



### **Unpacking and calibrating your Quadrant**

When you first unpack the quadrant, it's important to do a general inspection of all the moving parts. Check that all levers move smoothly from one end to the other. Those quadrants with detent points should provide a soft stop before the lever's full mechanical spot. Also, if there are detent switches, verify that you can hear the switch activated. If not, read our other docs for instructions.

Check all the buttons and levers to see that you hear the switches activated.

All quadrants must be calibrated in Windows before using it in the Flight Simulator. Potentiometers have some dead zones, and calibration ensures that these dead zones are compensated for.

Once you plug it into a USB port, open Windows Devices and see that it's properly recognized.

From here, you can go through the calibration procedure. This is the most important step before going out to fly.

For some features, you will need FSUIPC registered.