

Don't forget to "wake" the FLCS. Press switch S1 (the red index finger button) to "wake up" the FLCS after turning on your computer's power.

Using the TQS as a mouse

The cursor control on the TQS can be used in any situation where a mouse is normally used, and works with any Microsoft, Logitech or Mouse Systems mouse driver.

Switching between the cursor control and mouse is handled automatically by the TQS. If you move the mouse, the computer sees the mouse. If you move the cursor control, the computer sees the cursor control. If you try to use both at the same time, the cursor control is given priority.

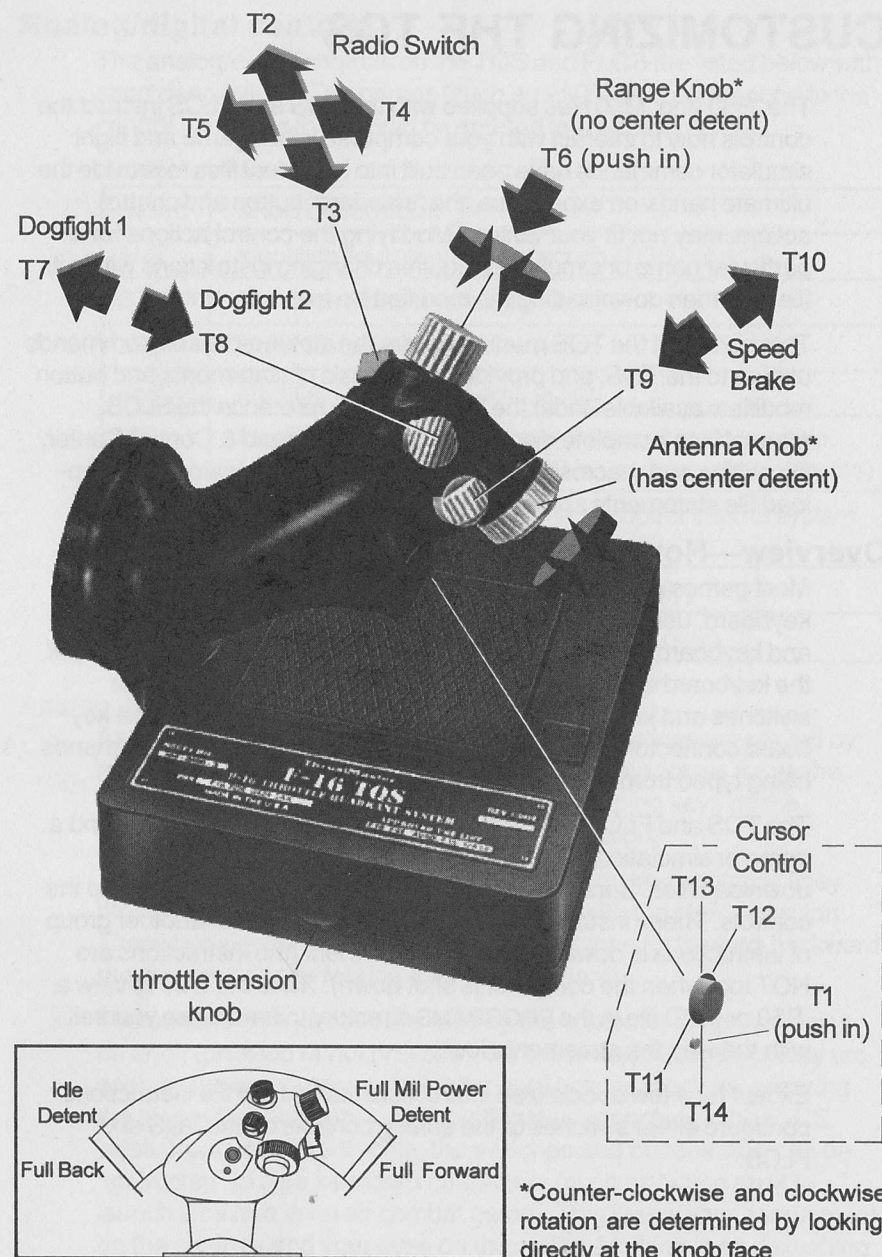
If you selected a 2-button mouse during the installation process, switch T1 (next to the cursor control) acts as the left mouse button and T6 (on the range knob) acts as the right button. If you chose a 3-button mouse, then T1 acts as the left mouse button, T3 as the right button, and T6 as the middle button. See the TQS switch reference on the next page. See also "Customizing the TQS Mouse."

! **NOTE:** Keyboard output must not be assigned to the cursor control switches (T11-T14) if cursor control operation as a mouse is desired. Operation of your "real" mouse is not affected by the cursor control configuration, in any event.

Throttle calibration

TQS calibration is part of the initial software installation. This calibration normally needs only to be done once (at the time of initial installation). If you need to re-calibrate the TQS at some other time, run the application called B50CAL.EXE in the TQS directory. The re-calibration procedure also is available through the Command and Control Center.

Games and simulations that support an analog throttle will have their own calibration routines. The initial calibration at installation *must* be done—game calibration routines are not a substitute.



*Counter-clockwise and clockwise rotation are determined by looking directly at the knob face