

# Controller Setup

Aerofly FS 2 supports a wide variety of joysticks and gamepads from various manufacturers. For most of these controllers Aerofly FS 2 also features a default assignment. However, Aerofly FS 2 is fully customizable, so that you can easily set up the configuration that works best for you. Before you start Aerofly FS 2 first plug in the controller(s) that you wish to use. You will see the controller(s) recognized on the bottom of the Controller Setup page. **Note** - If you don't see your connected controller(s), first make sure that they are recognized by your Windows operating system, then unplug the controller(s) and try again.

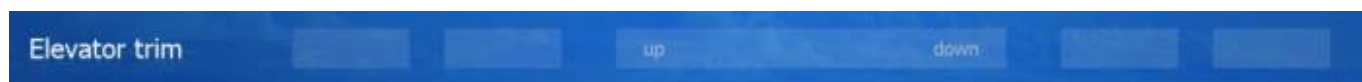


Once you enter the Controller Setup page you will see categories down the left side, by clicking each category you enter detailed functions that relate to the chosen category. **Note** - If you need some help simply click on the ? in the right top corner.

## Assigning Joystick Buttons or Keys

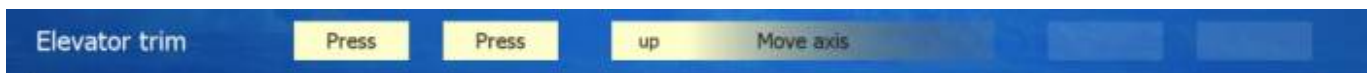
In Aerofly FS 2 you have to freedom to bind any available function to a joystick button or a keyboard key. On the controller setup screen you will see two smaller boxes on each side of a longer box in the center. The longer box provides important information related to the function.

In this example we will show you how to bind the elevator trim functions to the D-Pad up/down of your controller. **Note** - Any button or key can be programmed the same way.



This image shows nothing assigned to the elevator trim function. **Note** - To delete a button or key already bound simply click on the small box that has the button or key assigned to it and press the

delete key on your keyboard.



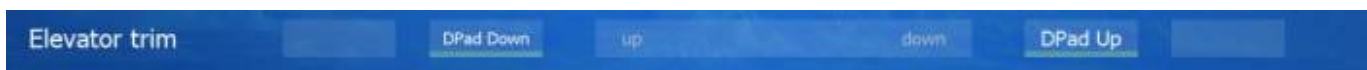
Next, note the “up” and “down” listed on the longer box, we are going to bind the D-pad down to the “up” side (which in this function means elevator trim up). **Click on the button closest to the up**, you will then see that the boxes now say “press”. This means that the function is waiting for you to press the key or button that you want to bind. For this example we will go ahead and press D-pad down.



You can clearly see that the D-pad down is now bound to the function elevator trim up.



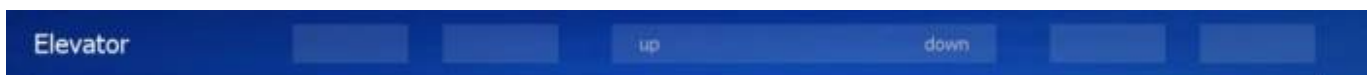
Now let's finish up this function, click on the small box closest to the “down” side. You can now see that the boxes on that side are waiting for you to press the key or button.



Let's press the D-pad up. You have just set up your D-pad up/down to control the elevator trim down/up.

## Assigning controller axes to functions

Assigning your analog sticks to axis functions works similar to assigning buttons or keys and it's just as simple to easily set up. In the below examples we will bind the elevator up/down function to the up and down axis of your analog stick.



This image shows nothing assigned to the elevator function. **Note** - To delete an axis already bound simply click on the wider box in the center that has the axis assigned to it and press the delete key on your keyboard.



In this example we will start with the elevator down function, so simply click on the word “down” inside the wider center box. You will now see the words “press”, this means that that function is awaiting your selection.



Now push the analog stick up. You will now see that the elevator function shows both down and up have been bound. **Note** - When selecting one side of an axis the other side automatically binds as well.

Lets now test our newly bound function:



Moving the analog stick up you should see the green bar moving to the down side.



Moving the analog stick down you should see the green bar moving on the up side.

