



RUDDO & RUDDO+

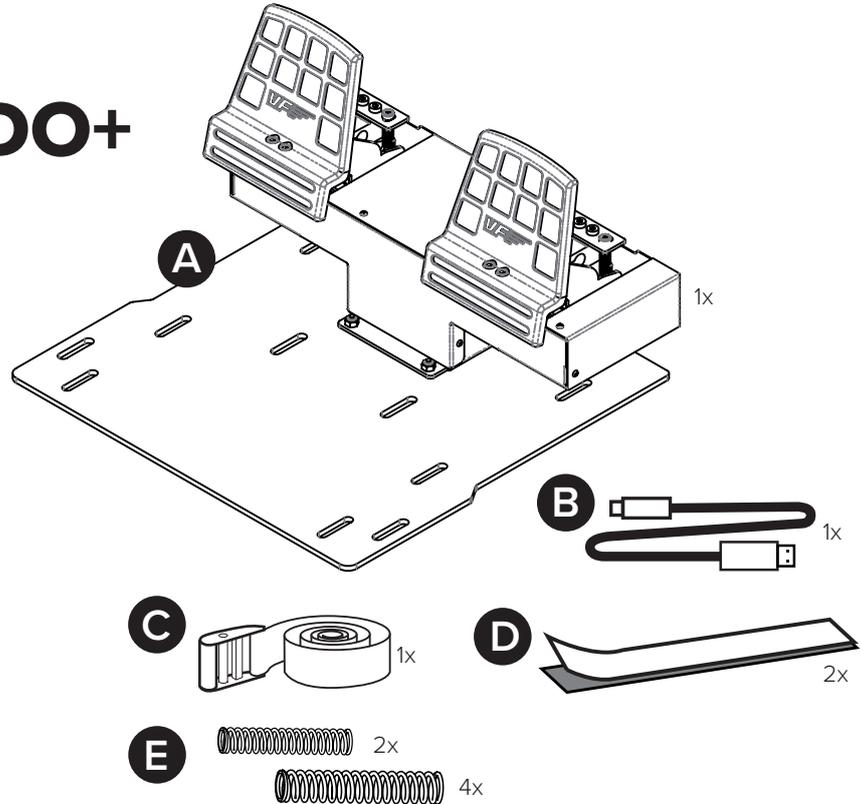
USER'S MANUAL

Rev. 2.2 - November 2022

1. IN THE BOX

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

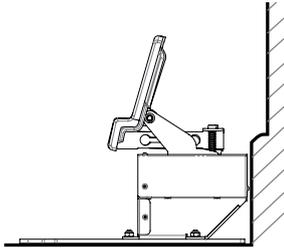
For support, contact us at
support@virtual-fly.com



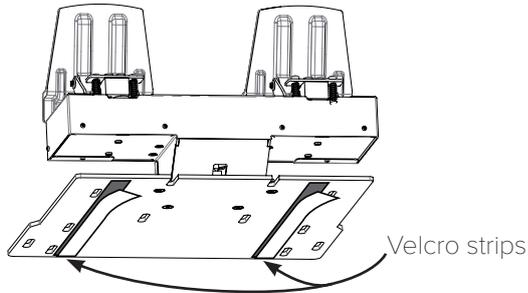
2. HARDWARE SETUP

2.1 SECURING & CONNECTING TO PC

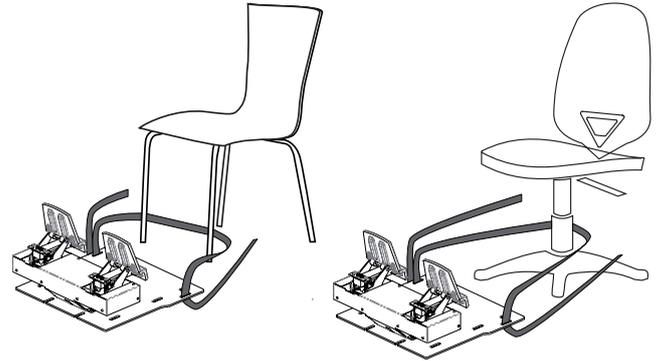
Place the RUDDO/RUDDO+ on the floor in front of the chair in the desired position. We recommend it to be in contact with a wall, as displayed in the diagram below.



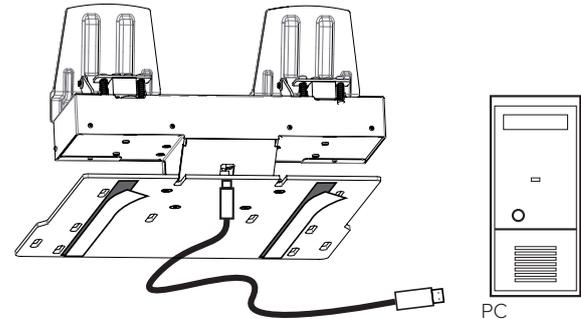
Use the provided Velcro strips (D) to secure it to the floor. If you prefer, you can screw it to the floor (screws not included).



