



# RUDDO & RUDDO+

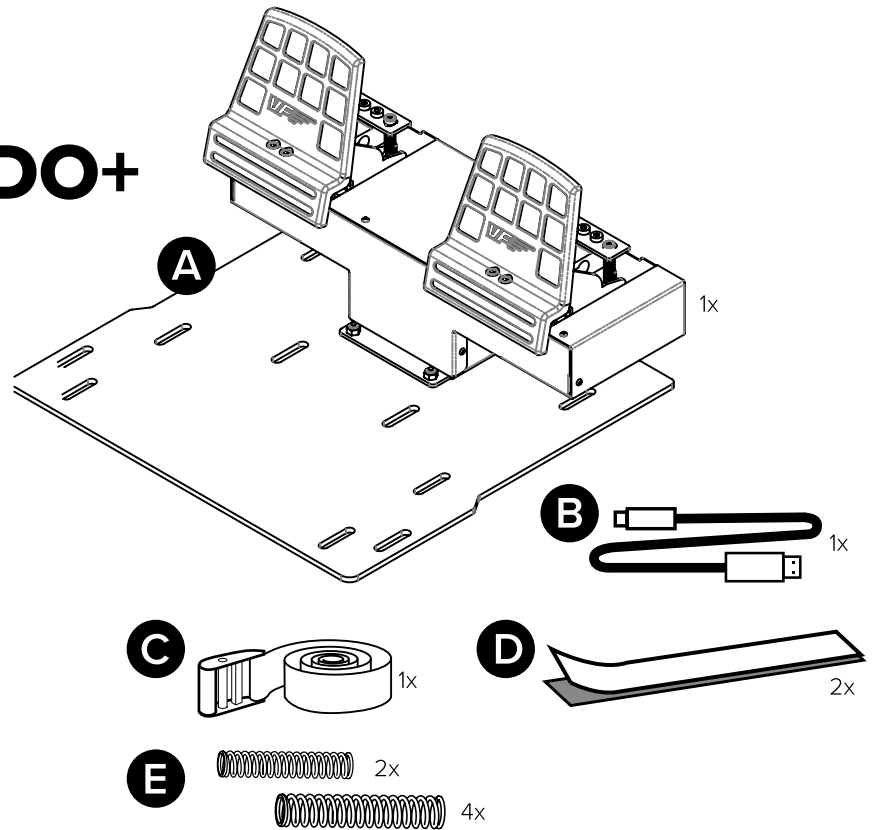
## USER'S MANUAL

Rev. 1.2 - November 2020

### 1. IN THE BOX

- A) RUDDO / RUDDO+
- B) USB-B to USB Cable
- C) Lashing Strap
- D) Velcro Strap with adhesive back
- E) Extra Springs

