Sim 2020 (MSFS 2020). Select your desired software.

   - If your Microsoft Flight Sim is in the fullscreen mode, you may need to run MSFS in Window mode instead of Full-Screen, or Alt-Tab to a different (non-fullscreen) window to access that system tray. Do NOT fully close the Flight Sim completely.

   - In addition: You will notice in the SIP menu that there are multiple titles of software/games, in addition to MSFS. The SIP has been tested (and works with) these titles — please be aware that the VelocityOne Flight Controller button/axis bindings will need to be manually configured in these other titles. In addition, some users have experienced intermittent bugs with controllability in these additional titles, in rare cases resulting in loss of control of their aircraft. We are working with software and game developers to address the stability, and are looking to implement full functionality for additional titles in the future.

6. Click "Connect" (located under the list of available software). All of the LEDs on the SIP will go dark, and then cycle once through each LED in green.

7. Finally, press Start to allow the program to begin passing data to the VelocityOne Flight.

   - Again: If your Flight Sim is in fullscreen mode, you may need to Alt-Tab to a different (non-fullscreen) window. Do NOT close the Flight Sim completely.

8. When you are finished using the VelocityOne Flight, click "Exit" to stop communications between the VelocityOne Flight unit and the game, and close the SIP Connect program.

PLEASE NOTE: The SIPCONNECT-1.2 file needs to be opened/run every time the VelocityOne Flight unit is used with the PC. If this is not run, the SIP lights will not react to in-game events.

Again: You will notice in the SIP menu that there are multiple titles of software/games, in addition to MSFS. The SIP has been tested (and works with) these titles — please be aware that the VelocityOne Flight Controller button/axis bindings will need to be manually configured in these other titles. In addition, some users have experienced intermittent bugs with controllability in these additional titles, in rare cases resulting in loss of control of their aircraft. We are working with software and game developers to address the stability, and are looking to implement full functionality for additional titles in the future.

Detent Buttons Don't Appear In Flight Sim After Update On Xbox

If you **update the firmware** for your VelocityOne Flight unit, but the **Detent buttons** do not appear in **Microsoft Flight Sim 2020 on Xbox**, please do the following.

1. Close out of and quit Microsoft Flight Sim 2020 completely.
2. From the console's menus, **restart** the console. Once the console itself powers down completely, **disconnect** the VelocityOne Flight's **RED** cable from the console.

3. Wait for the Xbox to restart. Let the console load up fully, and then open Flight Sim **with the VelocityOne Flight still disconnected from the console**.

4. Once Flight Sim has fully loaded to the home screen, **reconnect** the VelocityOne Flight's **RED** cable to the console.

5. Go to **Options** and select a profile. Check to make sure the new Detent buttons are listed. Those buttons will appear as **Joystick Button 41-Joystick Button 44**.

6. Once the Detent buttons appear in the list, you can assign your preferred features (Reverse Thrust is common) to those buttons.

For instructions on how to create a custom profile, please click **here**.

After performing those steps, those Detent buttons should appear in the list of available controls.

Plane "Drifts" While Flying In Microsoft Flight Simulator

If your plane seems to be drifting off course when flying in Microsoft Flight Simulator, or you need to constantly adjust the yoke to keep the plane flying straight and level, this may not be an issue with the VelocityOne Flight.

Microsoft Flight Simulator does have some features that mimic real-life conditions, including light and weather conditions, as well as wind. This helps to provide a realistic and authentic flight experience — as such, you will likely need to continually make small adjustments for those conditions.

To troubleshoot this, please do the following.

1. First, when in a flight, put the VelocityOne Flight in the training mode. Then, leave the controls alone. Does the training mode register that the yoke is being engaged at all?

2. If the yoke does not register in the training mode when it is not touched, disconnect the VelocityOne Flight from the console and connect an Xbox controller to the console. Do you still need to continually make those small adjustments?

If the VelocityOne Flight yoke does not register in the training mode when it isn't touched, and you still need to make those adjustments even when using a controller, this "drift" is likely a result of those in-game weather and wind conditions, and there is likely no issue with your VelocityOne Flight.

If you are having a different issue, or these steps do not resolve the issue you are having, please contact support for **further assistance**.

Re-Calibration Process

The VelocityOne Flight will come fully calibrated; this information is stored within the product itself. If you notice a deviation in this calibration, the unit may need to be calibrated.
PLEASE NOTE: Please make sure the Quadrant Levers are set to the point marked 0 on the unit before beginning this process, as shown in the following images. The Levers should be set to the point marked in green (NOT the point marked in red).
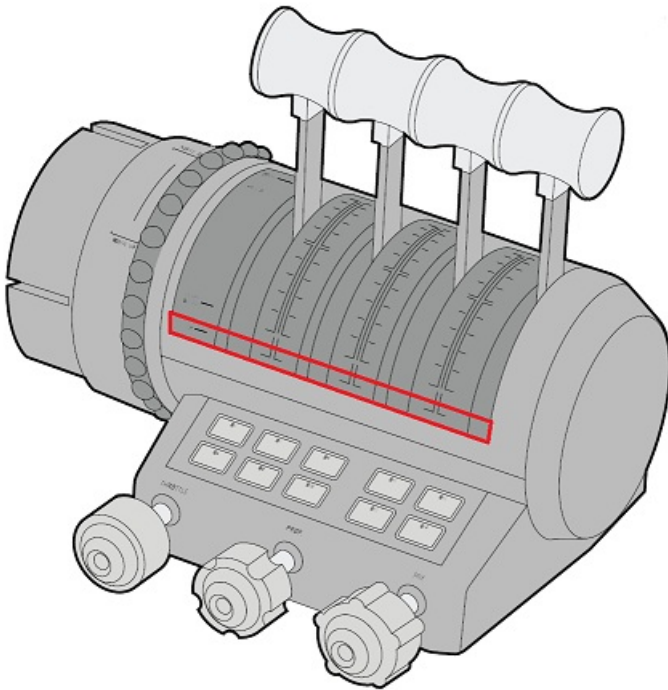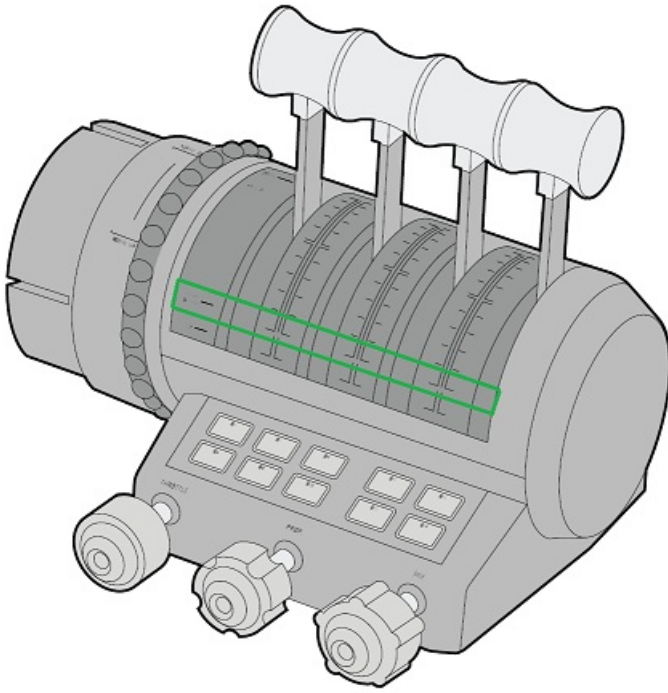
To do so:
1. Disconnect the VelocityOne Flight from the console/PC it is being used with.

