



## RD1 RUDDER PEDAL CALIBRATION GUIDE



## RD1 Rudder Pedal Calibration

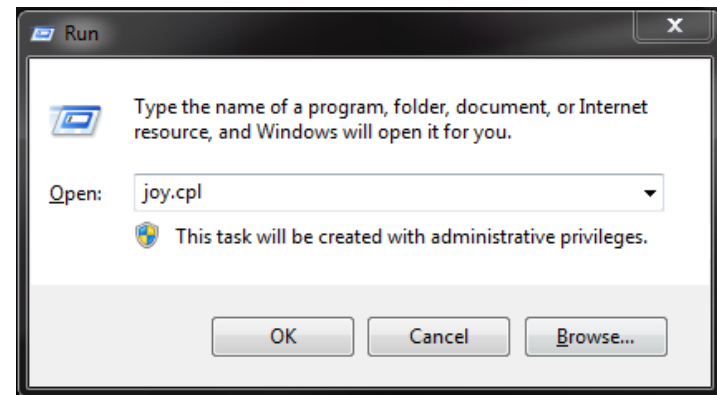
### 1. Opening the Windows 'Game Controllers' window

A: Turn on your Simulator and have the keyboard plugged in; close the Mission Startup software (*Click anywhere, then use the keyboard shortcut **Alt + F4***).

B: Use the keyboard shortcut: **Windows (A) + R** to open the Windows **Run** Command.

C: Type **joy.cpl** into the window.

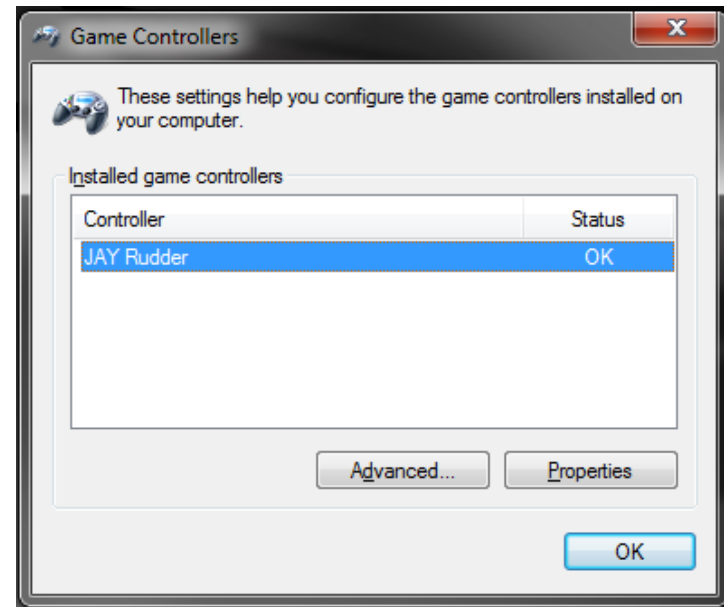
D: Click **OK** and it should launch the Game Controllers window.



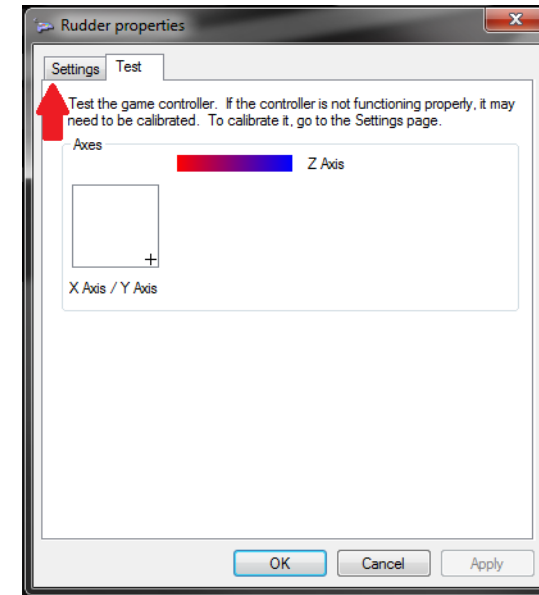
### 2. Calibrating the Rudder Pedals

A: Select the Rudder Pedals from the list of available game controllers.

