

USER MANUAL  
MANUEL DE L'UTILISATEUR  
BENUTZERHANDBUCH  
HANDLEIDING  
MANUALE D'USO  
MANUAL DEL USUARIO  
РУКОВОДСТВО ПОЛЬЗОВАТЕЛЯ

**THRUSTMASTER®**

**T.Flight Stick X**

*Compatible / Kompatibel  
PC & PlayStation®3*

# T.Flight Stick X

ENGLISH

FRANÇAIS

DEUTSCH

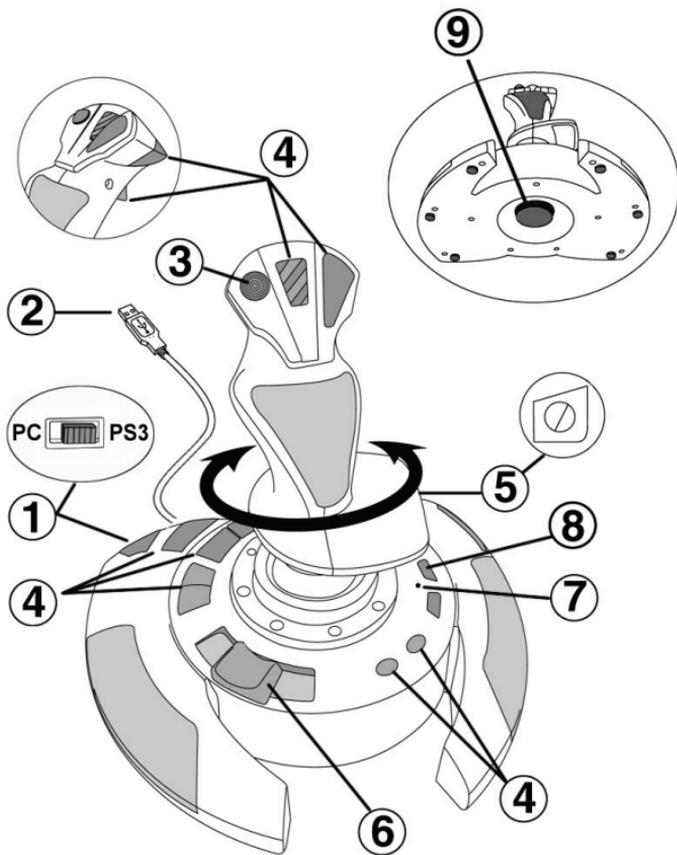
NEDERLANDS

ITALIANO

ESPAÑOL

РУССКИЙ

## User Manual



### TECHNICAL FEATURES

1. USB selector (PC / PS3)
2. PC and PlayStation®3 USB connector
3. Multidirectional "Point Of View" hat-switch
4. 12 action buttons
5. Rudder function via twisting handle with locking screw
6. Sliding thumb throttle
7. LED
8. **PRESET** button  
(to select programming)
9. Handle resistance adjustment dial

# PC

## INSTALLATION ON PC

1. Set your joystick's USB selector (1) 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.

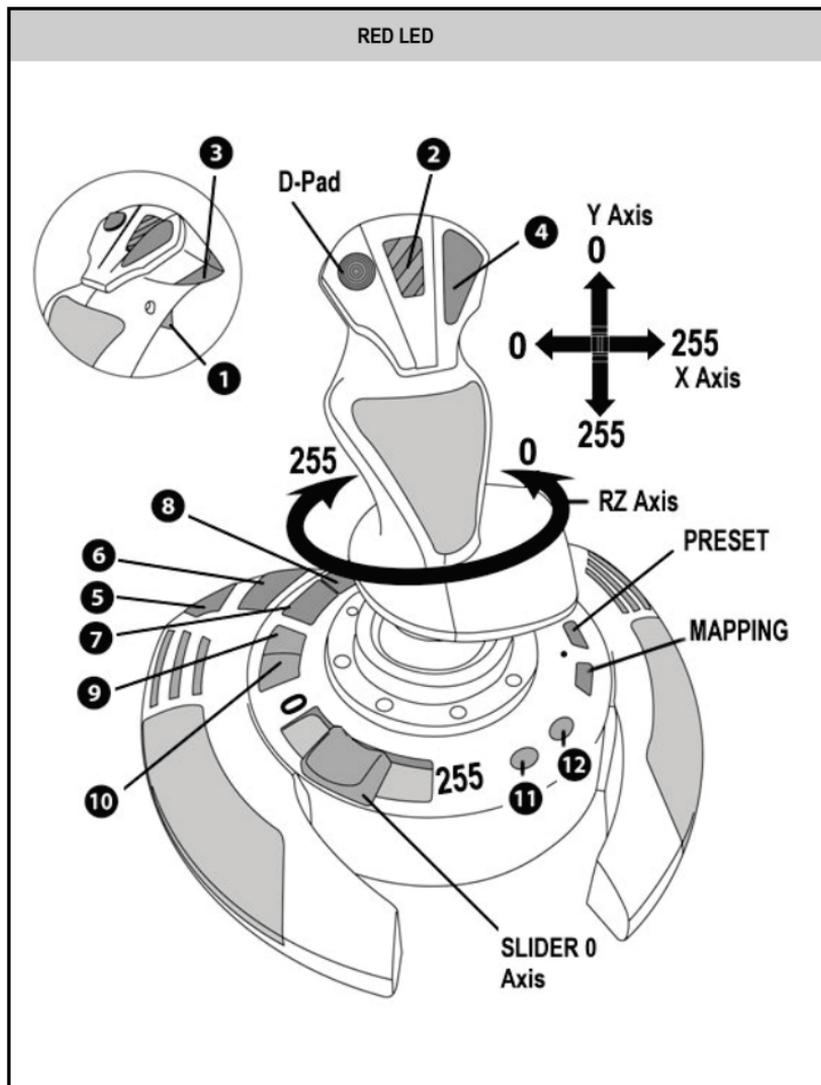
You are now ready to play!

