TQneo

USER'S MANUAL

Rev 1.0 - April 2024

1. IN THE BOX

A) TQneo

B) Clamp

C) Allen Keys (n.2, n.2.5, n.3)

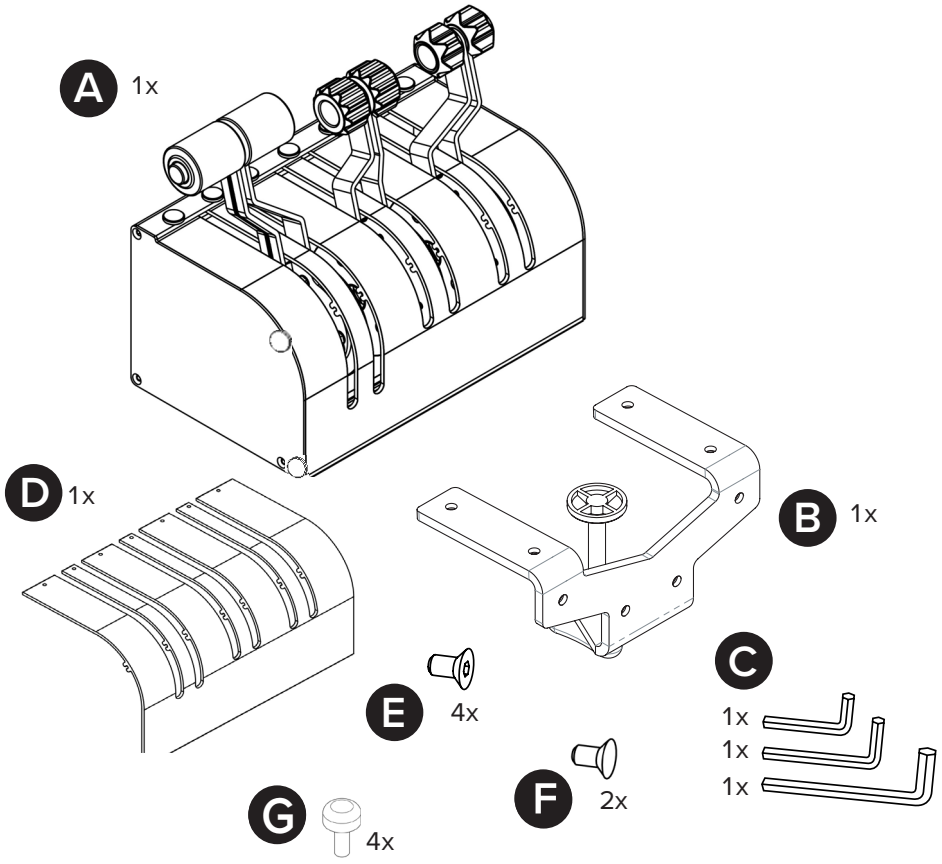
D) Piston Engine Case

E) Allen Screws DIN 7991 M4

F) Allen Screws DIN 7991, M3X8

G) Rubber Feet

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



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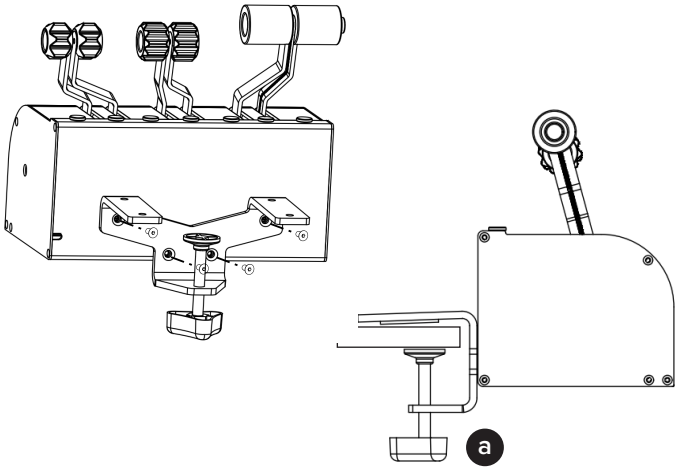
2. HARDWARE SETUP

2.1 ATTACHING TO DESKTOP/HOME COCKPIT SETUP

You have two options to attach the TQ[neo] using the included clamp (B) and allen screws (C). For both options, place the TQNeo on the surface it will rest and tighten the knob (a) until you feel strong resistance.

