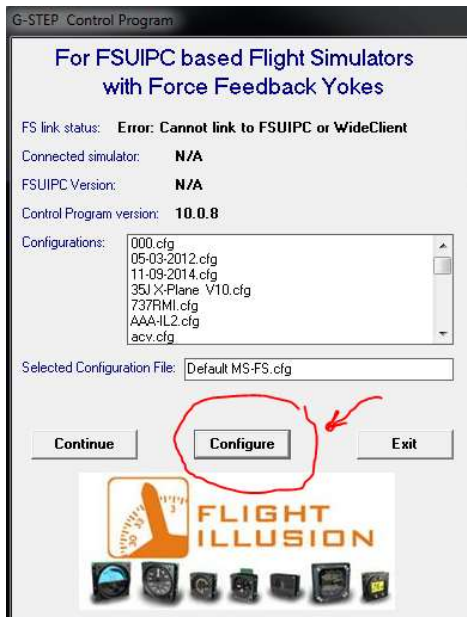
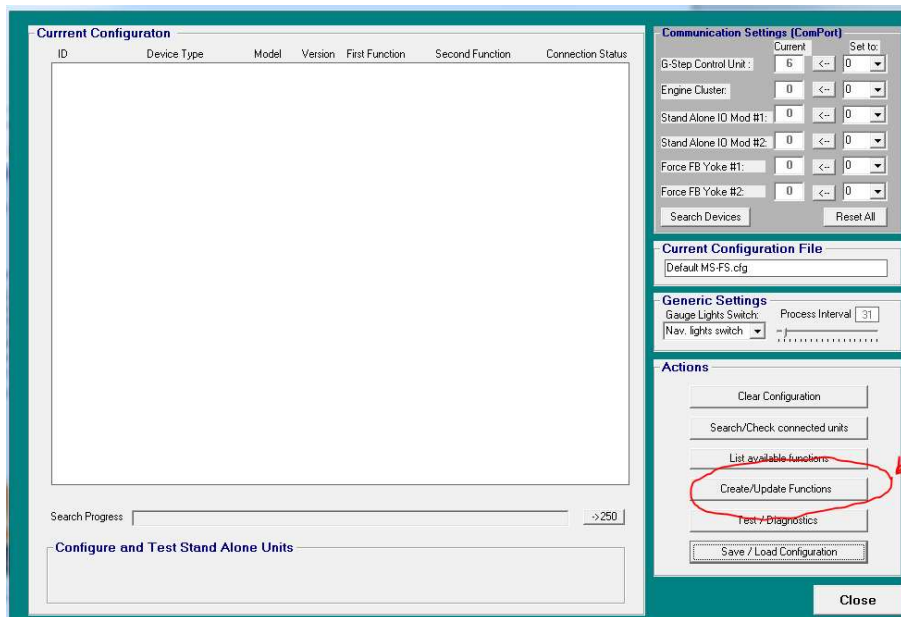


## How to use the Flight Illusion Force Feedback Yoke with A2A add- on:

First: Run the GSTEP program which drives the Force Feedback Yoke and choose for the “Configure” option.



Then choose “Create / Update functions”



And select function 194 – Yoke Elevator

Creation and Maintenance of G-Step Functions

### Raw FSUIPC Offsets

Seq. Nr:  Offset Hx:  # bytes:  Access:

Category:  Decimal Offset:

Name:

Formula:

Multiplier:  1 Divisor:  1

Description:

Nr of lines:  **Search**  **Next** **Read Raw Offsetfile** **Copy -> Function**

### G-STEP Functions

193	Yoke AP Alt Hold	External	--	Used by Force Feedback Yoke; 03, 02000, 00000, 00000, 00000, 00000, 1, 1
194	Elevator position control	External	Gauge	Used by Force Feedback YokePitch axe of Yoke Turbulence, 01, 02994, 00000, 00000, 00000, 00000, 1, 1
195	Aileron position control	External	--	Used by Force Feedback YokeRoll axe of Yoke Turbulence, 01, 02998, 00000, 00000, 00000, 00000, 1, 1
196	Aircraft wind Y	External	--	Used by Force Feedback YokePitch axe of Yoke Turbulence, 04, 11728, 00000, 00000, 00000, 00000, 1, 1
197	Aircraft wind X	External	--	Used by Force Feedback YokeRoll axe of Yoke Turbulence, 04, 11720, 00000, 00000, 00000, 00000, 1, 1
198	Yoke Stall Warn...	External	--	Used by Force Feedback Yoke; Stall warning indicator, 00, 00876, 00000, 00000, 00000, 00000, 1, 1
199	Yoke Overspd warn.	External	--	Used by Force Feedback Yoke; Overspeed Indicator, 00, 00877, 00000, 00000, 00000, 00000, 1, 1
200	Yoke AP sync Bank	External	--	Output of Autopilot to move Yoke in AP mode, 04, 11944, 00000, 00000, 00000, 00000, 1, 1
201	Yoke AP sync Pitch	External	--	Used by Force Feedback Yoke; Output of Autopilot to move Yoke in AP mode, 04, 11936, 00000, 00000, 00000, 00000, 1, 1
202	Yoke Trim Position	External	--	Used by Force Feedback Yoke; Elevator trim, 01, 03008, 00000, 00000, 00000, 00000, 1, 1
203	Yoke Park Brake	External	--	Used by Force Feedback Yoke; Parking brake, 01, 03016, 00000, 00000, 00000, 00000, 1, 1
204	Yoke Virtual JS.	External	--	Used by Force Feedback Yoke; For the Virtual Joystick controls via FSUIPC, 03, 13120, 00000, 00000, 00000, 00000, 1, 1
205	Yoke PTT Com1	External	--	Used by Force Feedback Yoke; Push To Talk Com1, 00, 12578, 00000, 00000, 00000, 00000, 1, 1
206	Yoke PTT Com2	External	--	Used by Force Feedback Yoke; Push To Talk Com2, 00, 12578, 00000, 00000, 00000, 00000, 1, 1