## IMPORTANT NOTES FOR PC

- Your joystick's USB selector (1) must always be set to the "PC" position before connecting your joystick.
- When connecting your joystick: Leave the handle and rudder centered and do not move them (to avoid any calibration problems).

## “AUTOMATIC PRESET” CONFIGURATION - PC

“AUTOMATIC PRESET” diagram on PC



This 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.

# PLAYSTATION®3

## INSTALLATION ON PLAYSTATION®3

1. Set your joystick's USB selector (1) to the "PS3" position.
2. Connect the USB connector (2) to one of your console's USB ports.
3. Switch on your console.
4. Launch your game.

You are now ready to play!

## USING THE "HOME / PS" BUTTON

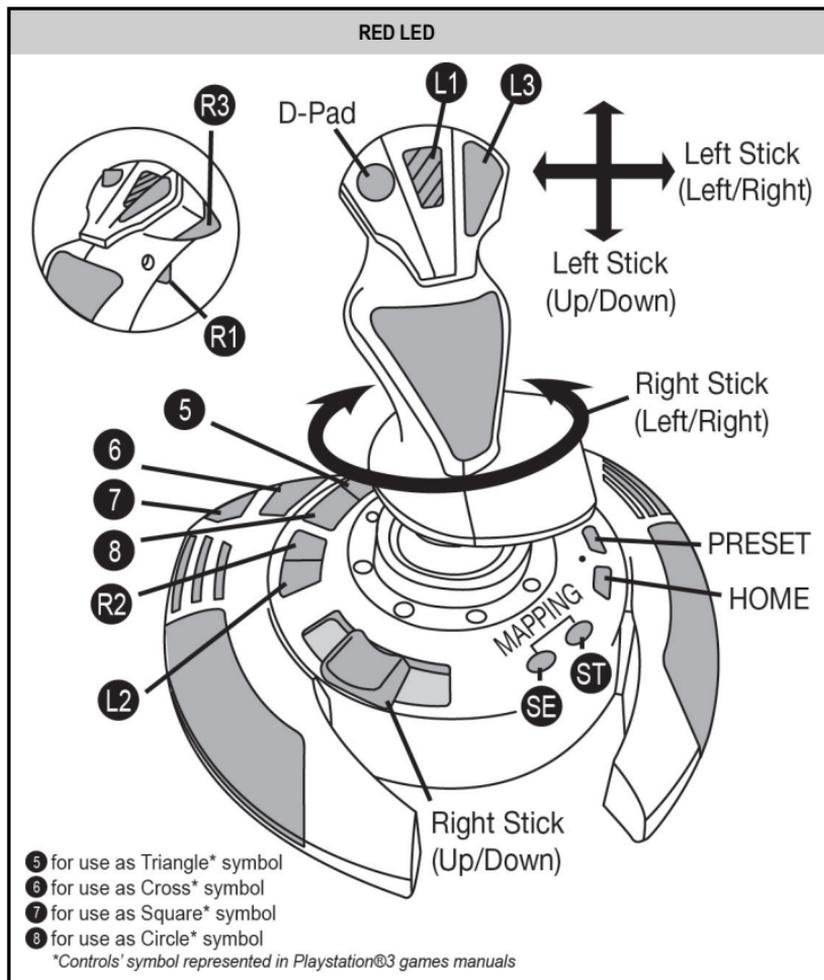
Your joystick's "Home / PS" button allows you to exit your games, access menus and directly switch off your PlayStation®3 system.