2. Hold the Menu and View buttons (highlighted in blue in the image below) down at the same time. Do not release these buttons until the next step has been completed.
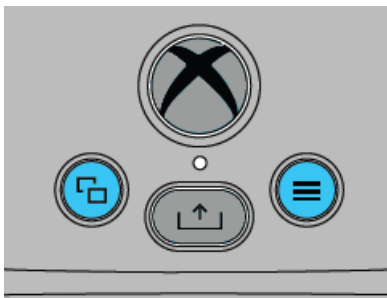
3. Connect the VelocityOne Flight back to the console/PC. The Status Indicator Panels (SIP) LEDs will flash green to indicate the unit is in the calibration mode. Once those LEDs flash green, release the Menu and View buttons.

4. Now that the unit is in the calibration mode, you'll need to calibrate every axis on the unit – if one axis is not calibrated during this process, no calibration data will be saved for that axis/control, and that axis/control will not operate correctly.

To calibrate the controls:

1. Turn the Yoke from left to right

- Move the yoke the maximum range of movement.

2. Pull the Yoke in and out

- Move the yoke shaft the maximum range of movement.

3. LT/RT Triggers

- Fully move the LT trigger once, and then fully move the RT trigger once. Repeat this three times.

4. Trim Wheel

- One full range of movement equals three full rotations of the wheel. Rotate the wheel three times in one direction, and then three times in the opposite direction. Finally, rotate the wheel three times in the original direction.

5. All Quadrant Levers

- For these levers, the operational range we want to capture is from the points marked 0-100 on the unit itself. While the lever handle itself can be set past the 0-point when fully in down position, do NOT start the calibration movement from this position. Again, make sure the levers are set to the point highlighted in green in the following image — not the area highlighted in red.
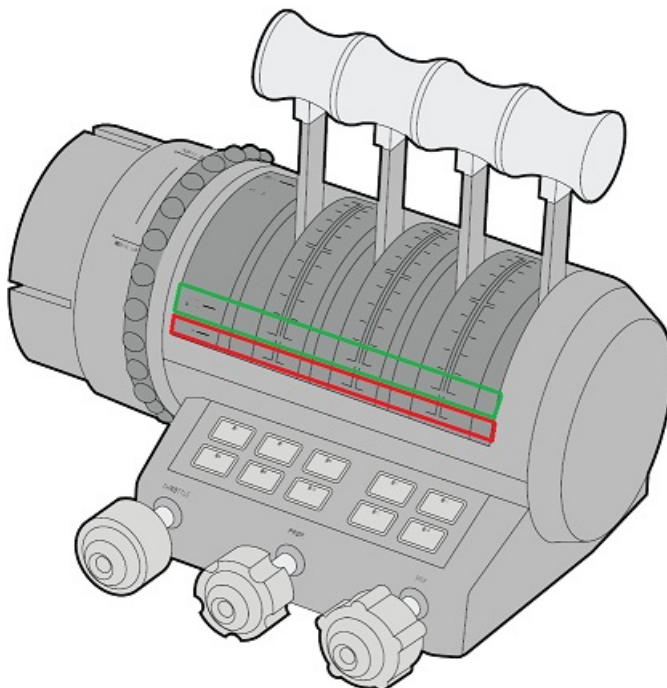
- Move the Quadrant Levers from the 0-point to the 100-point, one at a time.

7. All Vernier Levers

- One at a time, move the Vernier Levers to their maximum movement range.

Once you have confirmed that all axes have been moved/calibrated, press the B3 button on the Quadrant. This

will save the new calibration data.

The product will reboot; once this happens, the new calibration data will be used.

If you are having issues with calibration that are not resolved by re-calibrating the unit, please contact our **support team** for further assistance.

Control Center (Update Firmware)

For the best experience (and to enjoy the full range of available features), we recommend keeping your VelocityOne Flight unit updated to the latest version of the firmware.

Information about the latest firmware update is available below:

Model	Firmware Version	Date	Notes
VelocityOne Flight Universal Control System	1.1.0	1/26/2022	-Added Status Indicator Panel (SIP) communication lines in PC Input Mode -Added 4x Detent Buttons to the Quadrant Model in both PC and Xbox Input Modes

For more information regarding the update to the Status Indicator Panel, please click **here**.
For more information regarding the 4x detent buttons, please click **here**.

To update your VelocityOne Flight unit, please do the following:

1. First, download the Turtle Beach Control Center app. This app is available for both Xbox and PC.

- If you are using your VelocityOne Flight with an Xbox, simply search for "Turtle Beach Control Center".
- If you are using your VelocityOne Flight with a PC, click **here**, and then select "Get it from Microsoft".

2. Open the Control Center app, and connect the VelocityOne Flight to the platform you are using to update the firmware. The cables for the VelocityOne Flight need to be securely connected to their corresponding ports — the VelocityOne cables are color-coded, so make sure the cables match the ports they are connected to.
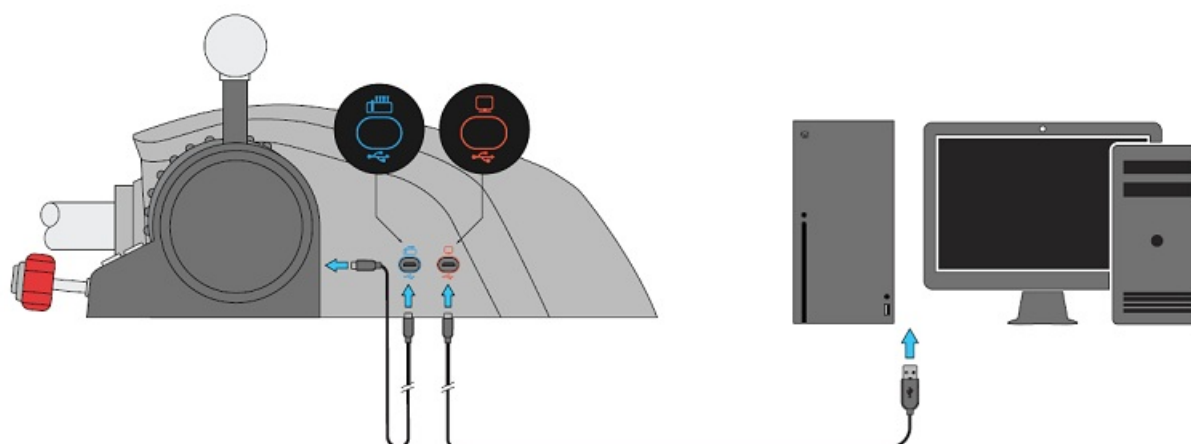
3. The Control Center will show images of the VelocityOne Flight, along with the Recon Controller and the Recon Controller (White). Select the VelocityOne Flight. Then, follow the on-screen instructions to reboot your device into the Update Mode. (The VelocityOne Flight's FMD screen will read "UPDATE MODE".

- Please note: While your VelocityOne Flight is in the Update Mode, please use the mouse/controller to navigate.