If your chair has wheels or moves, you can use the lashing strap (C) to minimize its movement, as displayed below.



Connect the USB cable (B) between the RUDDO/RUDDO+ and the computer where the flight simulation software is running.

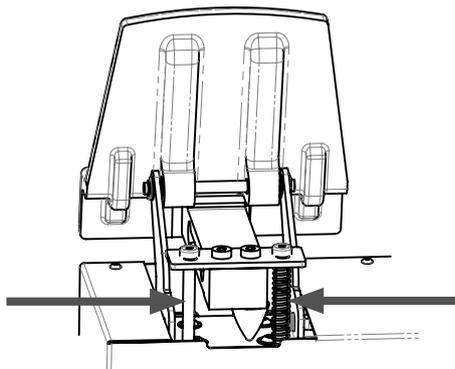


2.2 CHANGING BRAKING AND RUDDER CONTROL HARDNESS

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

2.2.1 Brake hardness

As you can see in the diagram below, the rear part of each pedal has 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.

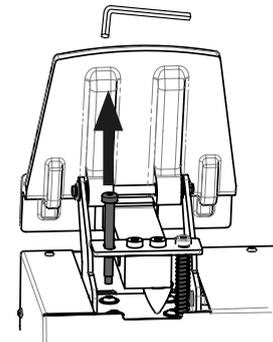
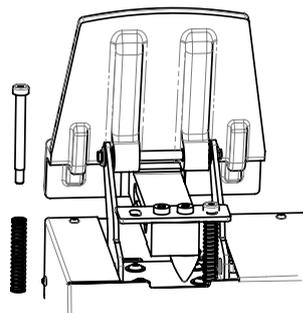


Follow the next steps to add/remove one spring to change the braking resistance from your RUDDO/RUDDO+.



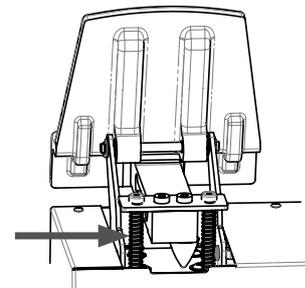
A 3mm Allen key (not included) is needed to change the springs.

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



2. Add or remove the spring (E) depending on your preferences.

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



4. Repeat the process with the other pedal.

2.2.2 Rudder hardness

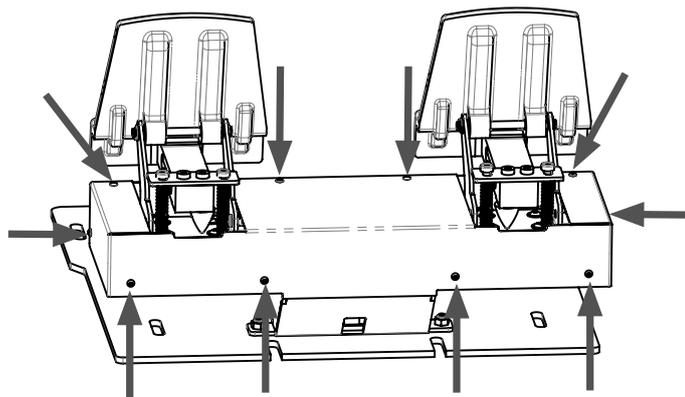
To adjust the hardness of the rudder pedals, you can add or remove springs located under the RUDDO/RUDDO+'s cover. You have four possible configurations to choose from, all displayed in Step 4.

Follow the following steps to add/remove springs:

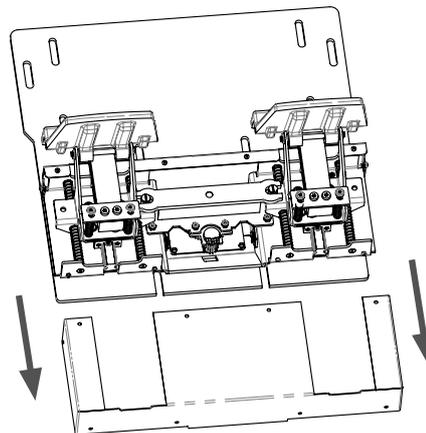


A 2mm Allen key (not included) is needed to remove the black cover of the device.

1. Unscrew every indicated screw subjecting the RUDDO/RUDDO+'s cover, as displayed in the diagram below.



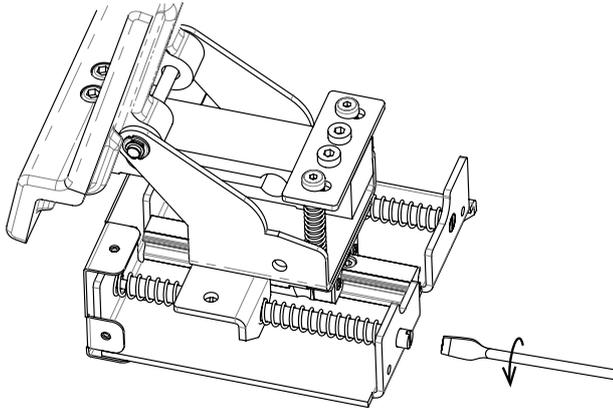
2. Carefully remove the cover.