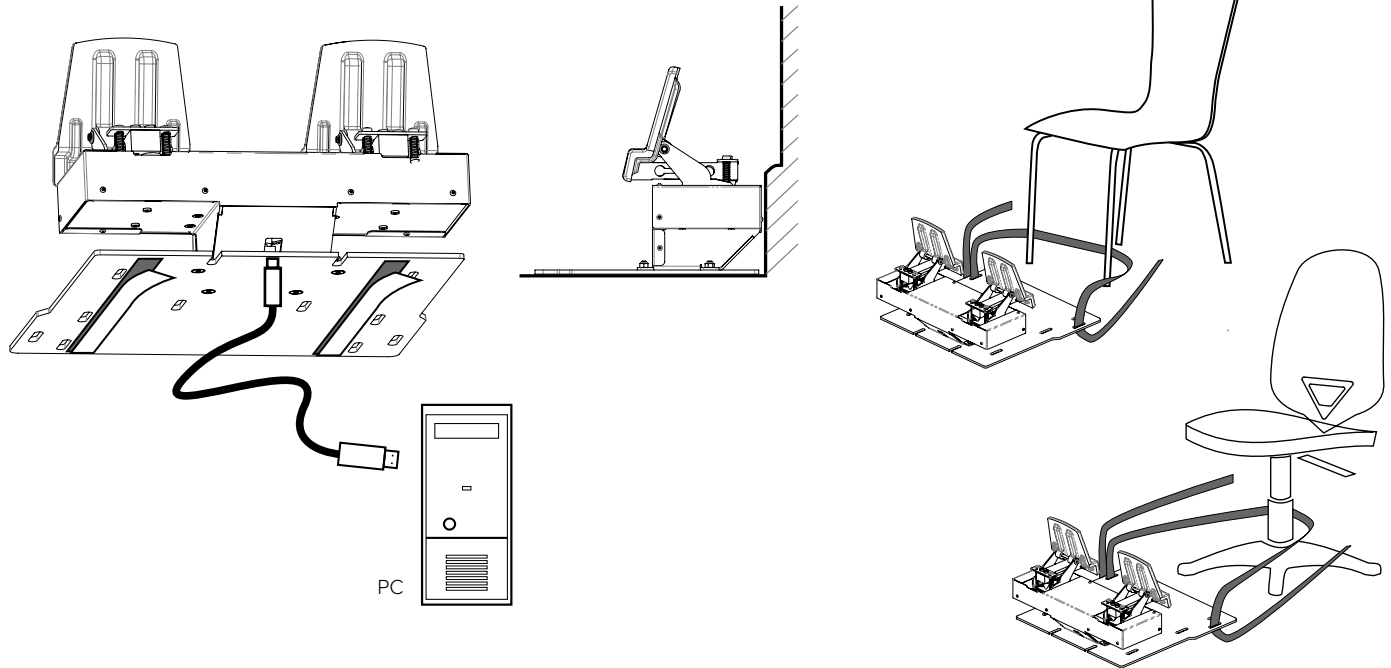
For support visit [help.virtual-fly.com](http://help.virtual-fly.com)  
or contact us at [support@virtual-fly.com](mailto:support@virtual-fly.com)



## 2. HARDWARE SETUP

Place the RUDDO/RUDDO+ on the floor in front of the chair in the desired position. We recommend it is in contact with the wall. Use the provided Velcro strips (D) to secure it to the floor. If you prefer, you can screw it to the floor (screws not included).

If your chair has wheels or moves, you can use the lashing strap (C) to minimize its movements. Finally, connect the USB-B to USB cable (B) between the RUDDO/RUDDO+ and the computer where the flight simulation software is running.



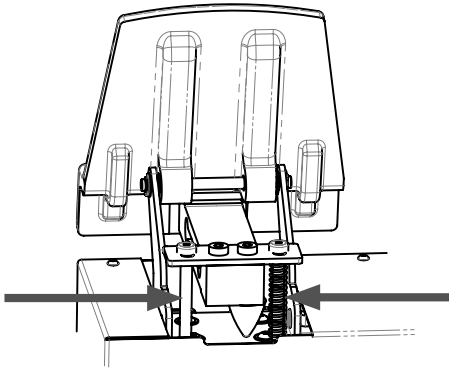
## 2.1 Changing the brakes and rudder hardness

Your RUDDO/RUDDO+ offers the possibility to adapt the brakes and rudder hardness to your preference.

### 2.1.1 Brakes hardness

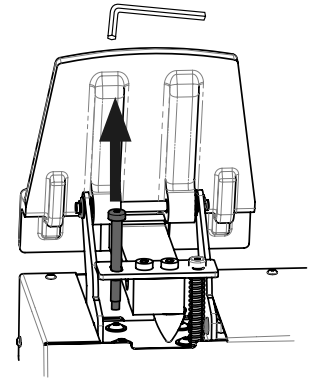
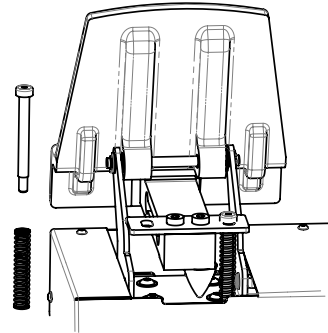
Your RUDDO/RUDDO+ offers the possibility to adapt the brakes and rudder hardness to your preference.