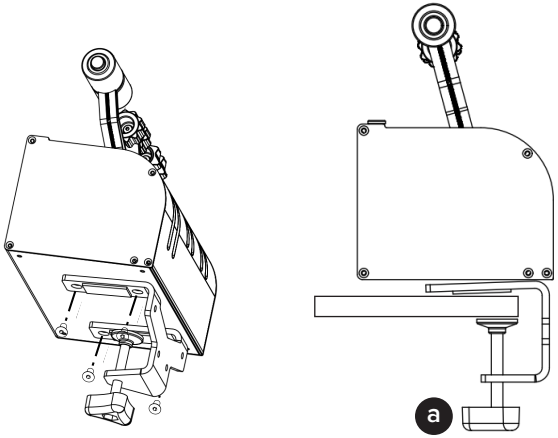
! Use the provided Allen screws (C) and Allen key (D).

OPTION A: Attaching from back



OPTION B: Attaching from bottom

! Make sure to unscrew the two rubber feet before setting up the clamp.



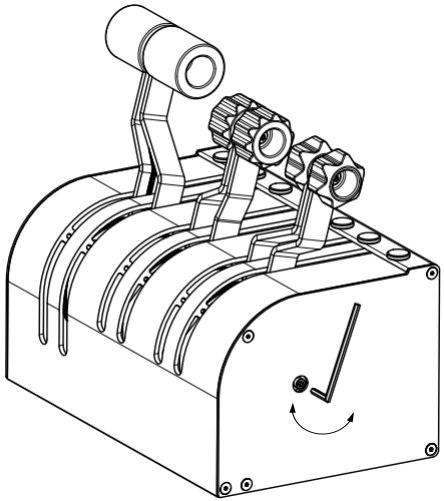
2.2 CONNECTING TO PC

Connect the USB cable to the back of the TQ[neo] and the computer where the flight simulator software is running.

2.3 ADJUSTING THE LEVER'S HARDNESS

Your TQ[neo] offers the possibility to adapt the levers' hardness to your preference.

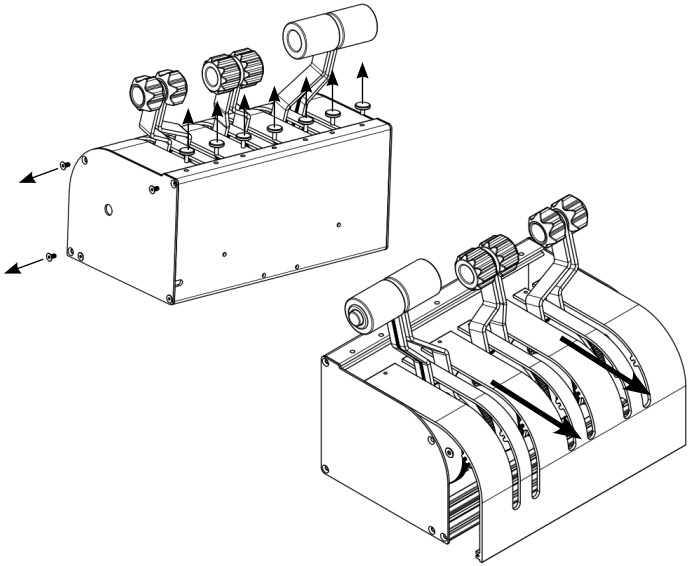
You can do so by using the provided n.3 allen key (C) as seen in the following diagrams. Rotate the allen key clockwise to increase the lever's hardness or anticlockwise for the opposite effect. Once you have adjusted the knobs, move all the levers simultaneously from top to bottom, at least five times, to distribute the hardness.