4. The Control Center will check for — and automatically apply — any available firmware updates.

5. After the firmware update is complete, the Control Center screen will read "Your Device Is Up To Date". Once you see this message confirming the firmware update has been successfully completed, navigate to the top-right corner of the window (or click the Escape key) and confirm you want to exit the application.

6. Once the firmware is updated and the Control Center is closed, disconnect and then reconnect the VelocityOne Flight unit to the platform you'd like to use it with, even if that platform is the same one you used to update the firmware. This will reboot the unit back into the normal operating mode.

7. Once the unit is reconnected, check the FMD screen:

- Make sure the firmware version (bottom right corner of the FMD screen) is correct.
- Make sure the Input Mode (bottom left corner of the FMD screen) matches the platform you'll be using the unit with.
- Make sure the Profile selected (top left corner of the FMD screen) is the one you want to use.

If the firmware version is incorrect, try performing that firmware update again. If you are experiencing any issues updating the firmware, please contact our **support team**.

If the Input Mode or Profile are incorrect, simply use the FMD buttons to switch to the correct settings within the menus.

For more information — including a quick walkthrough of the process — please check out **this video** (*timestamped to 0:45 for information specifically regarding the firmware update process)* .

Xbox Setup

To set up your VelocityOne Flight with an Xbox console, please do the following.

For the first use of the VelocityOne Flight, you'll need to assemble the unit, as shown below:

1. First, align the throttle quadrant to the yoke base, and slide it into place until the units click. To remove the throttle Quadrant, press the release button (located on the back of the throttle quadrant, next to the trim wheel).

2. Then, lift the lid to reveal the clamp tool. Loosen the screws to extend the clamps. Place the yoke base onto your surface, and then tighten the screws to secure the controller.

3. For scenarios where the desk clamp can't be used, simply peel and apply the micro suction tape to the highlighted areas in the image below, and then press the VelocityOne Flight firmly onto your surface.

4. To change the quadrant handles, gently grasp and then pull on the throttle quadrant lever handles to remove them. Then push your preferred handles onto the levers until they click into place.

5. Connect the VelocityOne Flight's included cables to the unit itself, and then to respective ports on the console/throttle quadrant. Please note that these cables and jacks are color coded and are **not** interchangeable.

6. Ensure that the Xbox Mode is selected on the Velocity Flight menu.
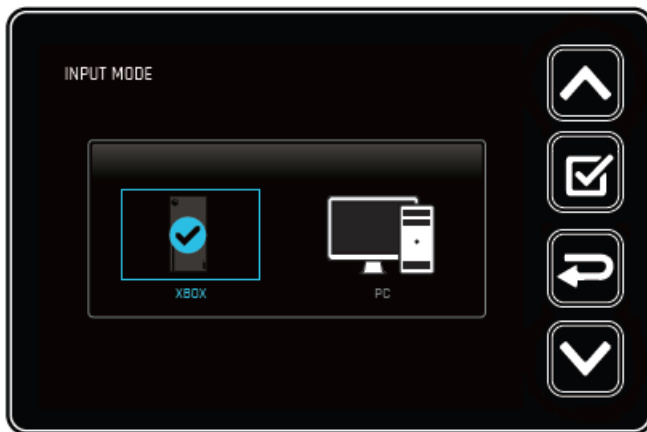
7. **(Optional)** If you're using a headset with the VelocityOne, plug the headset into the 3.5mm headset jack on the unit. You should then be able to hear the audio through the headset.
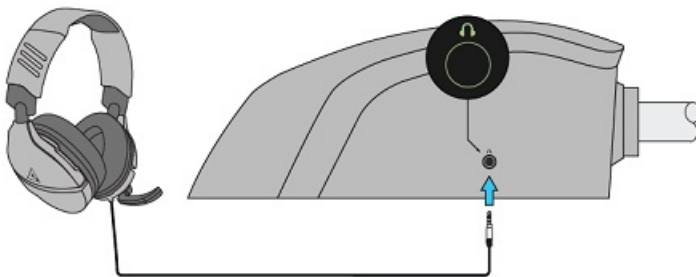
PLEASE NOTE: When adjusting audio settings via the Guide menu, the Xbox audio menu will show the settings for the device connected to the controller used to press the Guide button. To adjust the audio settings and volume for a headset connected to the VelocityOne Flight, you'll need to press the guide button on the VelocityOne Flight, not on your controller.

8. In the Microsoft Flight Simulator menus, make sure the profile selected is the correct profile you want to use — and that the profiles in both the Flight Simulator menu and on the VelocityOne Flight itself match.

You should now be ready to use the headset and VelocityOne Flight unit.

Detent Buttons

This applies to both PC and Xbox Modes – this firmware version (1.1.0) adds four buttons, located at the bottom of the four Quadrant Levers. Before you can map these buttons, you'll need to perform that firmware update. Full

instructions for doing so are available **here**.

PLEASE NOTE:

- These buttons are traditionally used for Reverse Thrust functions – but can be set to any desired feature.
- These controls must be mapped manually (for full instructions on mapping the VelocityOne Flight controls/creating a custom profile, please click **here**).

To map those detent controls to their popular/common Reverse Thrust option – on either PC or Xbox – please do the following:

1. First, load up Microsoft Flight Simulator.

3. Go to the Control Options screen, and select VelocityOne Flight. You'll need to either duplicate one of the existing profiles, edit an already-existing custom profile, or **create a new custom profile.** These instructions can be used for Twin Engine Jets, as well as 4-Engine and Single-Engine aircraft.

4. Locate the assignment functions for **Throttle X Decrease** and **Throttle X Cut** – the **X** will be equal to the engine number on the aircraft.

5. Set your throttle levers to the **0** position – just above the final click/detent position.

6. When you find Throttle X Cut, click inside the assignment box to reveal the assignment editor.

7. Then, click the **START SCANNING** box, and when prompted, move the throttle lever into the detent zone and then back to 0 again. A button number will appear. Set the **Action Type** to **ON RELEASE**, and then click **VALIDATE**.

- ○ ○ ○ ○ You can also select the button input number from the Dropdown list.

Those button numbers are as follows:

FLIGHT CONTROL (VELOCITYONE FLIGHT)	ON-SCREEN BUTTON NAME (WHEN IN PC MODE)	ON-SCREEN BUTTON NAME (WHEN IN XBOX MODE)	DEFAULT PROFILE	SINGLE-ENGINE PROP PROFILE	TWIN-ENGINE JET PROFILE
LEVER 1 DETENT BUTTON	Button 11	Button 41	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 2 DETENT BUTTON	Button 12	Button 42	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 3 DETENT BUTTON	Button 13	Button 43	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 4 DETENT BUTTON	Button 14	Button 44	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
** PLEASE NOTE: Detent Controls (Buttons 11-14 in PC Mode and 41-44 in Xbox Mode) are available only on Firmware Version 1.1.0. For more information on updating the firmware for your VelocityOne Flight, please click [here](#).**					

8. Repeat the assignment process for **Throttle X Decrease**. Again, set the **Action Type** to **ON RELEASE**, and click **VALIDATE**.

9. Repeat this process for all throttle controls in your profile. Make sure that the **Throttle Decrease** and **Throttle Cut** numbers are **matched** to the **button that corresponds to that same throttle lever**.