As you can see in the picture, in the rear part of each pedal, there are one or two springs that offer resistance when the brakes are pressed. You can use one (for softer braking) or two (for harder braking) springs depending on your preferences.



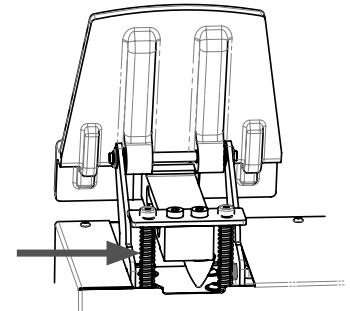
An Allen key n.3 (not included) is needed to change the springs.

1. Unscrew one of the screws from the rear part of the pedal.



2. Add or remove the spring depending on your preferences.

3. Screw the removed screw back to its original position.

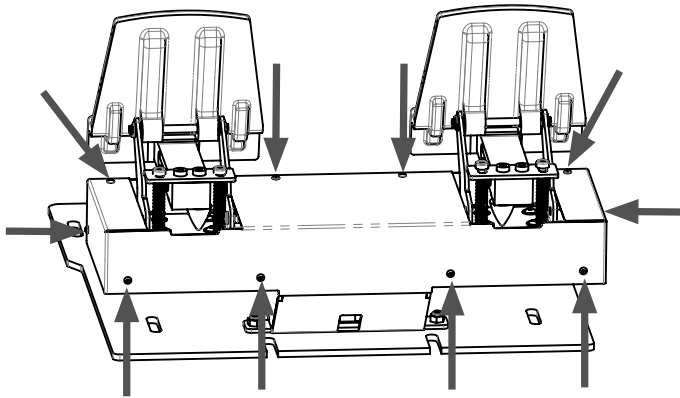


4. Repeat the process with the other pedal.

## 2.1.2. Rudder hardness

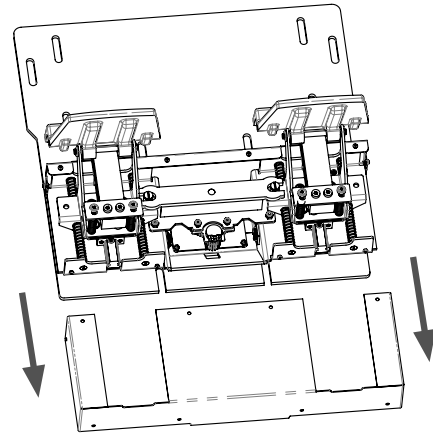
For adjusting the rudder hardness, you can add or remove one of the springs of each side of the rudder pedals.

1. An Allen key n.2 (not included) is needed to remove the black cover of the device.

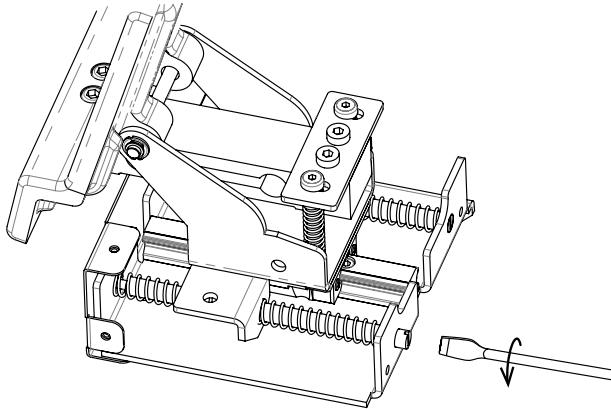


An Allen key n.2 (not included) is needed to remove the black cover of the device.