## IMPORTANT NOTES FOR PLAYSTATION®3

- Your joystick's USB selector (1) must always be set to the "PS3" position before connecting your joystick.
- In "1 Player" mode: If your official gamepad is on, you must switch it to "controller port 2" in order for your joystick to be functional.
- On PlayStation®3, the joystick is only compatible with PlayStation®3 games (and will not function with PlayStation®2 games).
- When connecting your joystick: Leave the handle, rudder and throttle centered and do not move them (to avoid any calibration problems).

## “AUTOMATIC PRESET” CONFIGURATION - PLAYSTATION®3

“AUTOMATIC PRESET” diagram on PlayStation®3



This preset corresponds to the default configurations for most aerial simulation games on PlayStation®3. It will therefore allow you to start playing your game right away, without having to reconfigure your joystick.

**The 4 handle directions:** Correspond to the 4 directions on your gamepad's left mini-stick.

**The throttle (6):** Corresponds to the Up/Down directions on your gamepad's right mini-stick.

**The rudder (5):** Corresponds to the Left/Right directions on your gamepad's right mini-stick.

**MAPPING button:** Simultaneously press SELECT (SE) + START (ST).

**HOME / PS button:** Simply press the button.

## GETTING TO KNOW YOUR JOYSTICK

### **Adjustable handle resistance**

Depending on your gaming style, you may prefer to have an ultra-sensitive joystick, which responds to the slightest movement, or a firmer joystick, which offers a certain resistance when you use it.

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

### **Throttle**

The throttle is in the form of a thumb slider **(6)**, easily accessible with your left hand resting on the base of your joystick.

### **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.

If you are not using the rudder function in your games (or if you have programmed it onto action buttons), you can disable handle rotation thanks to the locking screw **(5)** located on the handle's base.

Use a flat head screwdriver to change the screw's position and thus lock/unlock the rudder function.

### **Multidirectional "Point Of View" hat-switch**

Your joystick features a "Point Of View" hat-switch **(3)** 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.).

## 2 PROGRAMMING MODES

The **PRESET** button (8) and LED (7) 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: RED LED**

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 DIAGRAMS.

- **MANUAL PRESET: GREEN LED**

This represents your own person 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”.

## PROGRAMMING / MAPPING

You can program your joystick using the MAPPING button.

Attention: This button is not located in the same position on PC and PS3 (*please refer to the diagrams*):

- On PC: Directly press the button in question.
- On PS3: Simultaneously press START (ST) + SELECT (SE).

- **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:**

On PlayStation®3, the START (ST) and SELECT (SE) buttons also correspond to the MAPPING button (and therefore may not be reprogrammed).

## PROGRAMMING PROCEDURE

Steps	Action	LED
1	Enable MANUAL PRESET (8) by pressing the button.	GREEN
2	Press and release the MAPPING button.	OFF
3	Press and release the button or direction to program.	FLASHES GREEN
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).

### EEPROM MEMORY

- Your joystick features an internal chip which saves all of your "MANUAL PRESET" programming in memory (even when the joystick is switched off or unplugged for a long period of time).
- You can save a different "MANUAL PRESET" for each platform used (one for PC and one for PlayStation®3).

### ERASING A "MANUAL PRESET"

Steps	Action	LED
1	Enable your MANUAL PRESET (8).	GREEN
2	Press and hold the MAPPING button 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 on both PC and PlayStation®3 with a single step:

Step	Action	LED
1	Simultaneously press the buttons <b>MAPPING + 11 (SE) + 12 (ST)</b>	FLASHES GREEN/RED 2 SECONDS

All of your "MANUAL PRESETS" (PC + PS3) or settings are now blank.

Note: This operation will completely restart your joystick (on PC, we therefore recommend that you do this outside of games).

## TROUBLESHOOTING AND WARNING

- **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 (PC / PS3) (1) 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.

### **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) in the event of failure to comply with the instructions provided by Technical Support; (3) to software, said software being subject to a specific warranty; (4) to consumables (elements to be replaced over the product's lifespan: disposable batteries, audio headset or headphone ear pads, for example); (5) to accessories (cables, cases, pouches, bags, wrist-straps, for example); (6) 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.

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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. 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



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.

Retain this information. Colours and decorations may vary.

This product conforms to all standards regarding children 14 years of age and older. This product is not suitable for use by children less than 14 years of age.

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



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**TECHNICAL SUPPORT**

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