- **For example:** If **LEVER 1** is set to **THROTTLE 1 AXIS**, the detent button/control should be set to **THROTTLE 1 CUT** and **THROTTLE 1 DECREASE**.

10. Once these are assigned, you can save your profile and then test it out with a flight.

List Of Programmable Controls

The VelocityOne Flight's various controls are programmable, to better customize your Flight Sim experience.

The following table details the standard profiles for the unit. There are **three** pre-made profiles: **Default**, **Single Engine Prop**, and **Twin-Engine Jet**. The Default profile controls will be the same no matter which Input (Xbox or PC) is selected. You can also create and customize an unlimited amount of profiles for your VelocityOne Flight within Microsoft Flight Simulator.

** In addition, firmware update 1.1.0 added 4 new detent buttons that can be mapped to any preferred feature (though these are commonly used for Reverse Thrust) — for more information about those new buttons, please click [here](#). **

PLEASE NOTE: The profile selected within the Microsoft Flight Simulator menus MUST MATCH the profile selected on the VelocityOne Flight. If the profile selected in the Flight Simulator is not the same as the profile selected on the VelocityOne Flight, the controls will not match the on-screen instructions.

LEFT YOKE CONTROLS					
FLIGHT CONTROL (VELOCITY ONE FLIGHT)	**ON-SCREEN CONTROL NAME (WHEN IN PC MODE)**	**ON-SCREEN CONTROL NAME (WHEN IN XBOX MODE)**	**DEFAULT PROFILE**	**SINGLE-ENGINE PROP PROFILE**	**TWIN-ENGINE JET PROFILE**
POV-1	**POV-0**	**POV**	Quickview (In Direction Pressed)	Cockpit Freelook (In Direction Pressed)	Cockpit Freelook (In Direction Pressed)
B1	**Button 9**	**Button 9**	Cursor Toggle	Change View	Change View
HAT-1 Up	**Button 13**	**Button 23**	Next Instrument View	Next Instrument View	Next Instrument View
HAT-1 Down	**Button 15**	**Button 25**	Previous Instrument View	Previous Instrument View	Previous Instrument View
HAT-1 Left	**Button 16**	**Button 26**	Not Assigned	Aileron Trim Left	Aileron Trim Left
HAT-1 Right	**Button 14**	**Button 24**	Not Assigned	Aileron Trim Right	Aileron Trim Right
LB	**Button 5**	**Button 5**	Camera Modifier	Left Brake	Left Brake
LT	**L-Axis Z**	**L-Axis 2**	Left Rudder	Left Rudder	Left Rudder

RIGHT YOKE CONTROLS					
FLIGHT CONTROL (VELOCITYONE FLIGHT)	ON-SCREEN BUTTON NAME (WHEN IN PC MODE)	ON-SCREEN BUTTON NAME (WHEN IN XBOX MODE)	DEFAULT PROFILE	SINGLE-ENGINE PROP PROFILE	TWIN-ENGINE JET PROFILE
POV-2	POV-1	Button 15-22	Freelook (In Direction Pressed)	External Freelook (In Direction Pressed)	External Freelook (In Direction Pressed)
B2	Button 10	Button 10	Brakes	Reset View	Reset View
HAT-2 Up	Button 13	Button 23	Decrease Flaps	Camera Modifier	Camera Modifier
HAT-2 Down	Button 15	Button 25	Increase Flaps	Systems Modifier	Systems Modifier
HAT-2 Left	Button 16	Button 26	Parking Brake	Left Rudder Trim	Left Rudder Trim
HAT-2 Right	Button 17	Button 27	Landing Gear	Right Rudder Trim	Right Rudder Trim
RB	Button 5	Button 5	Systems Modifier	Right Brake	Right Brake
RT	L-Axis Z	L-Axis 2	Right Rudder	Right Rudder	Right Rudder

YOKE					
FLIGHT CONTROL (VELOCITYONE FLIGHT)	**ON-SCREEN BUTTON NAME (WHEN IN PC MODE)**	**ON-SCREEN BUTTON NAME (WHEN IN XBOX MODE)**	**DEFAULT PROFILE**	**SINGLE-ENGINE PROP PROFILE**	**TWIN-ENGINE JET PROFILE**
Turn Yoke Left	**L-Axis X**	**L-Axis 4**	Aileron (Roll Plane Left)	Aileron (Roll Plane Left)	Aileron (Roll Plane Left)
Turn Yoke Right	**L-Axis X**	**L-Axis 4**	Aileron (Roll Plane Right)	Aileron (Roll Plane Right)	Aileron (Roll Plane Right)
Pull Yoke	**L-Axis Y**	**L-Axis 3**	Elevator (Increase Plane Pitch)	Elevator (Increase Plane Pitch)	Elevator (Increase Plane Pitch)
Push Yoke	**L-Axis Y**	**L-Axis 3**	Elevator (Decrease Plane Pitch)	Elevator (Decrease Plane Pitch)	Elevator (Decrease Plane Pitch)

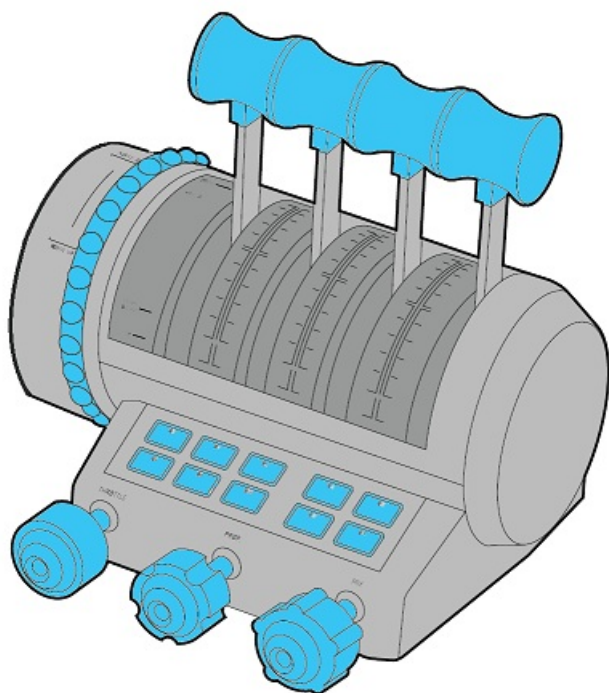| FLIGHT MANAGEMENT DISPLAY (FMD)					
FLIGHT CONTROL (VELOCITYONE FLIGHT)	ON-SCREEN BUTTON NAME (WHEN IN PC MODE)	ON-SCREEN BUTTON NAME (WHEN IN XBOX MODE)	DEFAULT PROFILE	SINGLE-ENGINE PROP PROFILE	TWIN-ENGINE JET PROFILE
A	Button 1	Button 1	Smart Camera	Smart Camera	Smart Camera
B	Button 2	Button 2	Reset View	Display Checklist	Display Checklist
X	Button 3	Button 3	Spoilers (Reduce Lift When Landing)	Display Navlog	Display Navlog
Y	Button 4	Button 4	Autopilot Master On/Off	Display ATC	Display ATC
FMD Select	N/A	N/A	Select Highlighted FMD Option	Select Highlighted FMD Option	Select Highlighted FMD Option
FMD Up	N/A	N/A	Previous FMD Option	Previous FMD Option	Previous FMD Option
FMD Down	N/A	N/A	Next FMD Option	Next FMD Option	Next FMD Option
FMD Back	N/A	N/A	Previous FMD Menu	Previous FMD Menu	Previous FMD Menu
XBOX BUTTONS will behave as normal, no matter which profile is selected on the VelocityOne Flight/within the Flight Simulator.					

