



SETTING UP A BLANK PROFILE

FOR MICROSOFT FLIGHT SIMULATOR (MSFS),
PREPAR3D_{V4-V5} and X-PLANE 11

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The following guide will walk you through the steps on how to set up a blank profile in Microsoft Flight Simulator (OPTION A), Prepar3D_{V4-V5} (OPTION B) and X-Plane 11 (OPTION C) for Virtual Fly flight controls.



This guide is **ONLY for the users who use the recommended VFHub software** to set up their Virtual Fly devices.

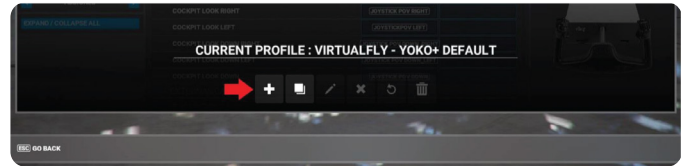


Although the YOKO+ has been used as the baseline device example for the instructions, **this guide can be used to set up a blank profile for any Virtual Fly device.**

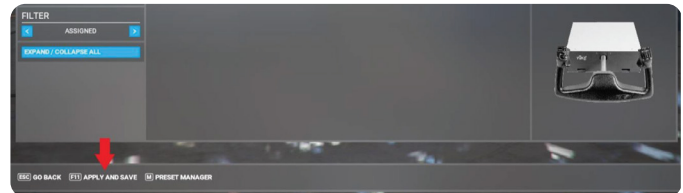
For support, contact us at
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OPTION A: MSFS

1. Make sure your YOKO+ (or other Virtual Fly device) is connected to the PC.
2. Initialize Microsoft Flight Simulator software
3. Go to the OPTIONS\CONTROL OPTIONS, make sure you select the “VIRTUALFLY-YOKO+” (or other Virtual Fly device), and press the PRESET MANAGER.



5. Name your profile and press “OK”. It is recommended to use an indicative name, i.e., “Virtual Fly-YOKO+” blank.
6. The new profile comes without any predetermined button/axes assignment, avoiding interference between MSFS and VFHub software. Click on “APPLY AND SAVE” to save the profile.

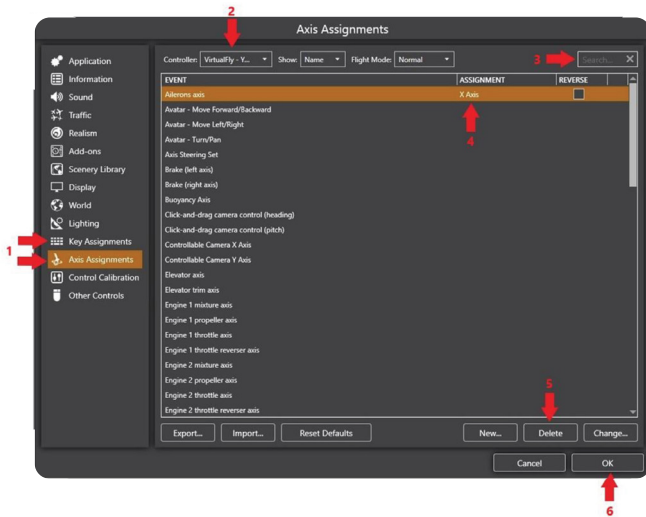


4. Click on the “+” to add a new profile:

7. Your YOKO+ (or other Virtual Fly device) is now ready to be used in MSFS.

OPTION B: PREPAR3D_{V4-V5}

1. Make sure your YOKO+ (or other Virtual Fly device) is connected to the PC.
2. Initialize Prepar3D_{V4-V5} software.
3. Go to “Options” from the main menu, and you will see the following screen (we’ve highlighted the elements you will need to modify in the following steps in the image below).



4. Inside the “Key Assignments” and “Axis Assignments” (1) sub-menus, select the YOKO+ (or other Virtual Fly device) in the “Controller” dropdown (2).
5. Look for the “Event” functions associated to the device within the list or use the search (3) functionality to filter the results.
6. Once you find these functions, if the “ASSIGNMENTS” field has a value of the type “Button”, “Axis” or “Hat Switch” as in (4), select it and click the “Delete” button (5). This will avoid any interference between Prepar3D_{V4-V5} and the VFHub software.
7. Examples with a “Button” and “Hat Switch” type of assignments are shown below.



8. Once you have deleted all assignments from your device, press the “OK” button (6) to save the changes and return to the main menu.
9. Your YOKO+ (or other Virtual Fly device) is now ready to be used in Prepar3D_{V4-V5}.

