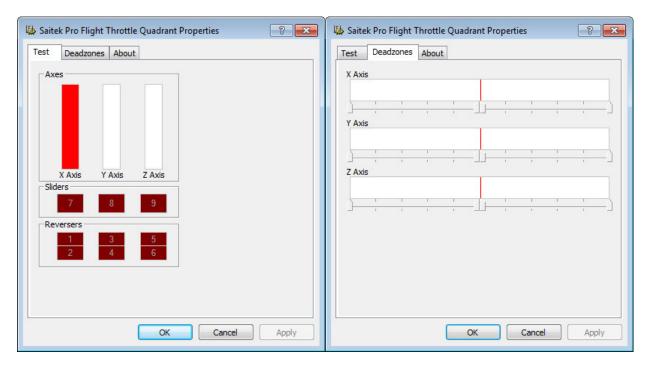
## Throttle calibration with FSUIPC

## Step 1 - Calibration in Windows - Devices and Printers

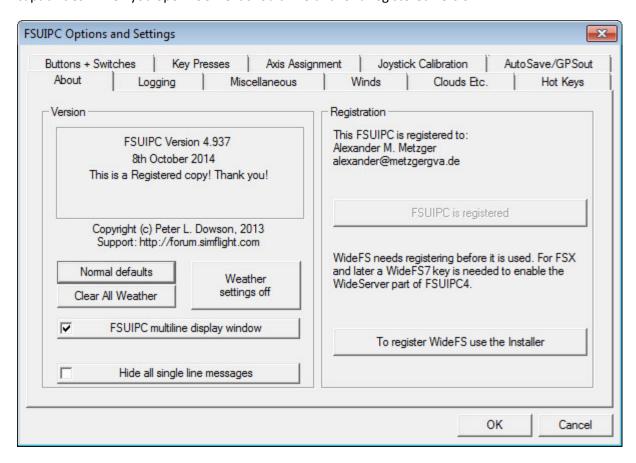
Right click for "Game controler settings"



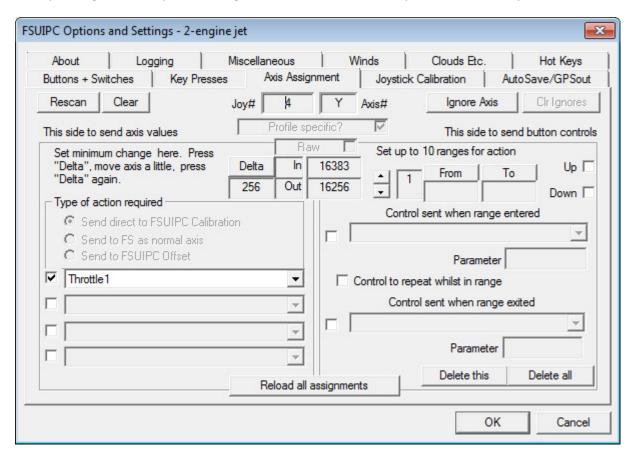
Make sure that when you move your hardware throttle that the red bar is moving through the whole range. Use the tab "deadzones" to adjust if it does not.

## Step 2 - Calibration in FSUIPC

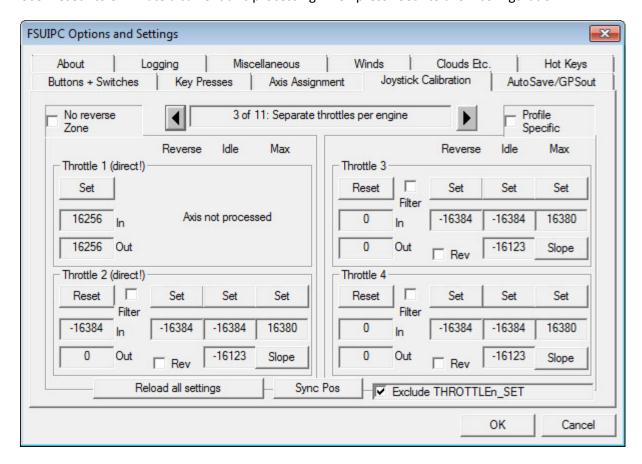
You need to have a registered FSUIPC version that you can do individual adjustments and use the full program capabilities. When you open FSUIPC it should like this for a registered version.



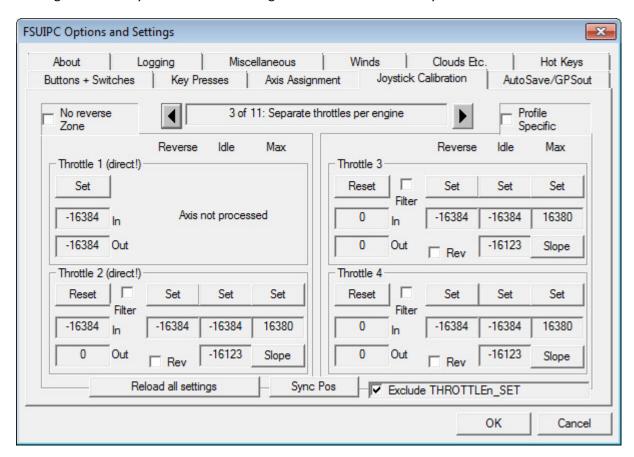
After pressing <Rescan> you can assign the axis "Throttle1" and option "Send directly to FSUIPC Calibration"



