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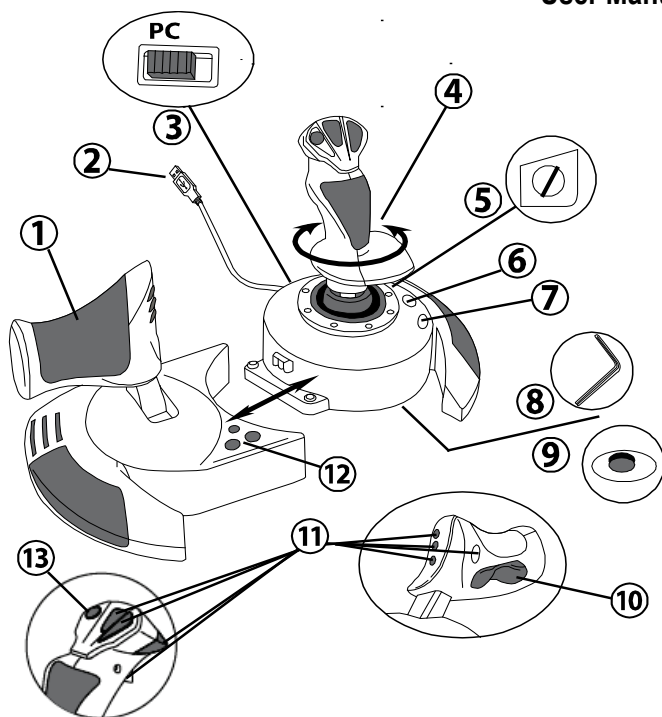
ENGLISH

**THRUSTMASTER®**

**T.Flight Hotas X**

# T.Flight Hotas X

Compatible: PC  
User Manual



## TECHNICAL FEATURES

1. Throttle
2. USB connector
3. USB selector
4. Rudder function via twisting handle
5. Rudder locking screw on handle
6. PRESET button (to select programming)
7. MAPPING button (for programming)
8. Allen key to install or separate the throttle
9. Handle resistance adjustment dial
10. Rudder via rocking button (or 5<sup>th</sup> Axis)
11. Action buttons
12. HOME button with LED
13. Multidirectional "Point Of View" hat-switch

## GETTING TO KNOW YOUR HOTAS JOYSTICK

### THROTTLE

Your joystick features a large throttle which you can use to easily control the acceleration of your aircraft.

The throttle is detachable and may be positioned in 2 different ways, either:

- Detached and separated from the joystick  
(to re-create authentic piloting conditions)
- Attached to the joystick  
(for greater stability and to take up less space).

By default, the throttle comes detached from the joystick.

#### To attach the throttle to the joystick:

1. Turn both items upside down (the throttle and the joystick).
2. Take the Allen key **(8)** attached underneath the base of the joystick.
3. Position the throttle to the left of the joystick.  
Insert the connecting tab on the left of the joystick's base into the opening on the right hand side of the throttle.
4. Using the key, tighten the two Allen screws underneath the base (located on the left-hand side of the joystick's base).
5. Wind up the throttle cable and thread it through the cable guide slot.
6. Put the Allen key back in its place so as not to lose it.

Carry out this procedure in reverse to detach the throttle from the joystick.

### ADJUSTABLE HANDLE RESISTANCE

Depending on your style of gaming, you may wish to have an ultra-sensitive joystick, which responds to the slightest touch, or you may prefer to have a firmer joystick, which offers some resistance when you move it.

Your joystick's handle resistance is adjustable, in order to adapt to all players. To adjust it, use the handle resistance adjustment dial **(9)** located underneath your joystick's base.

## RUDDER FUNCTION

Your joystick features a rudder function, which in a plane corresponds to the pedals used by the pilot to turn the steering, allowing the plane to pivot around its vertical axis (therefore making the plane turn left or right). This rudder function is accessible on your joystick by rotating the handle to the left or right.

This rudder function is accessible in two ways:

- on your joystick by rotating the handle **(4)** to the left or right.
- or via the rocking button **(10)** on the throttle.

If you are only using the rocking button (or if you are not using the rudder function), you can disable the handle's rotation thanks to the locking screw **(5)** located on the base of the joystick. Use a flat head screwdriver to change the screw's position and thus lock/unlock the rudder function.