MODULAR THROTTLE QUADRANT

FLIGHT CONTROL (VELOCITYONE FLIGHT)	ON-SCREEN BUTTON NAME (WHEN IN PC MODE)	ON-SCREEN BUTTON NAME (WHEN IN XBOX MODE)	DEFAULT PROFILE	SINGLE-ENGINE PROP PROFILE	TWIN-ENGINE JET PROFILE
Trim Wheel	Slider X	L-Axis 11	Elevator Trim (For Fine Pitch Control)	Elevator Trim (For Fine Pitch Control)	Elevator Trim (For Fine Pitch Control)
Quadrant 1 Lever	Slider Y	L-Axis 1	Throttle Axis (Alters Thrust Level)	Throttle Axis (Alters Thrust Level)	Spoiler Axis (Reduces Lift)
Quadrant 2 Lever	R-Axis X	L-Axis 5	Not Assigned	Prop Axis (Alters Prop Angle)	Throttle 1 Axis (Left Engine)
Quadrant 3 Lever	R-Axis Y	L-Axis 6	Not Assigned	Mixture Axis (Alters Fuel-To-Air Ratio)	Throttle 2 Axis (Right Engine)
Quadrant 4 Lever	R-Axis Z	L-Axis 7	Not Assigned	Flaps Axis (Gain Lift At Low Speed)	Flaps Axis (Gain Lift At Low Speed)
Throttle Lever	L-Axis X	L-Axis 8	Throttle 1 Axis (For Single Engine)	Throttle 1 Axis (For Single Engine)	Not Assigned
Propeller Lever	L-Axis Y	L-Axis 9	Not Assigned	Propeller 1 Axis (For Single Engine)	Not Assigned
Mixture Lever	L-Axis Z	L-10	Not Assigned	Mixture 1 Axis (For Single Engine)	Not Assigned
B3	Button 1	Button 31	Start Engine	Start Engine	Start Engine
B4	Button 2	Button 32	Stop Engine	Parking Brakes	Parking Brakes
B5	Button 3	Button 33	Not Assigned	Fuel Pump	Arm Auto Throttle
B6	Button 4	Button 34	Not Assigned	Fuel Valve	Throttle Reverse Thrust
B7	Button 5	Button 35	Not Assigned	Decrease Flaps (For Level Flight)	Decrease Flaps (For Level Flight)
B8	Button 6	Button 36	Not Assigned	Increase Flaps (For Takeoff, Landing)	Increase Flaps (For Takeoff, Landing)
B9	Button 7	Button 37	Not Assigned	Autopilot Master On/Off	Autopilot Master On/Off
B10	Button 8	Button 38	Not Assigned	Taxi Lights	Taxi Lights
B11	Button 9	Button 39	Not Assigned	Landing Gear	Landing Gear

B12	Button 10	Button 40	Not Assigned	Landing Lights	Landing Lights
LEVER 1 DET ENT BUTTON	Button 11	Button 41	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 2 DET ENT BUTTON	Button 12	Button 42	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 3 DET ENT BUTTON	Button 13	Button 43	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)
LEVER 4 DET ENT BUTTON	Button 14	Button 44	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)	Custom (Often Assigned To Reverse Thrust)

** PLEASE NOTE:** Detent Controls (Buttons 11-14 in PC Mode and 41-44 in Xbox Mode) are available **only** on Firmware Version 1.1.0. For more information on updating the firmware for your VelocityOne Flight, please click **here**.**

Create A Custom Profile

It is possible to create a profile with custom button/control assignments for the VelocityOne Flight within Microsoft Flight Simulator, to further personalize your flight experience. This article details the best way to do so on the Xbox.

PLEASE NOTE: You will need an Xbox controller for this process.

1. With the VelocityOne Flight connected to the Xbox, launch the Flight Sim. Then, use the controller to navigate to and select "Options" in the Flight Sim home screen.
2. The screen will then show three main options: **General Options**, **Assistance Options**, and **Controls Options**. Select **Controls Options**.
3. The next screen will have a list of the various control categories. To the left, there will be a search box and filter options. Above this you will see the controller and controller profile listed. Use the left stick on the controller to highlight **VELOCITYONE FLIGHT** as the Controller. Press **A** on the controller to select the Yoke, and then **X** to open the Preset Manager.
4. Use the controller to navigate to the **New Profile** option (plus sign icon) on the screen, and press **A**.
5. Navigate to and select the **Profile Name Field**, and then use the on-screen keyboard to name your new profile. You do not have to use a specific name.
6. Once you have named your new profile, select "**OK**".
7. Then, highlight the **Filter Box**, and change the **Filter Value** to **ALL**.
8. The central area of the screen should update to show all of the assignment categories
   — **Camera**, **Miscellaneous**, **Menu**, **Instruments and Systems**, **Flight Control Surfaces**, **Brakes**, **Power Management**, and **Landing Gear**.
9. First, highlight and select the **FLIGHT CONTROL SURFACES** category.
10. Then, highlight and select the **PRIMARY CONTROL SURFACES** subcategory.
11. Highlight the **Ailerons Axis** assignment, and press **A** on the controller to open the assignment box.

12. Use the controller to highlight the **Select An Input** dropdown box. Press **A** on the controller to reveal the **Inputs** list. This will show all the buttons and axes available on the VelocityOne Flight to assign.

13. Use the controller to scroll through the list of inputs until you reach the section referring to Axis inputs.

14. Highlight the entry you would like to assign the **Ailerons Axis control** to (in this example, "**Joystick L-Axis 4**").

  ○ A full list of the VelocityOne Flight buttons/controls — including the on-screen button name used by the Flight Simulator — is available **here**.

15. Press **A** on the controller to select the input.

16. Then, use the controller to highlight the **Validate** button, and press **A** on the controller to confirm the assignment. That assignment will now appear in the list.

17. With the controller, highlight the **Reverse Axis** box, and press **A** to add the tick.

18. Press **Y** on the controller to save your progress.

19. Follow this process for the rest of the control assignments.

- **While creating a custom profile, we do recommend regularly pressing Y on the controller to save your progress.**

In addition, it is important to ensure that controls are not assigned to multiple axes — for example, make sure the Vernier Levers and Quadrant Levers do not share any assignments.

