



# **JS285 –PC Flight Control USER'S MANUAL**

## PC Flight Control – JS285 - English

Thank you for purchasing the PC Flight Control, the latest in our long and established range of game controllers. As with all GamesPower products, the PC Flight Control has been built to the highest manufacturing standards, to bring you the very latest and advanced technology available for the modern day games player.

The instructions in this manual are designed to get you started quickly and easily. Once you have gone through the initial setup for your new joystick, the games can begin!

### Minimum requirements

PC with a Pentium Processor with USB support and Windows® VISTA/7/8, DirectX7.0 version or later

### Features

- **7 axes, 2 POV (Point of View / Hat Switch) and 16 individual action buttons** – with both Joystick and Throttle controls
- **4 axes, 1 POV (Point of View / Hat Switch) and 12 individual action buttons** – with Joystick control only
- **2 Triggers** – Most games use the trigger buttons to fire the primary and secondary weapons
- **Fire Buttons** – Often used in games to fire secondary weapons, load/select weapons, toggle cockpit options, assign targets etc.
- **Hat Switch** – This control is often used to change the point of view (POV) inside or outside the cockpit, modify direction or change attitude. This is dependent on the game being played
- **Throttle Control** – This lever is found on the left hand side of the base, allowing you to control incremental game functions,

such as increasing and decreasing speed.

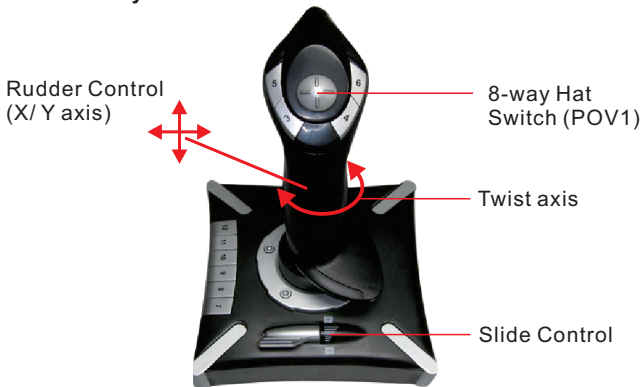
- **Rudder** - the Yaw axis causes your plane to Yaw left or right. Left rudder movement causes the aeroplane to Yaw left, and right rudder movement causes it to yaw right.
- **Vibration** : 2 built-in motors for vibration feedback, Dedicated driver required for the vibration feature
- **Key Mapping**: The Key Map feature with 3 different presets, allows you to fully customize the fire button layout to suit your own preference

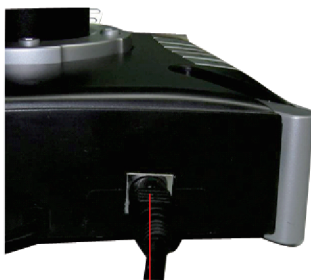
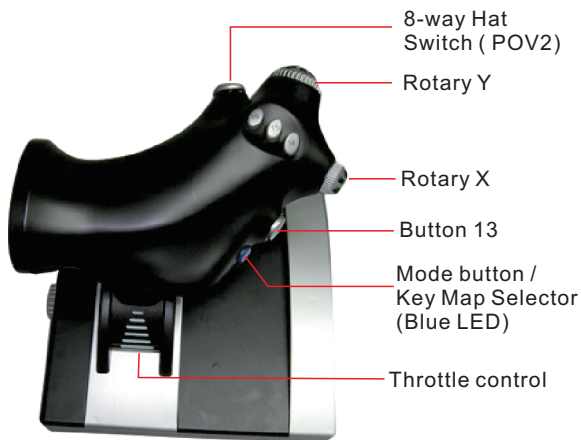
### Program installation:

#### Program installation under Windows Vista/7/8 systems:

- 1)、Enter Windows system, insert the driver disk, double click *SET UP*, install driver following PC instructions
- 2)、Control Panel→Game controller
- 3)、Insert Flight Control joystick's plug into PC's USB port → After Installing the driver →PC will automatically find “USB Joystick” driver program

### Product Layout:





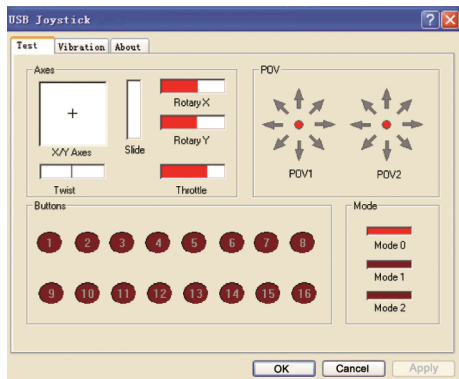
### **Test your Flight Control System**

You can make sure that the various features of your controller are working correctly. You do this in the Test tab of the properties window

To test your controllers, follow the steps below:

## 1. Click the Test tab.

The controller features that you can test are displayed below.



## 2. Test each feature as required.

The way you do this varies, depending on what the feature does. It may, for example, involve pressing the corresponding button, or turning the corresponding rotary/axes control.

The features you can test are explained in the following sections.

### Testing axes

**You can test the following axes and controls:**

#### Feature Explanation

**1- 16 buttons:** You can make sure button presses are being detected by the driver. Press each button on your flight stick or throttle unit that you want to test. The corresponding numbered disc lights up in the Buttons panel of the Test Panel.

**POV1/POV2:** Moving the POV controls on your flight stick in the various directions should illuminate the corresponding direction arrows in the POV panel. POV 1 is used to look around the cockpit. POV 2 can be configured to trigger four or eight different functions of your choice.