Nr:  Short name:  Category:  Signal Type:  Datatype:

Search:  **Next** Click:  to Test Function

Full name/Description:

Value Limits: Minimum Value:  Maximum Value:

Offsets for identical functions (e.g. Engines):

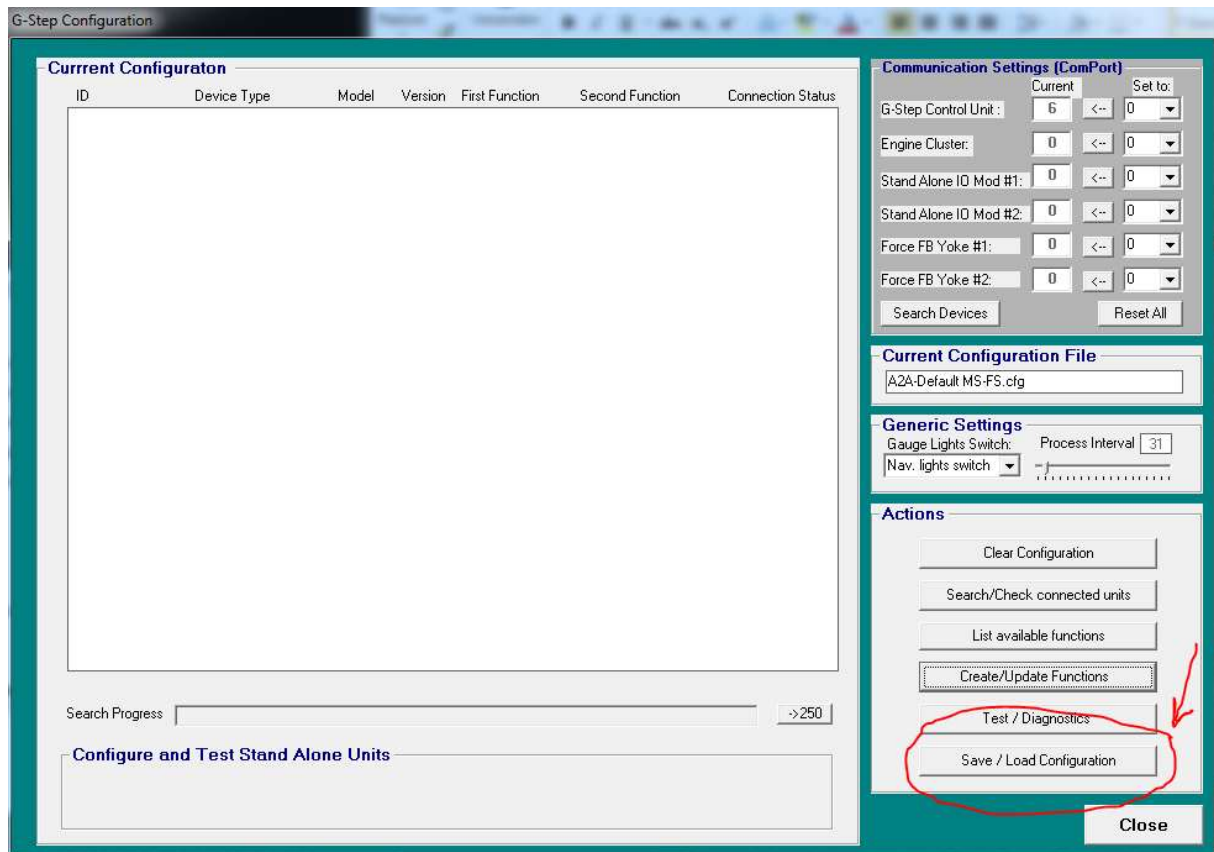
Recalculation Values at reading: Pre-Add/Subtract:  Multiplier:  Divisor:  Mask if Bit cmd:

**Copy** **Paste** **Delete** **Save function** **Close**

Change the value BB2 to 3BAA and change the Multiplier from 1 to -1 and click "Save Function"

Select also function 195 and change this value from BB6 to 3BA8 and change the Multiplier from 1 to -1 and click "Save Function"

Click "Close"



Click “Save / Load Configuration” To store your changes into your configuration- file.

Close the GSTEP program and start it again with the just saved config- file.

Now are the axis of the yoke configured as “Virtual Joystick” axes and these could be assigned into FSUIPC to the right axes of the A2A add- on.

The configuration of the axis within FSUIPC are described in the manual of FSUIC.