PLEASE NOTE: If a custom profile is created within Microsoft Flight Sim, you will not be able to check the exact control assignments through the Training Mode on the VelocityOne Flight unit itself. To double-check any control assignments, you would instead need to go to the Flight Sim profile itself, to see what each control assignment is listed as.
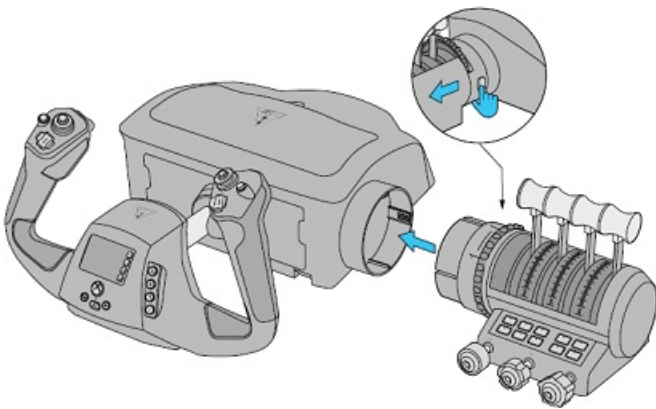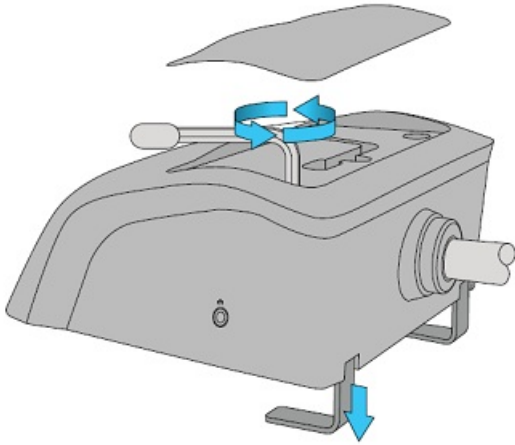

PC Setup

To set up your VelocityOne Flight with a PC, please do the following.
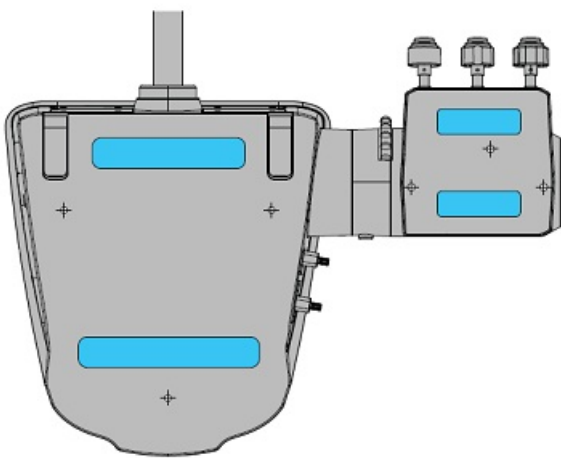For the first use of the VelocityOne Flight, you'll need to assemble the unit, as shown below:
1. First, align the throttle quadrant to the yoke base, and slide it into place until the units click. To remove the throttle Quadrant, press the release button (located on the back of the throttle quadrant, next to the trim wheel).
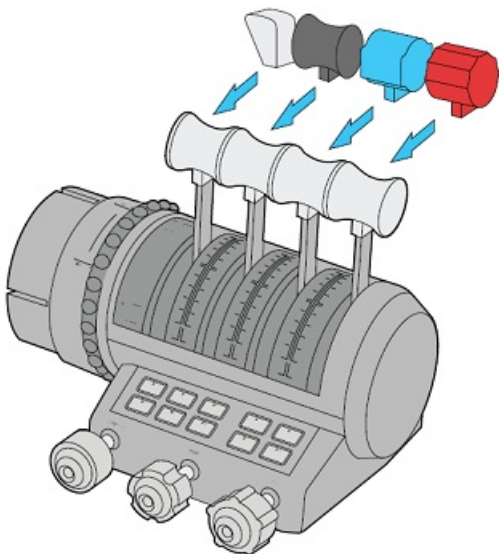

2. Then, lift the lid to reveal the clamp tool. Loosen the screws to extend the clamps. Place the yoke base onto your surface, and then tighten the screws to secure the controller.
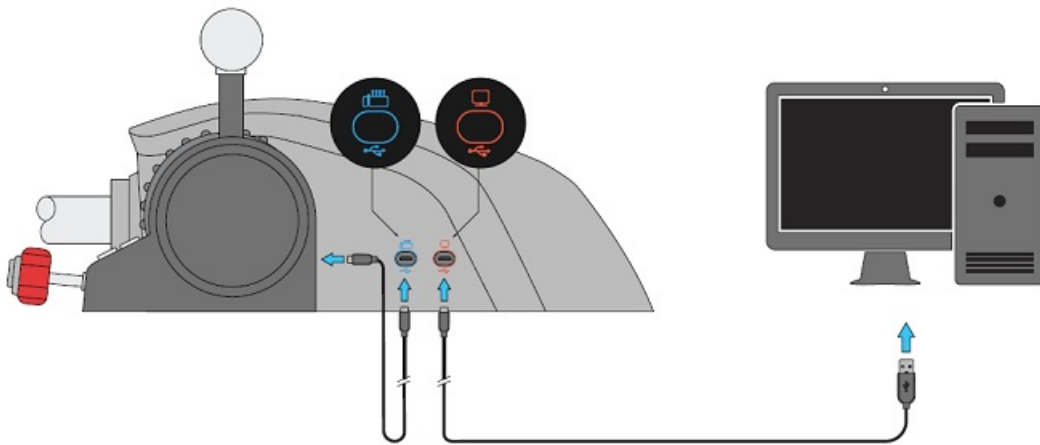
3. For scenarios where the desk clamp can't be used, simply peel and apply the micro suction tape to the highlighted areas in the image below, and then press the VelocityOne Flight firmly onto your surface.

4. To change the quadrant handles, gently grasp and then pull on the throttle quadrant lever handles to remove them. Then push your preferred handles onto the levers until they click into place.

5. Connect the VelocityOne Flight's included cables to the unit itself, and then to respective ports on the console/throttle quadrant. Please note that these cables and jacks are color coded and are **not** interchangeable.

6. Ensure that the PC Mode is selected in the VelocityOne Flight menu.

7. **(Optional)** If you're using a headset with the VelocityOne, plug the headset into the 3.5mm headset jack on the unit. You should then be able to hear the audio through the headset.
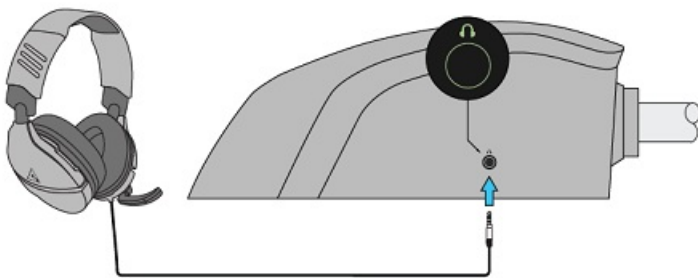
8. If you are using the VelocityOne Flight with a headset, you'll need to set the VelocityOne Flight as the default device within the PC settings. Go to the Control Panel >> Sound (or right-click the speaker icon on the right-side of the Taskbar and select Open Sound Settings) and set the VelocityOne Flight as the default Playback and Recording devices. If you would rather use a different headset or speaker system, instead select that specific headset or speaker system as the default Playback and Recording devices.

9. When in the PC Input Mode, the VelocityOne Flight will appear as two different devices in the Microsoft Flight Simulator menus — one is for the Yoke Base (called YOKE), and the other for the Modular Throttle Quadrant (called QUAD). Make sure the profile selected is selected for both YOKE and QUAD. Please also make sure the profile selected is the correct profile you want to use — and that the profiles in both the Flight Simulator menu and on the VelocityOne Flight itself match.

You should now be ready to use the headset and VelocityOne Flight unit.