## Adding Additional Devices or Pedals



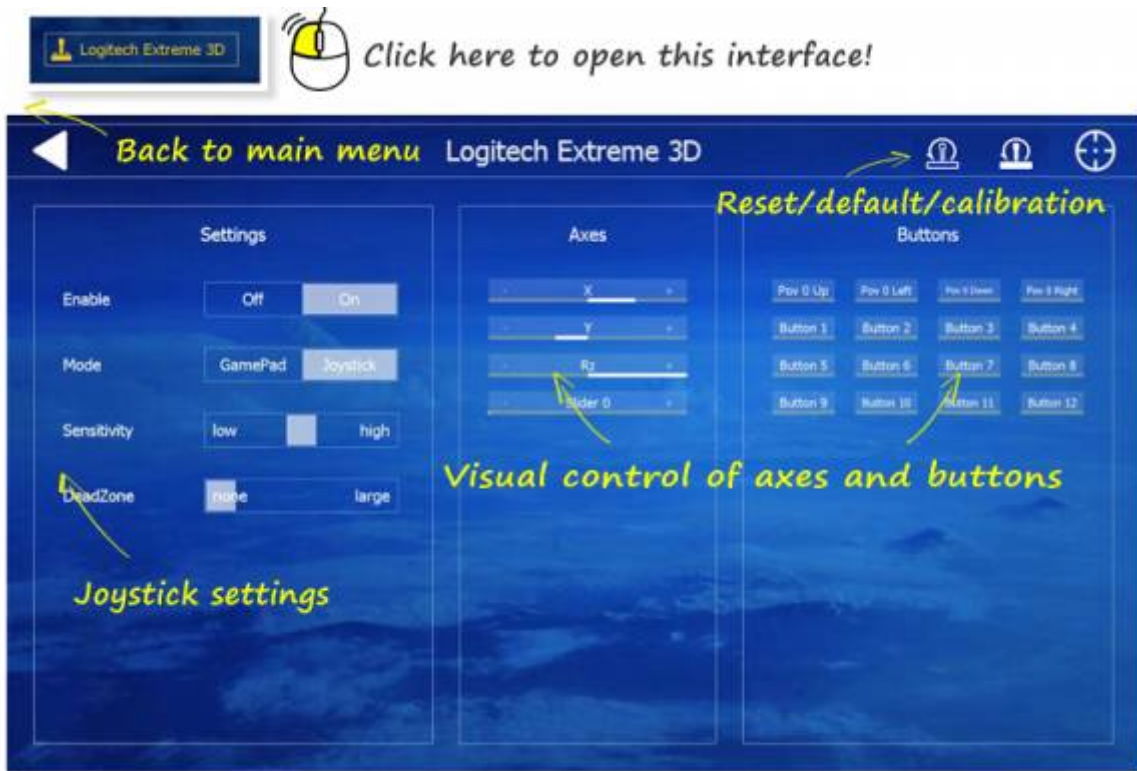
In Aerofly FS 2 you can add multiple control surfaces. For example, if you have a flight stick and pedals, they can be added and configured easily using the same method as explained in this manual.

If you want to use separate rudder pedals please proceed as follows:

- First plug all of your devices into any available USB ports. **Note** - If you need to use a USB hub it's advised to use a powered USB hub.
- Make sure that your Windows Operating System recognizes your devices prior to starting Aerofly FS 2.
- All of your plugged in devices if working properly should be seen on the bottom of the Controller Setup screen.
- Each function should now be seen from each of your devices.
- Set up each button and axis as instructed above. See **Assigning Joystick Buttons or Keys** and **Assigning controller axes to functions**