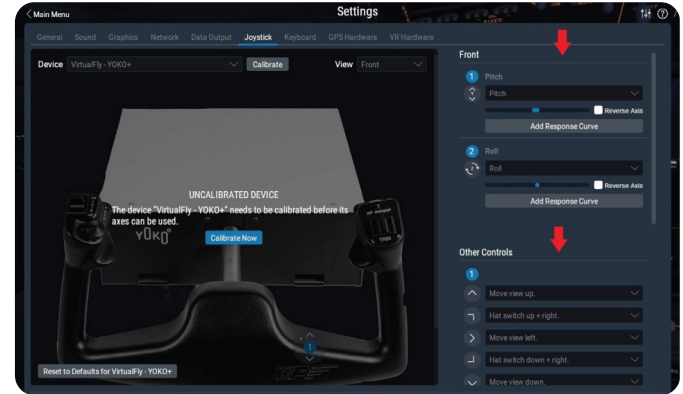
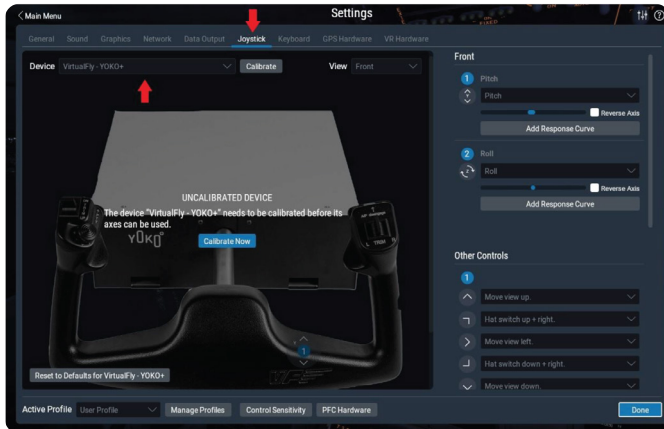
OPTION C: X-PLANE 11

1. Make sure your YOKO+ (or other Virtual Fly device) is connected to the PC.
2. Initialize X-Plane 11 software.
3. Go to the SettingsJoystick and select the “VirtualFly-YOKO+” (or other Virtual Fly device).

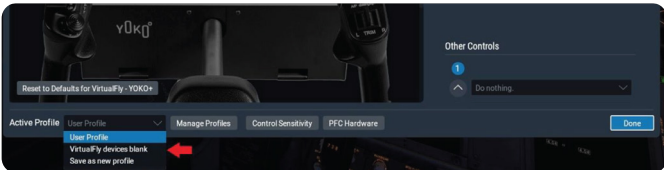
4. Unassign Axes/Buttons: You must locate the “Front” and “Other Controls” to unassign the axes/buttons that X-Plane 11 automatically assigns, so it does not interfere with VFHub.



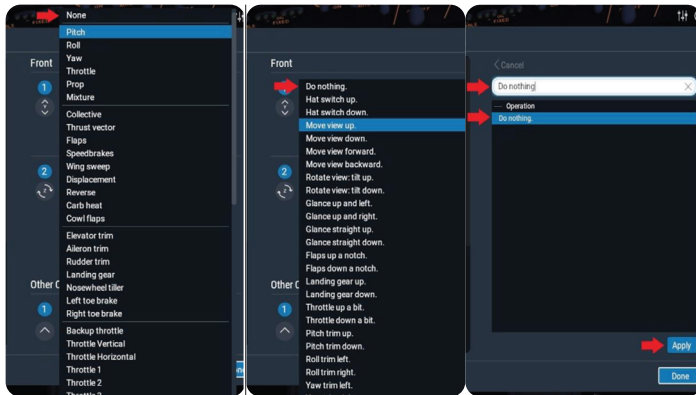
For other Virtual Fly devices, the options in “Front” and “Other Controls” sections may vary, but the same procedure must be followed in every case.



- a) In the “Front” controls section, select “None” from the dropdown list of every option, as shown in the next image.



b) In the “Other Controls” section, select “Do nothing” from all the dropdown list options, as shown below. Also, press all the “Edit” buttons and search for “Do nothing” on the list and select it, making sure to press “Apply” to save the selection after doing this for all “Edit” buttons.



“Front” section (a)

“Other Controls” section (b)

6. Now, the X-Plane 11 configuration does not interfere with VFHub software, which takes care of assigning all axes and buttons. Finally, press “Done” to return to the main menu.

7. Your YOKO+ (or other Virtual Fly device) is now ready to be used in X-Plane 11.