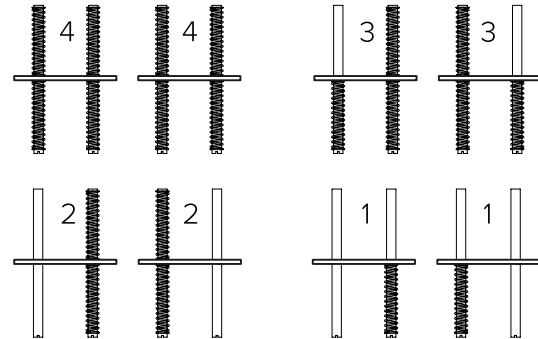
2. Remove the black cover carefully.



3. Remove the white axis using a flat head screwdriver (not included)



4. There are a total of 8 springs placed in 4 guides. Add or remove springs based on your preference. Below, you can see the four different configurations where the fourth is the strongest and the first one the softest.



5. Screw back the axis using the screwdriver.

6. Place back to its position the black clover using the screws removed in the first step.

## 3. SOFTWARE SETUP



PREPAR3D



The RUDDO/RUDDO+ interacts with any computer as a joystick (HID), so it is compatible with any flight simulation software. Below, you have two options for setting up your RUDDO/RUDDO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane.

### 3.1. Using VFHUB

VFHub is the software built by Virtual Fly to reduce the complicated to the simple. It is the recommended software setup for your RUDDO/ RUDDO+. With VFHub, you can fly your favorite flight simulation software without worrying about configuring your Virtual Fly flight controls.

You can download the VFHub installer from <https://www.virtual-fly.com/downloads>. The VFHub installer takes care of installing VFHub together with all the required modules.

Connect the RUDDO/RUDDO+ to your computer, open VFHub, and start flying right away. VFHub takes care of making your RUDDO/RUDDO+ work with MSFS, Prepar3D, and X-Plane.



If your device is a RUDDO, make sure to calibrate the device in VFHub. For more details, check the VFHub user's manual at [https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB\\_USER'S\\_MANUAL.pdf](https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB_USER'S_MANUAL.pdf)



If you use MSFS or X-Plane, set a blank profile to the RUDDO/RUDDO+ in the controls or joysticks setup menu before using your device. You can find the detailed steps on how to set a blank profile here: [https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB\\_SET\\_BLANK\\_PROFILES.pdf](https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB_SET_BLANK_PROFILES.pdf)



If you want to customize how your RUDDO/ RUDDO+ works, make sure you read the VFHub user's manual available at [https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB\\_USER'S\\_MANUAL.pdf](https://downloads.virtual-fly.com/docs/vfhub/latest/VFHUB_USER'S_MANUAL.pdf) for detailed instructions on all the tuning and customization possibilities.

## 3.2 Using an alternative joystick configuration

Since the RUDDO/RUDDO+ interacts with any computer as a joystick (HID), it is compatible with any flight simulation software. Below, you have a general scheme for setting up your RUDDO/RUDDO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane.

### MSFS

If you own a RUDDO+, your device is ready to be used in MSFS. If you have a TQ6, don't worry, you only need to calibrate it on Windows/MacOS/Linux first. Assign the axes inside the controls menu, and the RUDDO/RUDDO+ will be ready to be used.

Finally, restart MSFS and verify that the device is configured correctly.

### Prepar3D

If you own a RUDDO+, your device is ready to be used in Prepar3D. If you have a TQ6, don't worry, you only need to calibrate it on Windows/MacOS/Linux first. Open Prepar3D

and go to the controls menu. Inside, select the 'RUDDO/RUDDO+' from the devices list. Assign the axes as you please. Then calibrate the device following the instructions.

Finally, restart Prepar3D and verify that the device is configured correctly.

### X-Plane

If you own a RUDDO+, your device is ready to be used in X-Plane. If you have a TQ6, don't worry, you only need to calibrate it on Windows/MacOS/Linux first. Your RUDDO/RUDDO+ only needs to be calibrated inside X-Plane since axes are automatically assigned. Open X-Plane, go to Configuration\Joystick, and follow the calibration steps for your device.

Finally, restart X-Plane and verify that the device is configured correctly.