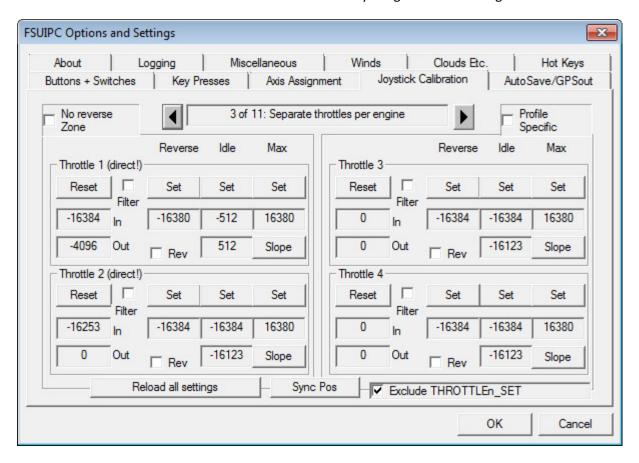
Use<Reset> to eliminate a current axis processing. Then press <Set> to allow configuration.



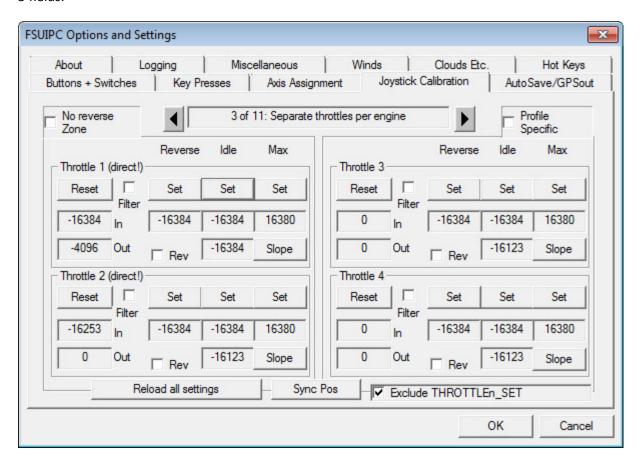
Moving the throttle you should see running "In" and "Out" values in synchronization.



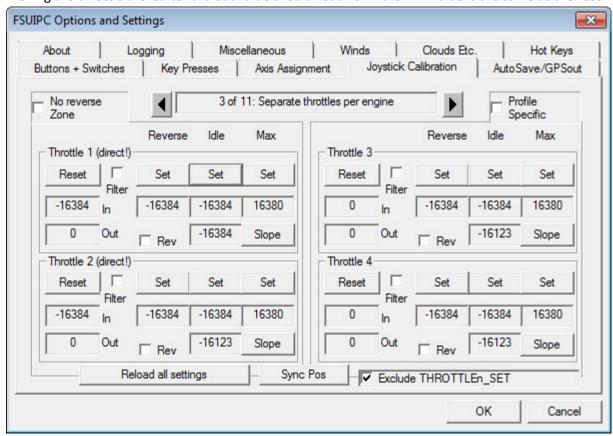
Press <Set> to obtain the default values. This automatically assigns a reverse range which we need to eliminate.



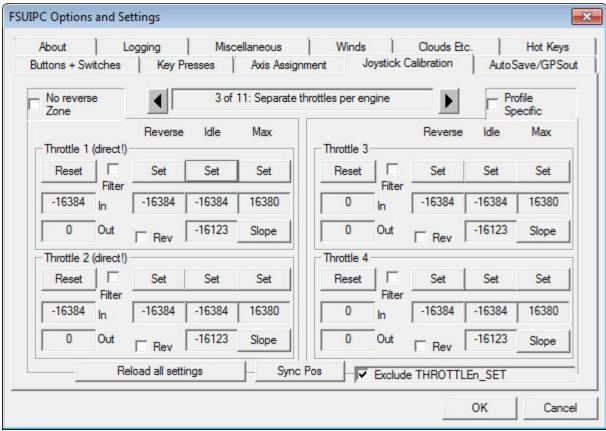
Put your throttle to "idle" and press left <Set> and 2x middle <Set> button so that the "In" value is copied in the 3 fields.



Moving the throttle thereafter the out value should read "0" if the "In" value is the same as the "set" values.



In case your "In" value is a bit reluctant to go always to the same value you may add some margin by setting the middle lower field a bit higher. This is done by moving the throttle a bit up and only press the middle lever.



In your FSUIPC.ini, residing in SIM\Modules, you should find the throttle calibration stored as

Throttle1=-16384,-16384,-16123,16380

Throttle2=-16384,-16384,-16123,16380

Throttle3=-16384,-16384,-16123,16380

Throttle4=-16384,-16384,-16123,16380