### Notes:

- in "4 axes" mode, the rocking button is combined with the handle's rotation.
- in "5 axes" mode, the rocking button is independent of the handle's rotation and therefore provides an additional progressive axis.

## MULTIDIRECTIONAL "POINT OF VIEW" HAT-SWITCH

Your joystick features a "Point Of View" hat-switch **(13)** which, as its name indicates, allows you (in games which permit) to instantly view everything that's going on around your plane. To do so, simply go to your game's configuration menu and program the different views (rear view, left view, right view, and also external views) onto the directions of the "Point Of View" hat-switch.

Of course, you can also use the "Point Of View" hat-switch for other functions instead (firing, etc.).

# PC

## INSTALLATION ON PC

1. Set your joystick's USB selector (**3**) to the "PC" position.
2. Connect the USB connector (**2**) to one of your computer's USB ports. Windows will automatically detect the new device.
3. The drivers are installed automatically.  
Follow the on-screen instructions to complete the installation.
4. Click **Start/Settings/Control Panel** and then double-click **Game Controllers**.  
*The **Game Controllers** dialog box displays the joystick's name with **OK** status.*
5. In the **Control Panel**, click **Properties** to configure your joystick.  
**Test device:** Lets you test and view all of your joystick's functions.

You are now ready to play!

## 2 AXIS MODES

On PC, your joystick features 2 axis modes:

- **4 Axes mode** (Red Home LED)  
The rocking button is combined with the handle's rotation for the rudder function.
- **5 Axes mode** (Green Home LED)  
The rocking button is independent and can be manually assigned with another function.

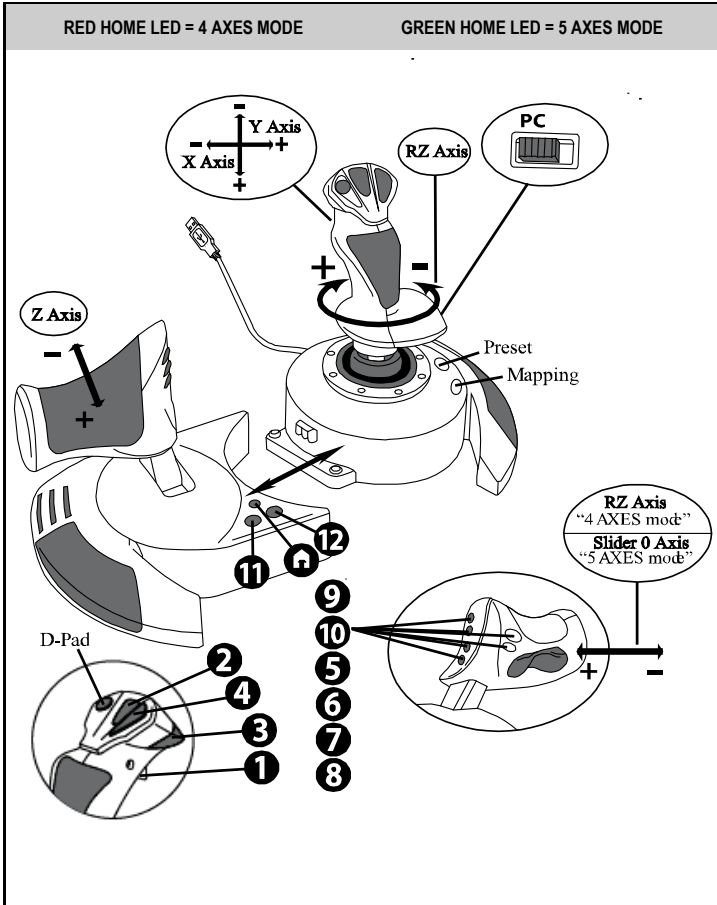
To switch from one mode to the other, simply press the HOME button (**12**).

## IMPORTANT NOTES FOR PC

- Your joystick's USB selector (**3**) must always be set to the "PC" position before connecting your joystick.
- When connecting your joystick: Leave the handle, rudder and throttle centered and do not move them (to avoid any calibration problems).

## “AUTOMATIC PRESET” CONFIGURATION - PC

“AUTOMATIC PRESET” diagram on PC



The "4 axes" mode preset corresponds to the default configurations for most aerial simulation games on PC.