## Troubleshooting joystick and other USB devices

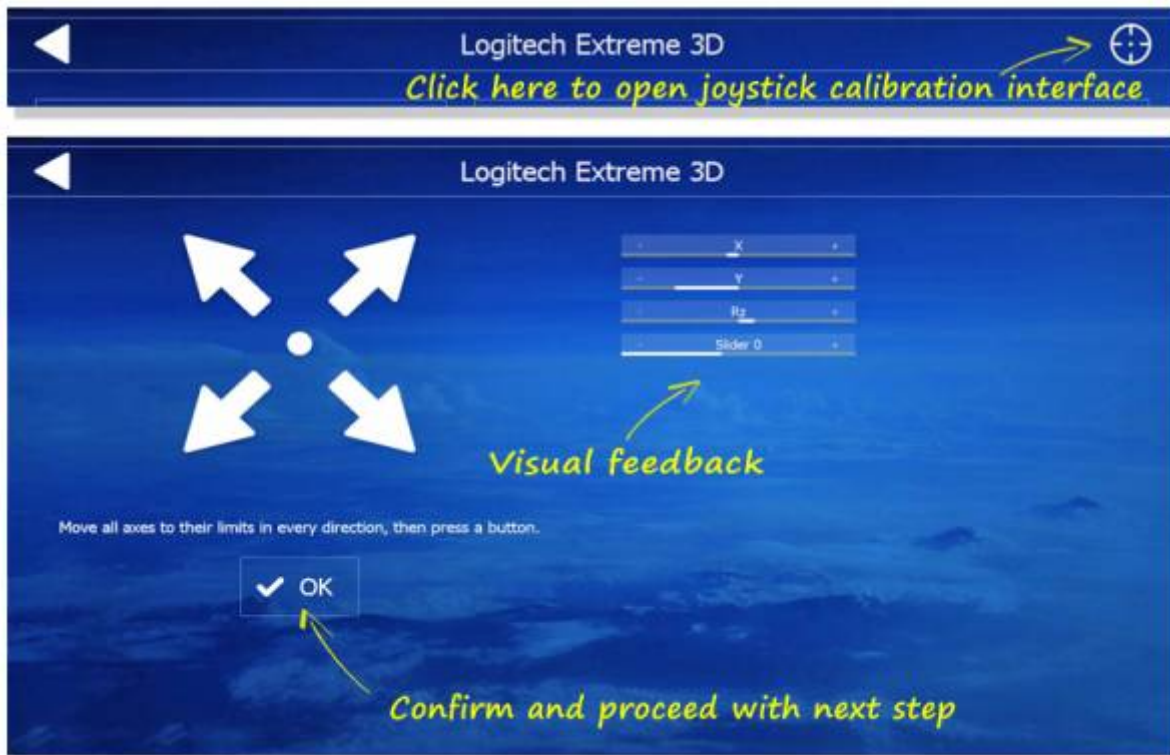
If you have any problems in programming the buttons or axis on your USB device then please click on the displayed USB device button on the 'Primary' menu. After selecting your USB device you'll see the below interface. Here you can enable or disable your USB device and double check all axes and buttons. You can't program axes or buttons via this interface but check the function. **Note** - This is also a good way to see all of your current bindings.



## Joystick calibration

Most joysticks and gamepads should be calibrated properly by default. However if your connected joystick is not properly calibrated, you can do so in the 'Controls' menu. At the bottom left corner of the screen, click on your device shown in the box. At the top right corner of the next screen, click on the symbol that looks like a target. Then follow the instructions to move and center the sticks and throttle slider.