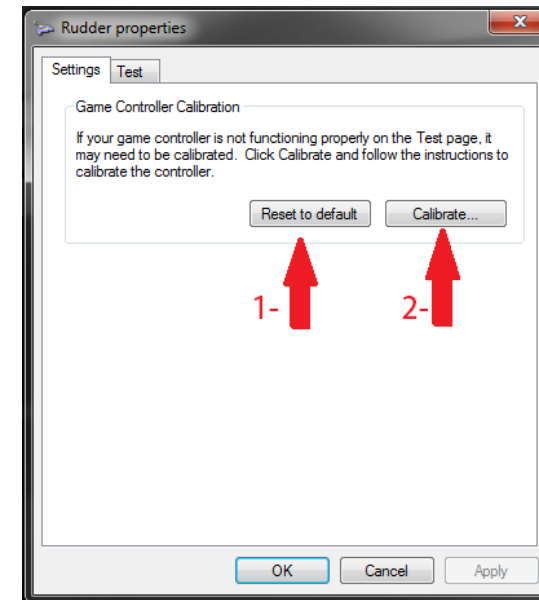
B: Click **Properties**.



C: Navigate to the **Settings** Tab up in the top left corner of the **Rudder Properties** window.

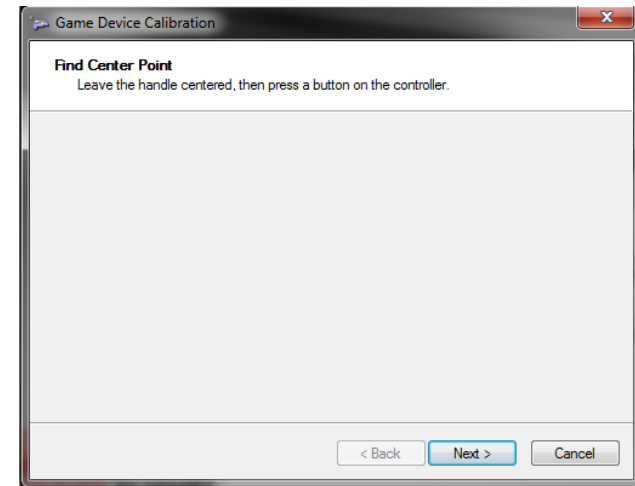


D: First click the **Reset to default** button, and then click the **Calibrate** button.



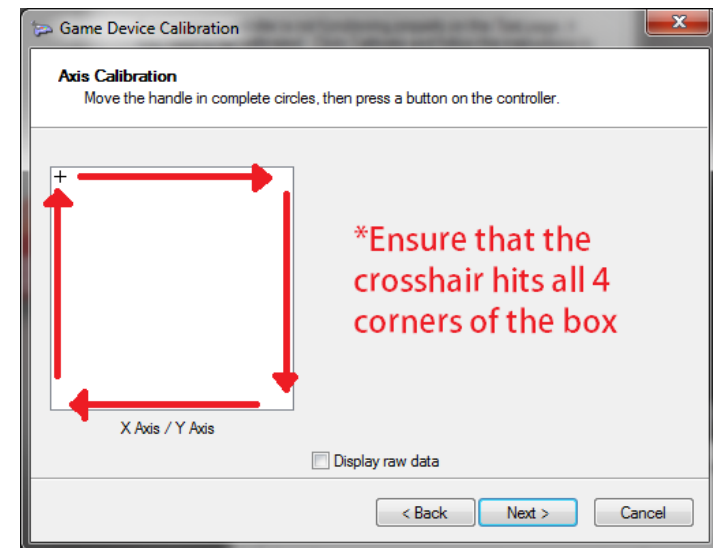
E: Follow the instructions in the **Game Device Calibration Wizard** that pops up:

- i. At the first **Find Center Point** screen, ensure that your rudders are at rest (*i.e. leave your feet off the pedals while clicking Next*).