It will therefore allow you to start playing your game right away, without having to reconfigure your joystick.

In "5 axes" mode, the function of the rocking button must be manually assigned in your game's options.

# ADVANCED FUNCTIONS

## 2 PROGRAMMING MODES

The **PRESET** button (6) and its **LED** allow you to view the type of programming selected:

- **AUTOMATIC** (preprogrammed)
- or **MANUAL** (programmed by yourself).

A single press of this button will allow you to switch from one programming mode to the other, even during the course of a game.

- **AUTOMATIC PRESET: LED IS OFF**

This represents the default programming: the axes, positions of the buttons and of the hat-switch are preprogrammed.

PLEASE REFER TO THE "AUTOMATIC PRESET" CONFIGURATION DIAGRAM.

- **MANUAL PRESET: LED IS GREEN**

This represents your own personal programming:

- The buttons, axes and the hat-switch can be switched between themselves.
- You can modify the programming to suit your taste and whenever you like.
- Programming is automatically saved in your joystick (even when it is disconnected).
- When your "MANUAL PRESET" is blank, it is identical to the "AUTOMATIC PRESET".

## EEPROM MEMORY

- Your joystick features an internal chip which saves all of your "MANUAL PRESET" programming (even when your joystick is switched off or disconnected for a long period of time).
- You can save a different "MANUAL PRESET" for each platform used:
  - one for PC in 4 axes mode
  - one for PC in 5 axes mode

## PROGRAMMING/MAPPING

Your programming is carried out using the MAPPING button (7).

- **Examples of possible applications:**

- Switching the positions of buttons.
- Switching axes between themselves = directions of the handle, of the throttle or of the rudder (in this case, you must map the 2 directions of the first axis to those of the second.)
- Switching the 2 directions of the same axis.
- Switching buttons with a direction of an axis or of the hat-switch.

- **Exception:**

The HOME, MAPPING and PRESET buttons cannot be reprogrammed and moved.

## PROGRAMMING PROCEDURE

### SAVING A "MANUAL PRESET"

Steps	Action	PRESET LED
1	Enable MANUAL PRESET (6) by pressing the button.	GREEN
2	Press and release the MAPPING button (7).	FLASHES GREEN SLOWLY
3	Press and release the button or direction to program.	FLASHES GREEN QUICKLY
4	Press and release the button or direction onto which you wish to place your function.	GREEN

Your "MANUAL PRESET" is now enabled and up to date (with your programming carried out).

### ERASING A "MANUAL PRESET"

Steps	Action	PRESET LED
1	Enable your MANUAL PRESET (6)	GREEN
2	Press and hold the MAPPING button (7) for 2 seconds.	FLASHES GREEN 2 SECONDS

Your "MANUAL PRESET" is now blank (and once again identical to the "AUTOMATIC PRESET").

### RETURNING TO "FACTORY SETTINGS"

You can erase all of your programming or settings carried out (in 4 and 5 axes modes) with a single step:

Step	Action	HOME LED
1	Simultaneously press the <b>MAPPING + PRESET</b> buttons	FLASHES GREEN/RED 3 SECONDS

All of your "MANUAL PRESETS" or settings are now blank.

Note: This operation will completely restart your joystick.

We therefore recommend that you do this outside of games.

## TROUBLESHOOTING AND WARNINGS

- **My joystick doesn't function correctly or appears to be improperly calibrated:**

- Switch off your computer or your console, disconnect your joystick, reconnect your joystick and then re-launch your game.
- When connecting your joystick: Leave the handle, rudder and throttle centered and do not move them (to avoid any calibration problems).
- Exit your game, disconnect your joystick, verify that the USB selector **(3)** is set to the proper position, then reconnect your joystick.

- **I can't configure my joystick:**

- In your game's "Options / Controller / Gamepad or Joystick" menu: Select the most appropriate configuration or completely reconfigure the controller options.
- Please refer to your game's user manual or online help for more information.
- You can also use your joystick's "MAPPING" function to resolve this type of problem.

- **My joystick is too sensitive or not sensitive enough:**

- Your joystick self-calibrates on its own after you have made a few movements on the different axes.
- In your game's "Options / Controller / Gamepad or Joystick" menu: Adjust the sensitivity or dead zones for your controller (if this option is available).
- Adjust the handle resistance using the dial **(9)** located under your joystick's base.

