

That joystick seems to be a particular challenge to calibrate in our flight simulators. There are two issues that need correcting so it can be used with ASA's flight simulator software. The following script applies to the Saitek X-52 joysticks.

Out of the box, there will be no red dots in calibration. You must use the Advanced Mode of the program's calibration interface to change the Required Precision setting to "Low" and the Default Assignments setting to "Changeable". Then the raw input data from the joystick must be "Re-Mapped" to the correct channels in the program. Here are the required steps to accomplish these changes:

Changing the Required Precision and the Default Assignments

In the calibration page click the Advanced Mode button to access that section of the calibration interface. Remove the asterisk (*) in the left-hand box on the driver name line by clicking in the asterisk. Now add an asterisk in the right-hand box on the same line by clicking on the small button on the end of that line. This action will open a new area on the upper-right side of that page.

In the Default Assignments area, change the setting from Fixed to Changeable by clicking on one of the small round buttons. In the Required Precision area, change the setting from Normal to Low by clicking on one of the small boxes next to the word Normal. To complete this portion of the setup, put an asterisk back into the left button on the end of the driver name line, as it was originally.

Re-Mapping

Next step is to add an asterisk to the right button on the end of the driver name line so you have one asterisk in each. This will open another new area on the upper-right side of this page. Under the word Calibrate you will see several lines. Each line represents the raw data from the joystick for each axis movement. The top line is for the roll axis, the second line is for the pitch axis. It has been reported by customers with the X-52 joystick that the seventh line is the throttle and the sixth line the rudder (twisting handle). You may be able to determine which is which on your joystick by moving the joystick controls.

To re-map, begin by clicking on the roll axis line (line 1). Click the line and not the dot on the line. The line will turn white indicating that it's original mapping assignment has been de-activated. If the axis lines are already a white color you can skip this step. Next, click on the vertical left edge of the large black box below. You will notice that your pointer turns into a (+) plus symbol for a couple of seconds before returning to the pointer symbol. After clicking below, while the pointer is a (+) symbol, point to the roll axis line above and click on it. The

roll axis line will turn black indicating that channel has been re-mapped. The pointer must be a (+) when you click on the roll axis line above for the change to be effective. Now click on the pitch axis line (line 2) so it releases its old setting (if it's not white already). Now point to the Horizontal bottom edge of the large black box and click on it, making your pointer a (+) and then click on the pitch axis line above. Your pitch and roll axis should be properly assigned at this point.

You can assign your throttle and rudder axis at using the same process. Lines 6 and 7 have been reported as the proper lines to use.

The correct axis assignments should be as follows. The pitch and roll axes are represented by a red dot in the large black box. Proper calibration will be indicated by the dot turning green when it is in the smaller, inner section of the black box. Note that it usually requires moving the joystick to the physical limits of its movement to attain this. When the joystick is released the dot needs to be green and in the inner box. The proper throttle axis is the vertical "T" line to the right of the large black box. Moving the throttle to its limits should turn the dot from red to green. The rudder axis will be on the horizontal line below the black box.

Click the Calibrate button above the joystick driver name after re-mapping. This will put an asterisk (*) next to the 'C' showing the program is in calibrate mode and ready to be calibrated. Verify that you have red dots in all the correct places and make them turn green by articulating the controls. When all the control axes have been calibrated, click the EXIT button. This will take you back to the introduction screen but the message will now say to choose New Lesson, allowing access to the lessons portion of the program.