Plane Controls And Button Presses Are Ignored By Game

If the plane you are flying in-game does not seem to be following the controls you are using (for example, if you try to use the rudder to turn the plane, but the plane stays on course or even turns the other way), and you see blue arrows on the screen, this is likely not an issue with the unit itself — there may be a specific Assistance setting enabled that will override your button presses.

In the main screen of the game, go to the **Options** menu **>> Assistance >> Pilot**. Turn each setting listed here **OFF**.

With those settings turned **OFF**, test the unit with a different flight. If you can then control the plane with your own button presses, those settings were likely the issue.

If the issue persists, please make sure that the unit is **calibrated**.

Screw Hole Templates

The VelocityOne Flight comes with both desk clamps and suction tape to secure the unit to the desk/surface the unit will be used with. If you would rather secure the unit more permanently (with screws, for example), this is possible with the screw hole template for the unit.
There are two different versions — one template is available in **inches**, and the other in **millimeters**. Both are available for download below.

Template In Inches
Template In Millimeters

Not Compatible With XCloud/Cloud Streaming Version of MSFS 2020

There are different versions of the Microsoft Flight Simulator 2020; one is the standard version of the game, and the other is the Cloud Streaming version, available via Game Pass.
The **Cloud Streaming** (sometimes known as **XCloud**) version of Microsoft Flight Simulator 2020 **does not recognize any third-party controllers**, either on an Xbox console or a Windows PC.

This means that the **VelocityOne Flight** (or other controllers made by companies other than Microsoft) **will not be recognized** — and therefore **cannot be used with** — the XCloud/Cloud Streaming version of Microsoft Flight Simulator 2020.

If you download and install the standard version of Microsoft Flight Sim 2020 (**not** the XCloud/Cloud Streaming version) on your Xbox console or Windows PC via the Game Pass, you will be able to use your VelocityOne Flight with that version of the game.
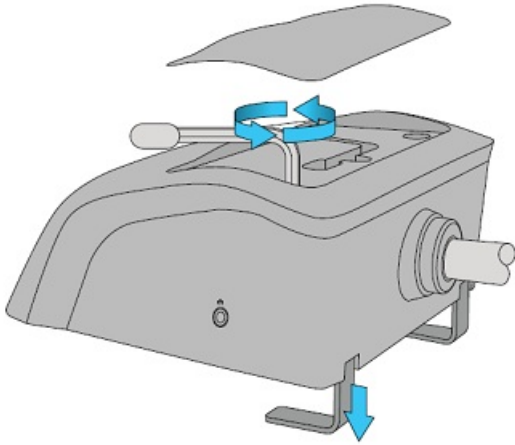

Quick Flight Guide

Here is a Quick Flight Guide to help you use your VelocityOne Flight to get off the ground in Microsoft Flight Simulator.

First, do the following to set up the VelocityOne Flight for use.

1. Align the throttle quadrant to the yoke base, and slide into place until the units click. Press the release button (located on the back of the throttle quadrant, next to the trim wheel) if you want to remove the throttle quadrant.
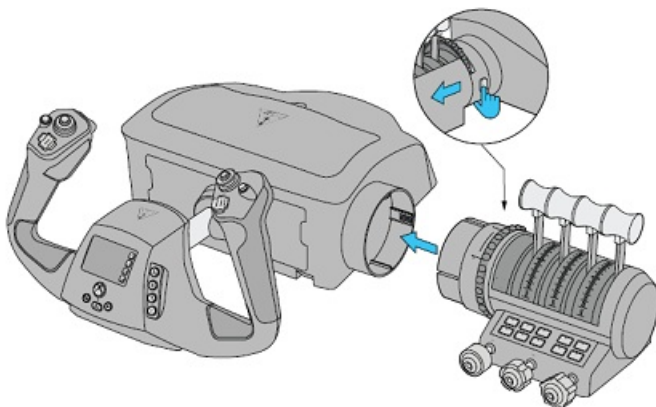

2. Lift the lid to reveal the clamp tool. Loosen the screws to extend the clamps. Place the yoke base onto your surface, and then tighten the screws to secure the controller.

For scenarios where the desk clamp can't be used, simply peel and apply the micro suction tape to the highlighted areas in the image below, and then press the VelocityOne Flight firmly onto your surface.
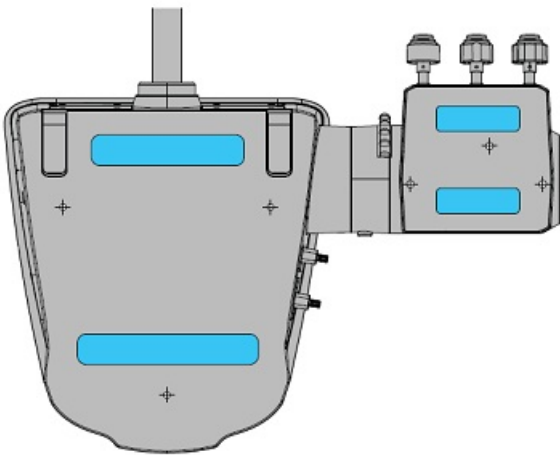
3. Connect the VelocityOne Flight's included cables to the unit itself, and then to respective ports on the console/throttle quadrant. Please note that these cables and jacks are color coded and are **not** interchangeable.
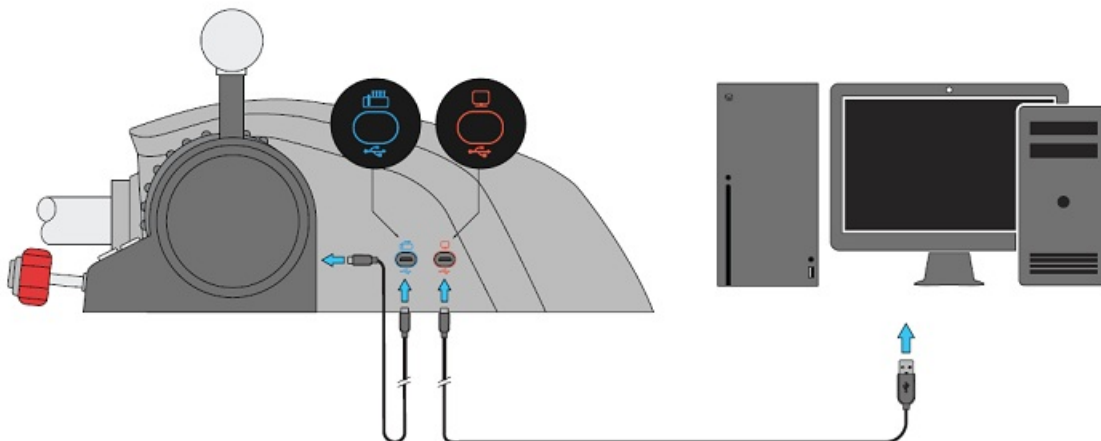
4. Use the FMD controls to select the correct Input Mode — in the image below, the Xbox Input Mode is selected.
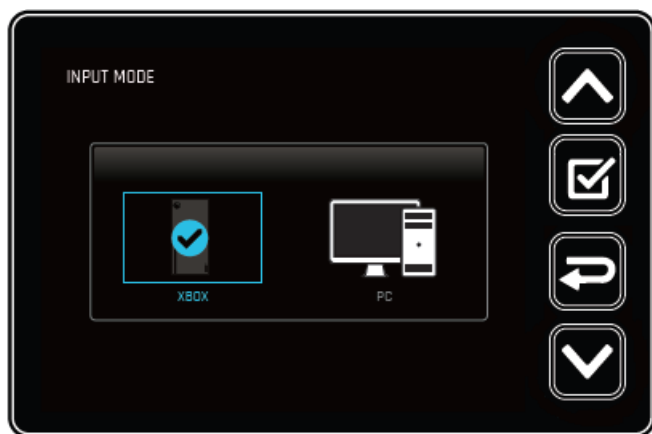
5. Download Turtle Beach Control Center. This is available on both Xbox or PC. The PC version is available **here**.