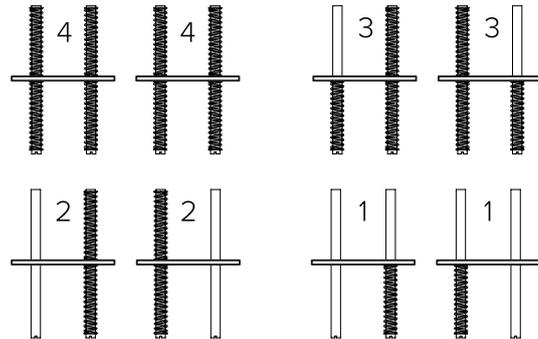


A flat head screwdriver (not included) is needed to remove the white axis of the device.

3. Remove the white axis displayed below.



4. There can be a total of 8 springs placed in 4 guides. Add or remove springs (E) based on your hardness preference. Below, you can see the four different configurations, where configuration 4 provides the strongest rudder pedal feel and configuration 1 the softest.



5. Screw the axis back in using the screwdriver.

6. Secure the cover back to its original position using the screws removed in the first step.

3. SOFTWARE SETUP



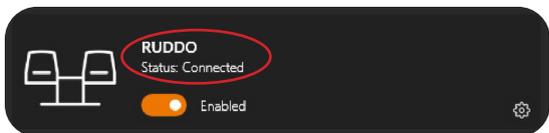
The RUDDO/RUDDO+ interacts with any computer as a joystick (HID), so it is compatible with any flight simulation software. Below, you have 2 options for setting up your RUDDO/RUDDO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane 11/12.

OPTION A: Using VFHub (Windows Only) - Recommended

VFHub is the software developed by Virtual Fly to simplify setting up our products. Thus, it is the recommended software to set up 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 latest VFHub version from this link: <https://www.virtual-fly.com/setup-support>. The VFHub installer takes care of installing VFHub and all the required modules. VFHub is compatible with MSFS, Prepar3D_{V4,V5} and X-Plane 11/12.

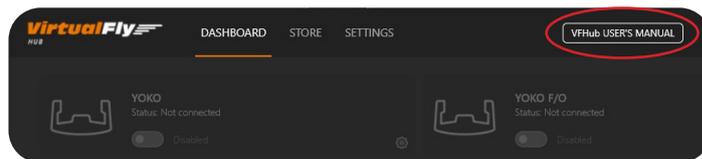
After installing VFHub, make sure your RUDDO/RUDDO+ is connected to your computer. Run VFHub, and verify that the RUDDO status displayed in the Dashboard is “Connected”:



VFHub takes care of making your RUDDO/RUDDO+ work with MSFS, Prepar3D_{V4,V5} and X-Plane 11/12, so it **must always be running** when you use the RUDDO/RUDDO+.



If your device is a RUDDO **non-PLUS** version, make sure to **calibrate** the device in VFHub. **For more details, check the USER’s MANUAL** button in the VFHub software:



Make sure to **set up a blank profile to the RUDDO/ RUDDO+ in the controls or joystick menu of the simulation software**. You can find the detailed steps in: https://downloads.virtual-fly.com/docs/vfhub/latest/setting_up_a_blank_profile.pdf.



If you want to **customize** how your RUDDO/RUDDO+ works, select the **device's options button** (⚙️) in **VFHub's Dashboard**. For detailed instructions on all the tuning and customization possibilities, **check the USER's MANUAL button in the VFHub software**.

OPTION B: In-game Configuration

Below, you have a general scheme to set up your RUDDO/RUDDO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane 11/12.



If you own a RUDDO **non-PLUS version**, you must **calibrate** your device using Windows Calibration.

MSFS

If you own a RUDDO **PLUS version**, your device is ready to be used in MSFS. If you own a RUDDO **non-PLUS version**, open MSFS and go to the options menu. Select the controls menu, choose the RUDDO from the device list, and assign the axes as you please.

Prepar3D

Open Prepar3D and go to the “Options” menu. Locate the “Key Assignments” and “Axis Assignments” and select the “RUDDO/RUDDO+” from the Controller list. Assign the axes as you please. Calibrate the device following the instructions inside “Control Calibration”.



Make sure the **“Enable Controllers” option** inside Options/Controls **is enabled**.

X-Plane 11/12

You will only need to calibrate your RUDDO/RUDDO+ inside X-Plane 11/12, since axes are automatically assigned. Open X-Plane 11/12 and go to the Settings\Joystick sub-menu, select the RUDDO/RUDDO+ from the device list and follow calibration steps for your device.