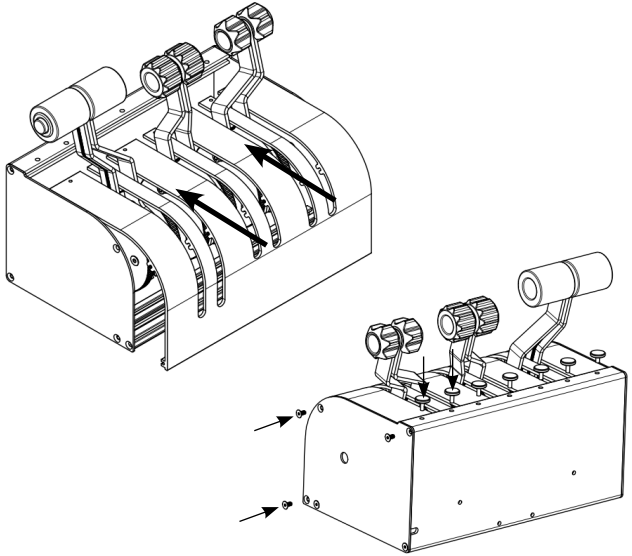
2.4 REPLACING OUTER CASING

Your TQ[neo] also offers the possibility to replace its default turboprop casing for a piston-engine casing. Operationally, this change modifies the Power lever range.

You can do so by unscrewing the 7 upper screws and 4 lateral screws indicated below and then sliding the casing outwards. Note that removing the casing will require more force when doing this procedure for the first times.



Your After removing the TQ[neo] case, slide in the desired case util the and, making sure the fit is good. Screw back in the upper and lateral screws to fix the new case as indicated below.



3. SOFTWARE SETUP

Microsoft Flight Simulator PREPAR3D XPLANE

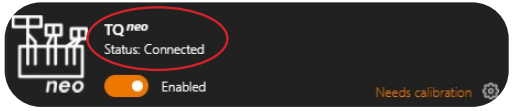
The TQ^{neo} interacts with any computer as a joystick (HID), so it is compatible with any flight simulation software. Below, you have 2 options for setting up your TQ^{neo} with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane 11/12.

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 TQ^{neo}. With VFHub, you can fly your favorite flight simulation software without worrying about configuring your Virtual Fly flight controls.

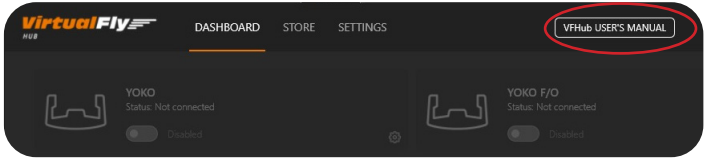
You can download the latest VFHub version from this link: https://www.virtual-fly.com/setup-support. The VFHub installer takes care of installing VFHub and all the required modules. VFHub is compatible with MSFS, Prepar3D$_{V4\text{-}V5}$ and X-Plane 11/12.

After installing VFHub, make sure your TQ^{neo} is connected to your computer. Run VFHub, and verify that the TQ^{neo} status displayed in the Dashboard is “Connected”:



VFHub takes care of making your TQ^{neo}work with MSFS, Prepar3D$_{V4\text{-}V5}$ and X-Plane 11/12, so it **must always be running** when you use the TQ Neo.

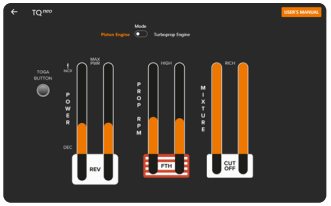
! You can access the TQ^{neo} **USER’s MANUAL through the button indicated below.**

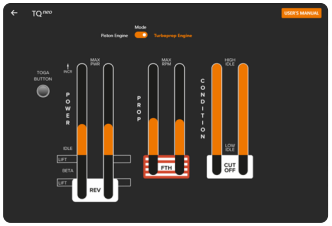


! Make sure to use **set up a blank profile to the TQ^{neo} in the controls or joystick menu of the simulation software** you are using. You can find the detailed steps in:

https://downloads.virtual-fly.com/docs/vfhub/latest/setting_up_a_blank_profile.pdf

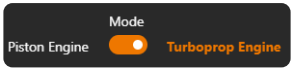
If you want to **customize** how your **TQ^{neo}** works, select the **device's options button** (⚙) in **VFHub's Dashboard**. For detailed instructions on all the tuning and customization possibilities, **check the USER's MANUAL button in the VFHub software.**

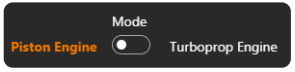




Engine Type Configuration using VFHub

TQ^{neo} is specifically designed to fly turboprop aircraft, but has the capability to adapt to fly piston engine aircraft as well. From VFHub, you will have the possibility to choose between the two options below in order to customize the throttle quadrant.