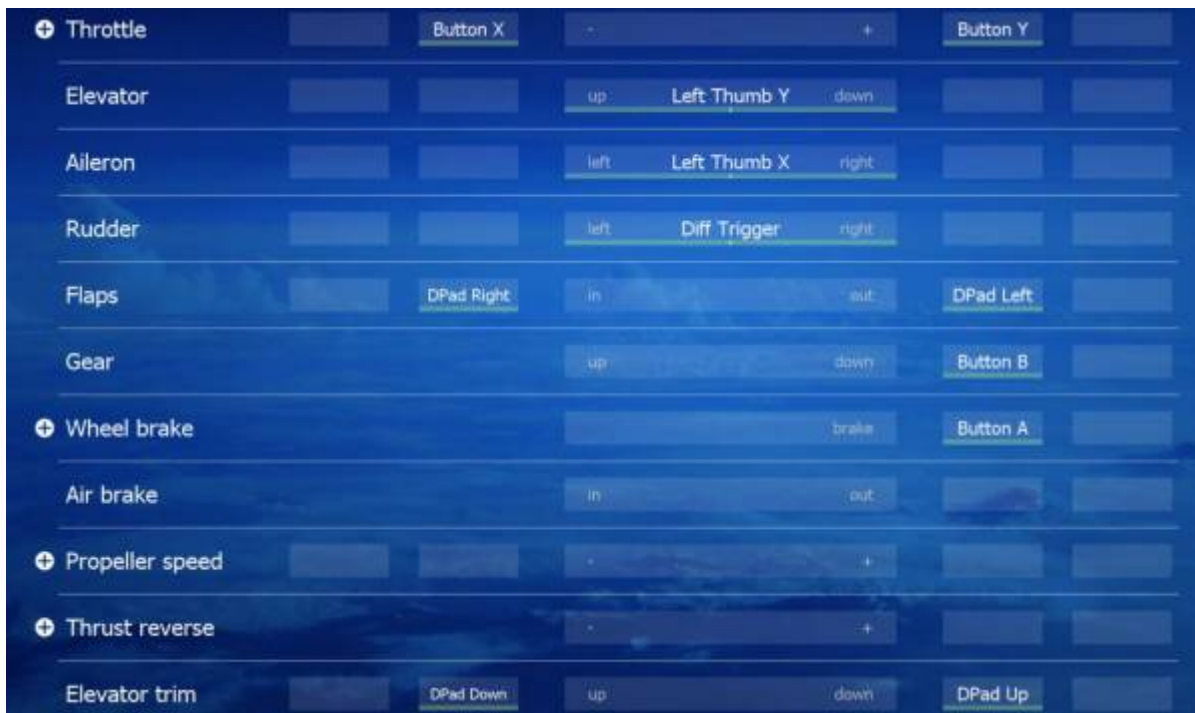


## Recommended Xbox Controller Configuration

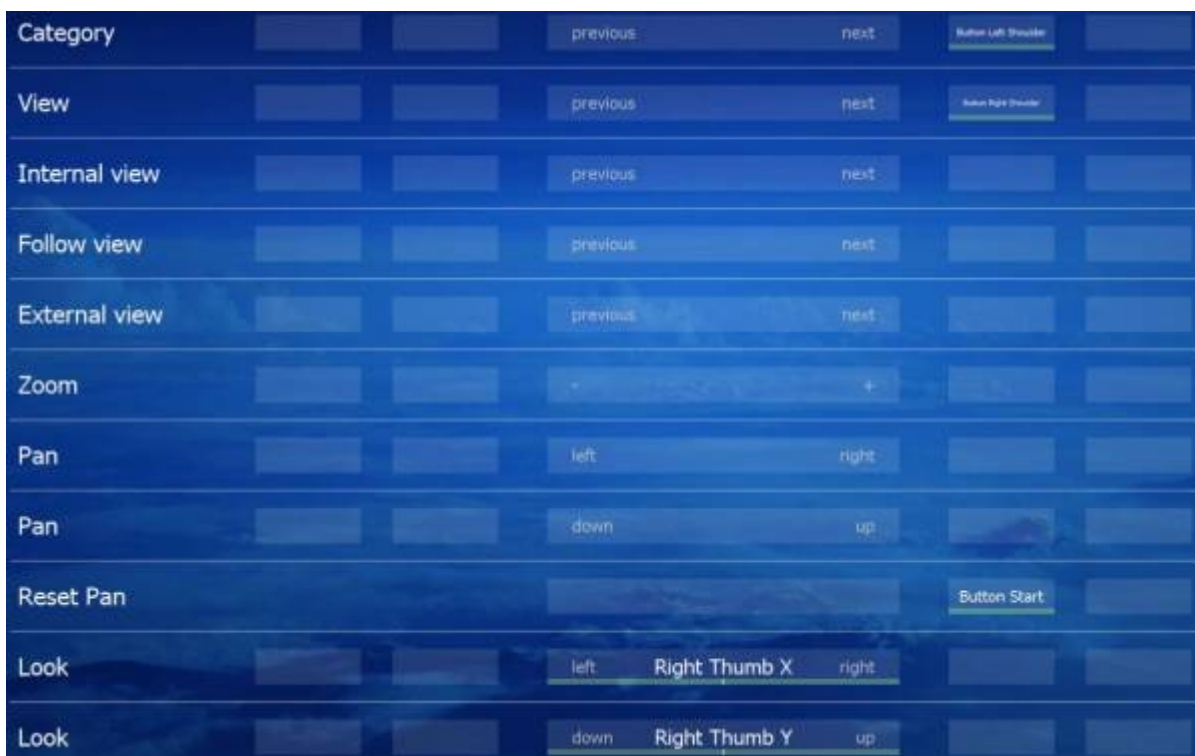


For those of you who are new to Flight Simulation or just want to use a basic Xbox controller to fly with in Aerofly FS 2. Here is a visual setup. **Note** - This particular Xbox controller configuration is ideal for Oculus Rift VR users.

### Primary Layout



### View Layout



### Simulation Layout



### Game Control Layout

Execute			Pause	Button A	
Back			Pause	Button BACK	
Select left/right		DPad Left	left	right	DPad Right
Select up/down		DPad Down	down	up	DPad Up
Move left/right			left	Left Thumb X	right
Move up/down			down	Left Thumb Y	up
Rotate			left	Diff Trigger	right
Zoom			in	Right Thumb Y	out

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