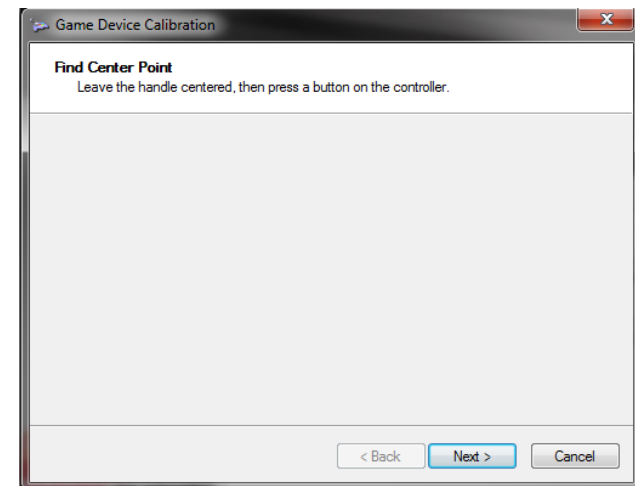
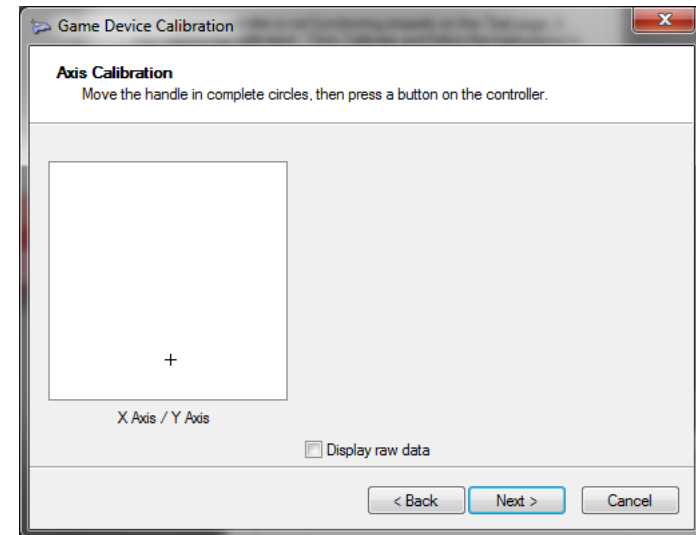
- i. At the first **Axis Calibration** page, move the toe-brakes to the corners of their range of motion:
  - a. Apply full right toe-brake.
  - b. While holding full right, apply full left toe-brake.
  - c. While holding full left, release the right toe-brake.
  - d. Release the left toe-brake.
  - e. Repeat steps **a** through **d** (1x).
  - f. Center the crosshair in approximately the middle of the white box, and while holding it there, click next.  
*\*(Steps a. through d.) ensure that the crosshair hits all 4 corners of the white box, otherwise your toe-brakes will not perform properly.*

*\*\*For step f., the crosshair must be approximately in the center of the white box while clicking next (this isn't easy, but it's a necessary step for proper toe-brake functionality).*