**X/Y Axes:** Move the flight stick backwards and forwards or from left to right. The + symbol moves in the X/Y Axes box, to show the driver is showing the stick movement correctly.

**Twist:** The vertical gray line represents the center point of the flight stick. Rotate the flight stick clockwise or anti-clockwise. This is the rudder that enables you to change direction outside the X and Y axes. If the driver is detecting the movement correctly a red bar is displayed on either side of the center point line.

**Throttle:** Move the throttle up or down to increase or decrease your acceleration. A red bar shows the current rate of acceleration, ranging from 0% (no red) to the maximum acceleration at 100% (the box is filled with red).

**Rotary X and Y:** Rotate the rotary controls on the throttle unit. They range from 0% (no red) to 100% (the box is filled with red). You may, for example, use them to control balance or radar gain. (depending on game software support)

**Slide:** Move the slide control on the flight stick. It ranges from 0% (no red) to 100% (the box is filled with red). You may, for example, use it to control pitch or fuel mixture. (depending on game software support)

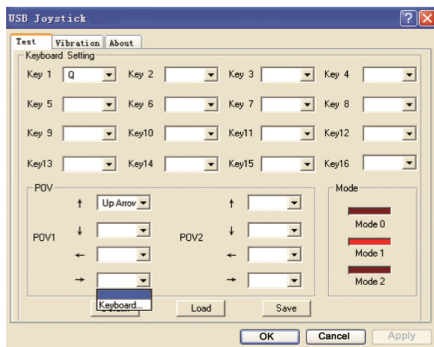
**Mode:** Three Modes available: Mode0 (flight stick); Mode1& Mode2 (Keyboard)

## Key Map Setting test:

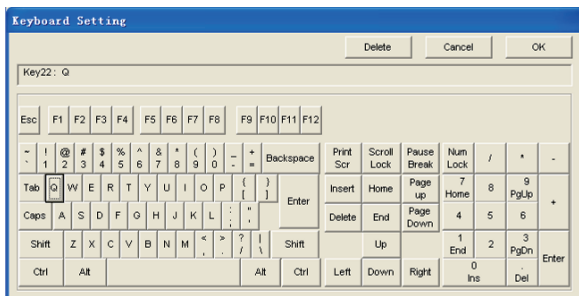
### 1. Mode1/ Mode2:

You can map keys to any of 1-16 buttons or POV1 & POV2

### Illustration 1



## Illustration 2



### 2. For instance Mode1

If you intend to map “Q” key of keyboard to button 1 on flight stick

Press Mode button once, the blue LED will illuminate indicating that the flight control system is in Mode1. The programming software will show Keyboard Setting interface( refer to Illustration 1 & Illustration 2)

### Mode2

If you intend to map “P” key of keyboard to button 1

Press Mode button again, the blue LED begin to flash indicating that the flight control system is in Mode2

The programming software will show Keyboard Setting interface same as Illustration 1 & Illustration 2

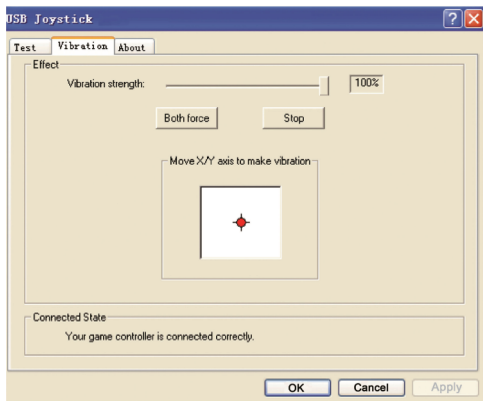
After setting confirmed, press “save” button to save setting to your computer

You can reload the Key mapping / modes from your computer when you plan to use the game software you for which you have generated custom settings

### 4. Testing Vibration

Click *Vibration* Tab to enter the vibration motor test interface  
Various test method

The vibration intensity can be adjusted by the slide control on the page. The level of vibration can then be tested by moving the control stick



## 5. Trouble Shooting:

### 1)、Software and hardware are not working when installation is finished.

- A、Check whether the joystick is correctly connected to the PC.
- B、Ensure that the DirectX version is version 7.0 or newer.
- C、If it still not working, please restart your PC.

### 2)、During gameplay, some analog axes have no function or operate automatically.

Check whether control stick is calibrated (Note: all axis should be positioned in the centre at the start of calibration), if the calibration function is not functioning, then disconnect and reconnect the Joystick (The Joystick will redetect the centre position automatically)

### 3)、Motor has no vibration on test platform

Ensure that the DirectX version is version 7.0 or newer.

### 4)、After inserting PC Flight Control, the driver is not functioning:

- A、Check whether the joystick is correctly connected to the PC.
- B、There may have been an error during the installation of the Driver, please reinstall the driver



**Warning!**

- Avoid placing this product near extreme temperatures or humidity.
- Do not submerge or allow this product to come into contact with water. Use in dry locations only.
- An adult should supervise young children when using this product.
- Do not clean any parts with alcohol, cleaning solutions containing alcohol or strong abrasives. Use a soft cloth only.

**Warning: It is strongly recommended that you take breaks during long periods of gameplay. If you feel any aching, tingling or numbness in your fingers, wrist or hands, or have any other physical discomforts, please stop using the Joystick at once and seek the advice of a medical professional before continuing.**

Should you have any connection or setup problems with the GamesPower PC Flight Control please E-mail [support@i3-i.com](mailto:support@i3-i.com)



**L3i Ltd**  
**Rhodes Way, Watford Herts**  
**WD24 4YW UK**  
**Tel: +44 (0)1923 471020**  
**<http://www.gamespower.com>**  
**E-mail: [support@l3-i.com](mailto:support@l3-i.com)**

