

USB Flight Stick
Testing Procedure

Below are instructions for testing the USB Flight Stick in the following OS settings:

Windows XP:

First go to >> “My Computer” >> “Control Panel” >> “Printers and Other Hardware” >> “Game Controllers”:

- Plug in TSC unit to a USB port on the computer.
- (Wait for TSC unit to be detected and enumerate – computer will acknowledge)
- Select “Properties”
- (A visual Test window will appear – testing can now be performed)
- Move joystick in both X & Y axis - you’ll see the cursor movement on the Test window.
- Press the buttons on the switch pad (M2, H2, F8, M9) and the joystick (N3, N33, N34 knob options) - you’ll see the corresponding button illuminate in the Test window.

Windows 2000:

First go to >> “My Computer” >> “Control Panel” >> “Gaming Options”:

- Plug in TSC unit to a USB port on the computer.
- (Wait for TSC unit to be detected and enumerate – computer will acknowledge)
- Select “Properties”
- (A visual Test window will appear – testing can now be performed)
- Move joystick in both X & Y axis - you’ll see the cursor movement on the Test window.
- Press the buttons on the switch pad (M2, H2, F8, M9) and the joystick (N3, N33, N34 knob options) - you’ll see the corresponding button illuminate in the Test window.

Windows 98:

First go to >> “My Computer” >> “Control Panel” >> “Gaming Options”:

- Plug in TSC unit to a USB port on the computer.
- (Wait for TSC unit to be detected and enumerate – computer will acknowledge)
- Select “Properties”
- (A visual Test window will appear – testing can now be performed)
- Move joystick in both X & Y axis - you’ll see the cursor movement on the Test window.
- Press the buttons on the switch pad (M2, H2, F8, M9) and the joystick (N3, N33, N34 knob options) - you’ll see the corresponding button illuminate in the Test window.

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