- **The rudder function is too sensitive:**

- Disable the handle's rotation using the locking screw **(5)** located on the base of the joystick and use the rocking button for the rudder function.

## **CONSUMER WARRANTY INFORMATION**

Worldwide, Guillemot Corporation S.A., whose registered office is located at Place du Granier, B.P. 97143, 35571 Chantepie, France (hereinafter "Guillemot") warrants to the consumer that this Thrustmaster product shall be free from defects in materials and workmanship, for a warranty period which corresponds to the time limit to bring an action for conformity with respect to this product. In the countries of the European Union, this corresponds to a period of two (2) years from delivery of the Thrustmaster product. In other countries, the warranty period corresponds to the time limit to bring an action for conformity with respect to the Thrustmaster product according to applicable laws of the country in which the consumer was domiciled on the date of purchase of the Thrustmaster product (if no such action exists in the corresponding country, then the warranty period shall be one (1) year from the original date of purchase of the Thrustmaster product).

Notwithstanding the above, rechargeable batteries are covered by a warranty period of six (6) months from the date of original purchase.

Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product shall, at Technical Support's option, be either replaced or returned to working order. If, during the warranty period, the Thrustmaster product is subject to such reconditioning, any period of at least seven (7) days during which the product is out of use shall be added to the remaining warranty period (this period runs from the date of the consumer's request for intervention or from the date on which the product in question is made available for reconditioning, if the date on which the product is made available for reconditioning is subsequent to the date of the request for intervention). If permitted under applicable law, the full liability of Guillemot and its subsidiaries (including for consequential damages) is limited to the return to working order or the replacement of the Thrustmaster product. If permitted under applicable law, Guillemot disclaims all warranties of merchantability or fitness for a particular purpose.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause unrelated to a material or manufacturing defect (including, but not limited to, combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product); (2) if the product has been used for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example); (3) in the event of failure to comply with the instructions provided by Technical Support; (4) to software, said software being subject to a specific warranty; (5) to consumables (elements to be replaced over the product's lifespan: disposable batteries, audio headset or headphone ear pads, for example); (6) to accessories (cables, cases, pouches, bags, wrist-straps, for example); (7) if the product was sold at public auction.

This warranty is nontransferable.

The consumer's legal rights with respect to laws applicable to the sale of consumer goods in his or her country are not affected by this warranty.

### **Additional warranty provisions**

During the warranty period, Guillemot shall not provide, in principle, any spare parts, as Technical Support is the only party authorized to open and/or recondition any Thrustmaster product (with the exception of any reconditioning procedures which Technical Support may request that the consumer carry out, by way of written instructions – for example, due to the simplicity and the lack of confidentiality of the reconditioning process – and by providing the consumer with the required spare part(s), where applicable).

Given its innovation cycles and in order to protect its know-how and trade secrets, Guillemot shall not provide, in principle, any reconditioning notification or spare parts for any Thrustmaster product whose warranty period has expired.

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. In no event shall Guillemot or its affiliates be held liable to any third party for any consequential or incidental damages resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of liability for consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from State to State or Province to Province.

## Liability

If permitted under applicable law, Guillemot Corporation S.A. (hereinafter "Guillemot") and its subsidiaries disclaim all liability for any damages caused by one or more of the following: (1) the product has been modified, opened or altered; (2) failure to comply with assembly instructions; (3) inappropriate or abusive use, negligence, an accident (an impact, for example); (4) normal wear; (5) the use of the product for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example). If permitted under applicable law, Guillemot and its subsidiaries disclaim all liability for any damages unrelated to a material or manufacturing defect with respect to the product (including, but not limited to, any damages caused directly or indirectly by any software, or by combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product).

## FCC STATEMENT

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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## ENVIRONMENTAL PROTECTION RECOMMENDATION



\* In the European Union: At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling. This is confirmed by the symbol found on the product, user manual or packaging. Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you. For all other countries: Please adhere to local recycling laws for electrical and electronic equipment.

Retain this information. Colours and decorations may vary.

Plastic fasteners and adhesives should be removed from the product before it is used.

[www.thrustmaster.com](http://www.thrustmaster.com)

*\*Applicable to EU and Turkey only*



**THRUSTMASTER®**

**TECHNICAL SUPPORT**

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