**The MicroFlyte Joystick
for the Atari Computer**

**and Software Driver v. 2.0
for Flight Simulator II***

OPERATING INSTRUCTIONS

I. EQUIPMENT NEEDED

Atari Computer
TV or Monitor
Disk Drive
Flight Simulator II AT-FS2 v. 1.05

II. LOADING INSTRUCTIONS

A. Turn the computer off.

B. If you have an Atari 800 Series computer, make sure the
Atari BASIC cartidge is **NOT** in you computer.

C. Plug the MicroFlyte joystick into Controller Port 1.

D. Turn on the disk drive.

E. When the busy light goes off, insert the MICROCUBE
Joystick Driver Disk into the disk drive and close the
door.

F. Turn on the computer and monitor.

G. When you boot up the Joystick Driver Disk for the very
first time, you will be requested to follow a simple
clibration procedure. This procedure allows the software
to make a more precise interface between your computer and
the MicroFlyte Joystick, and makes the variable gain
feature (which is discussed below) possible. After you
perform the initial calibration it will not be necessary
again unless you decide to operate your MicroFlyte
Joystick with another Atari 8-bit computer.

To perform the calibration in the future, simply boot up
the disk, and when the copyright screen come on, do not
remove the disk, but instead press the "C" key. Then
follow the instructions.

H. When the busy light goes off the disk drive, pull out
the MICROCUBE Joystick Driver Disk and insert the FLIGHT
SIMULATOR II disk.

I. Press RETURN.

J. FLIGHT SIMULATOR II will begin loading and after a
minute or so , the menu screen will appear. Enter the
program as usual by selecting Monitor tykpe and Flight
mode and wait for the window view to appear and instrument
panel to settle down.

K. Center the elevator trim and Press the RESET button on
the MicroFlyte Joystick to calibrate the controls. Test
the controls to assure proper operation before take off.
NOTE: Any time the RESET button is pressed, the position
of the joystick pots is entered into the computer as the
centered position.

L. When first using the MICROFLYTE Joystick you may have a
tendency to overcontrol. Learn to move the control stick
gently and smoothly. Remember that it does not have to be
tapped constantly as a regular joystick, and can be held
at any position you desire for completely proportional
control.

IMPORTANT NOTICE

Several additional features have been added to ther new
version 2.0 Joystick Driver Disk for the Flight Simulator
II as follows:

1) CALIBRATION: As indicated above.
2) JOYSTICK GAIN:
   You can actually change the sensitivity of the joystick
   after you are operating Flight Simulator in Flight mode.
   If you move the trim tab (aileron axis) all of the way to

the right for instance, and then press RESET you will
notice the aileron indicator on the display screen has
less travel when moving the joystick full right or full
left. The same principle applies to the pitch trim tab
for elevator travel where moving it fully towards you will
decrease sensitivity. We recommend you try this because
it allows more precise control at higher airspeeds.
Moving the trim tabs in the opposite direction from center
and ten pressing RESET will likewise increase joystick
sensitivity.

3) TRIM:

Your joystick comes with a preset trim set up by pressing
RESET as described in the manual. It is also set up for a
cruise of about 3500 feet at 2350 RPM. You can set up the
cruise adjustment by rolling the elevator trim on your
joystick box forward (pitch down) until the instrument
panel indicator deflects down just one notch. You can
also obtain additional trim adjustments for your own
cruise altitude and speed by using the TRIM keys (R and V)
on the keyboard.

4) VIEW:

By pressing both throttle buttons at the same time and
then moveing the joystick slightly right or left or
forward or back the 3D view will change. The MicroFlyte
joystick selects the side-front views (i.e. right-front or
left-front) which join the forward wiew to form a
panorama. This is handy when judging when to turn onto
final approach.

III. OTHER MODES OF OPERATION

     The MICROFLYTE Joystick driver software for other
cqmmercial programs will be made available from time to
time. Look for drivers for the other flying programs
first.

     The joystick box can also be used for your own BASIC
and machine language programs. The calls are as follows:

Left - Right pot	PADDLE A	9
Up - Down pot	PADDLE B	5
RESET		6
THROTTLE Up		1
THROTTLE Down		2
FLAPS		4
BRAKE		3

A simple BASIC program example follows:

```
10 PRINT "Test of MicroFlyte Joystick"
20 REM A = LEFT/RIGHT POT; B = UP/DOWN POT
30 A = PEEK (624)
40 B = PEEK (625)
50 PRINT: PRINT: PRINT A: PRINT B
60 FOR I = 1 TO 100
70 NEXT I
80 PRINT CHR$ (125)
90 GOTO 30
```

Normally paddle (or pot) values returned are a progression
from a value of 0 to 228. For paddle (A) to right
increase value, for paddle (B), down or foward increases
the value returned.

Notes:

1) Lines 60 and 70 simply slow down the inputs to make it
easier to read them
2) Lines 30 and 40 may also be replaced by:

```
    30 A = PADDLE(0)    40 B = PADDLE(1)
```
3) To test on game port #2, change the PADDLE arguments
to PADDLE(2) AND PADDLE(3)

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