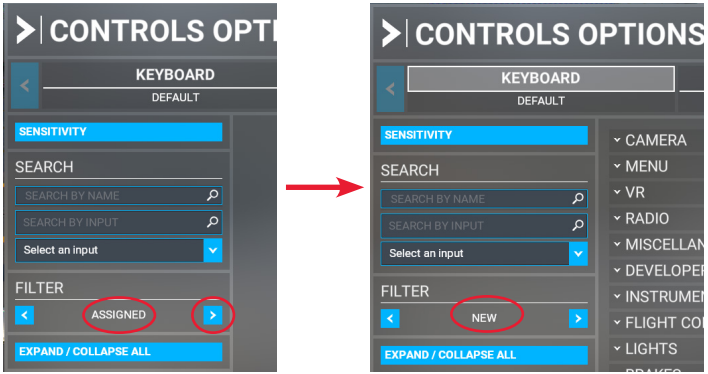




Depending on the option selected in the button above (Turboprop or Piston Engine Modes), one of the two screens shown below will appear. Note that the position of each lever is displayed in orange, and the TOGA button will be lit in orange if pressed in the device.

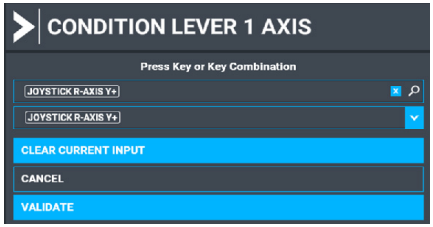
To operate **turboprop** aircraft in **MSFS**, it is necessary to **assign both condition levers as "CONDITION AXIS LEVER 1" and "CONDITION AXIS LEVER 2"**:

1. Press the arrow in the "FILTER" section indicated below to go from the "ASSIGNED" tab to the "NEW", so that the full list of functions is displayed.



2. Pull down the **CAMERA - COCKPIT CAMERA sub-menu.**

3. Scroll down in the POWER MANAGEMENT submenu until you find the CONDITION LEVERS sub-menu, and click the box to the right of **CONDITION LEVER 1 AXIS**.
4. The "CONDITION LEVER 1 AXIS" menu will appear and you must press the "**select an input**".



5. Scroll down in the dropdown list and select **JOYSTICK R-AXIS Y+**.

6. Press the **VALIDATE** button.

7. Repeat the previous steps for the other lever, assigning the function to the axis shown below

- CONDITION LEVER 2 AXIS → **JOYSTICK R-AXIS Z+**

If everything went correctly you should see the following on the configuration screen.

Press **APPLY AND SAVE** (menu below) to save the changes done.

! If your TQ^{neo} behaves incorrectly in MSFS, you **must calibrate the TQ^{neo} in the Windows Calibration Page.**

OPTION B: In-game Configuration

> **!** The reverse zones are not available with the in-game configuration for MSFS and Prepar3D.

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

> **!** If you own a TQ^{neo} version, you must **calibrate** your device using Windows Calibration.

MSFS

Open MSFS and go to the options menu. Select controls menu and choose the TQ^{neo} device from the list that appears. Once selected you can assign the button and axes as you wish.

Prepar3D

Open Prepar3D and go to the “Options” menu. Locate the “Key Assignments” and “Axis Assignments” and select the “TQ^{neo}” 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 TQ^{neo} inside X-Plane 11/12, since axes and reverse zones are automatically assigned. Open X-Plane and go to the Settings\Joystick sub-menu, select the TQ^{neo} from the device list and follow calibration steps for your device. Finally, assign the desired functionality to each of the 6 axes and 1 button in the same page as for the configuration.