6, Familiarize yourself with the buttons and controls. You can find a full breakdown of what each button and control does — for the Default profile (active out of the box), but also for the two other profiles initially available — **here**. Those profiles are: **Default Mode**, **Single-Engine Prop**, and **Twin-Engine Jet**.

PLEASE NOTE: In the Microsoft Flight Simulator menus, make sure the profile selected is the correct profile you want to use — and that the profiles in both the Flight Simulator menu and on the VelocityOne Flight itself match.

You can also select a specific profile using the FMD, and then enter the Training Mode to see in real-time what each button does — once you are in the Training Mode, whenever you press a button or otherwise engage a control on the VelocityOne, the FMD will show what that feature that button is assigned to control.

If you are looking for a more in-depth tutorial, there are several tutorials within Microsoft Flight Simulator that cover the basics of aircraft use and flight, including tutorials specifically for landing and taking off.

Frequently Asked Questions (FAQ)

Here are some of the most Frequently Asked Questions regarding the VelocityOne Flight Universal Control System.

COMPATIBILITY

1. Which platform is the VelocityOne compatible with?

- Xbox consoles (Xbox Series X|S, Xbox One)
- PC (Windows 10, Windows 11)

2. Can VelocityOne be used with a PC?

- **Yes!** The VelocityOne Flight is compatible for use with Windows 10 and Windows 11 PCs. For details on the best way to set up a VelocityOne Flight for PC use, please click **here**.

3. Can VelocityOne Flight be used with a PlayStation or Nintendo Switch console?

- **No.** The VelocityOne Flight was designed to be used with an Xbox console or PC, and is **not** compatible for use with other consoles or platforms.

4. Can I use a headset with the VelocityOne Flight?

- **Yes!** Plug your 3.5mm wired headset into the 3.5mm headset jack on the VelocityOne Flight. The audio will then play through the headset.

<u>**FEATURES AND USAGE**</u>

1. What do each of the buttons do?

- We have an article detailing each button and control of the VelocityOne Flight available **here**.
- Most if not all of those controls and buttons can be re-assigned to adjust different features — the VelocityOne Flight comes with a selection of three standard profiles that have been created: **Default**, **Single-Engine Prop**, and **Twin-Engine Jet**.
    - A more in-depth detailing of exactly which features are assigned to which control/button in those three standard profiles is available **here**.

2. Can the VelocityOne Flight be configured for reverse thrust?

- **Yes.** To do so, just make sure the Microsoft Flight Simulator command "Throttle Reverse Thrust" is assigned to one of the VelocityOne Flight's controls.
- In the Twin-Engine Jet profile, that control is assigned to button **B6** on the **Modular Throttle Quadrant**.

3. Is the VelocityOne Flight wireless?

- **No.** The VelocityOne Flight is wired. The VelocityOne Flight uses a **USB 2.0** connection.
- The supplied cable offers a maximum connection range of 2 meters. While this can be extended, we do **not** recommend exceeding 3 meters with extensions.
- This cable is detachable as a safety requirement (in case someone trips over the cable), but **must** be connected for use.

4. How do I change the Quadrant Lever Handles?

- Gently grasp the handle you want to change, and pull the handle vertically/upwards off of the lever. Then, choose the hand you want to use, align it with the top of the lever, and push the handle vertically/down onto the lever. The handle will click into place.

5. Can I adjust the default Turtle Beach profiles in Flight Sim?

- **No.** These profiles are locked by the simulation software, and cannot be adjusted.
- You can duplicate one of the default profiles, save said profile with a different name, and then adjust the assignments to your liking.

TROUBLESHOOTING

1. The Status Indicator Panel (SIP) is not reacting to Flight Sim events.

- This feature has been implemented for PC — more information is available **here**.
- We are currently working with Microsoft to develop the SIP for Xbox users in MSFS2020.

2. I cannot navigate the Microsoft Flight Simulation menus with the VelocityOne Flight.

- We are currently working to add this functionality into the Simulation software.
- In the interim, you will need to use your mouse and keyboard (on PC) or your controller (on Xbox) to navigate through those menus.

3. I've set the VelocityOne Flight into Update Mode, and can't get out of that Update Mode.

- If the VelocityOne Flight is in Update Mode, but there is no available update, you would just need to unplug/disconnect the VelocityOne Flight and then re-connect it. The VelocityOne Flight will then reboot into its normal operating mode.

4. My VelocityOne Flight yoke is sticking in one place when I use it. What's happening?

- Out of the box, the yoke for your VelocityOne Flight may feel "sticky" or briefly "stick" in one place when it is used.
- If you'd like to reduce that sticking, you can carefully pull the yoke shaft out to its full extension and gently rub the shaft surface down with a clean, dry paper towel, then carefully move the yoke shaft fully forward. As the unit is used, this stickiness should reduce as the yoke breaks in over time; you can alternatively just use the controller for a while, and the problem will fade away with use.

NOTE: Never use any kind of lubricant, oil or cleaner in any of the mechanical parts of the VelocityOne Flight. Doing so will attract dust into the various mechanisms or even corrode plastic surfaces, either of which will worsen performance severely.

5. My audio is not working on Xbox.

- First, make sure the VelocityOne Flight is securely connected/plugged in to the Xbox console, and the Input Mode is set to Xbox.
- This can be done through the Flight Management Display screen — use the arrows next to the screen to select the Xbox Input Mode, and then press the tick/check button to confirm your selection. The VelocityOne Flight will reboot into the Xbox mode.
- If that does not resolve the issue, connect the VelocityOne Flight to the Xbox console, and then press the Xbox Guide button on the VelocityOne Flight (not on the controller). Navigate to the speaker icon to access the volume sliders, and make sure that the volume is set to a suitable level.
- If you're using a headset that has a volume control with the VelocityOne Flight, make sure the volume is not set to the minimum.
- If this does not resolve the issue, disconnect the VelocityOne Flight from the Xbox, wait for 30 seconds, and then reconnect the VelocityOne Flight to ensure that the Xbox properly recognizes the device.

If the issue persists even after those steps, please contact the **support team**.

6. When I plug the VelocityOne Flight into the PC, the audio on my speakers suddenly stops working.

- The VelocityOne Flight includes its own Windows Playback and Recording Devices — this is so a headset can be used with the VelocityOne Flight. It's possible that those internal Playback and Recording Devices are being used.
- If you do not plan on using the VelocityOne Flight with a headset via the headset jack on the VelocityOne Flight, go to Control Panel >> Sounds, and then set the Playback and Recording devices (in the Playback and Recording tabs) to your preferred default hardware/device.

If the issue persists even after you have switched the default Playback and Recording devices, please contact the **support team**.

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