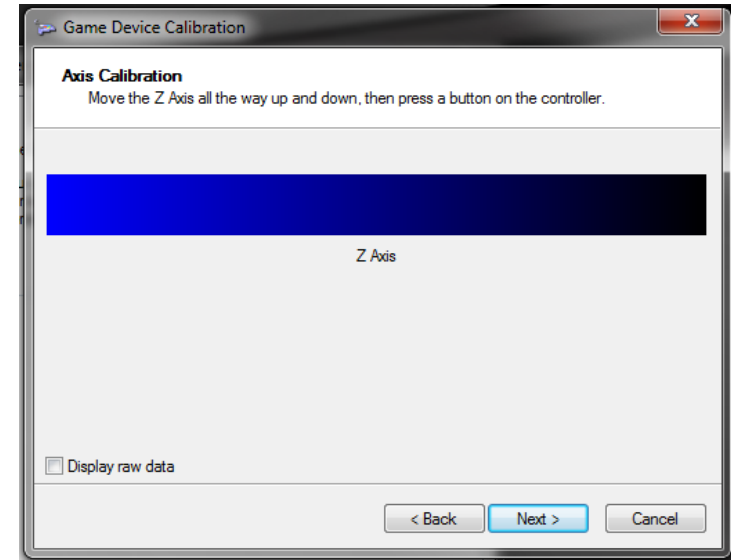


*\*\*\*Keep holding the toe-brakes at their “center point” while clicking **Next** at the **Find Center Point** screen.*

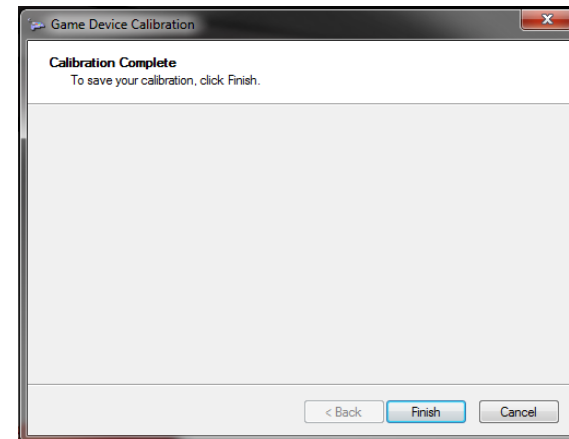
- ii. At the next **Find Center Point** screen, ensure that your toe-brakes are still at their ‘center point’ (from step *f* above) while clicking next.



- iii. The next **Axis Calibration** page will be for your Rudder axis.
  - a. Apply full left and right rudder (2x), and ensure that the rudder axis hits both ends of its range of motion.
  - b. Center the Rudder Pedals, then click Next.



- iv. Click **Finish** on the final page of the **Game Device Calibration Wizard** to the wizard.

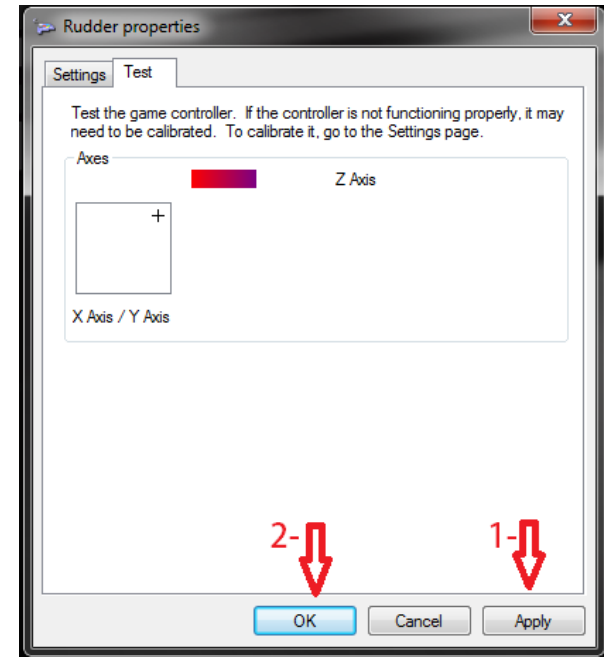


close

v. Back at the **Rudder Properties** Window:

- Test your Rudder Pedals and Toe-Brakes at this page to check if they calibrated properly.
- If both axes look to be following your input smoothly, first click **Apply**,
- Then click **OK**.

*\*If **Apply** is not clicked first, Windows may not apply your calibration settings properly.*



**Your RD1 Rudder Pedals should now be calibrated for use with your Simulator!**

*If you run into any problems, feel free to call up Redbird Support for assistance.*

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