



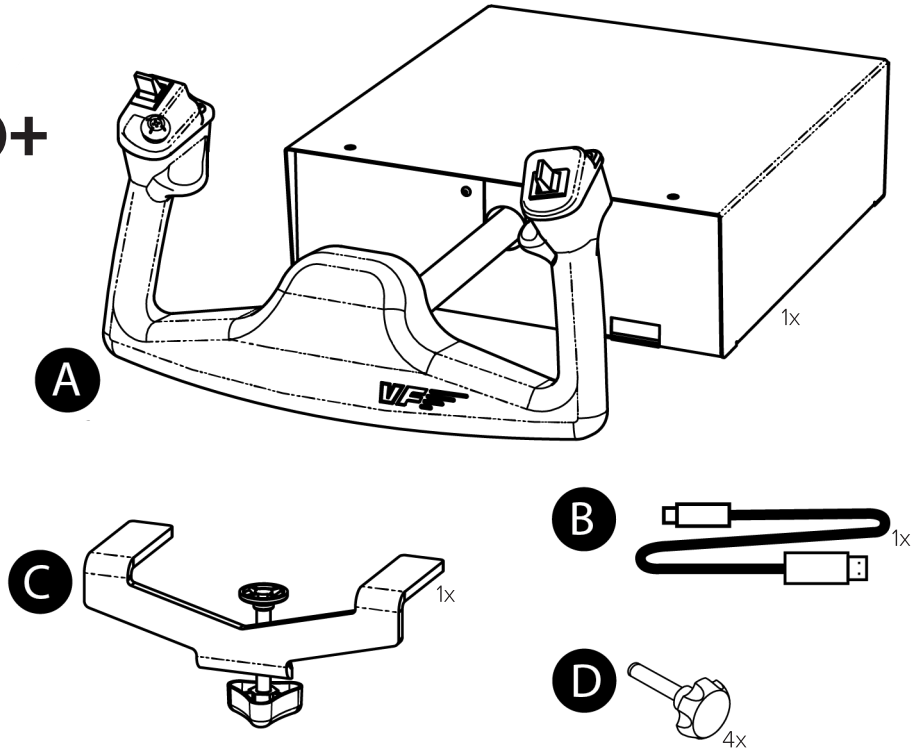
YOKO & YOKO+

USER'S MANUAL

Rev. 2.0 - March 2022

1. IN THE BOX

- A) YOKO/YOKO+
- B) USB Cable
- C) Clamp
- D) Clamping Knobs



For support, contact us at
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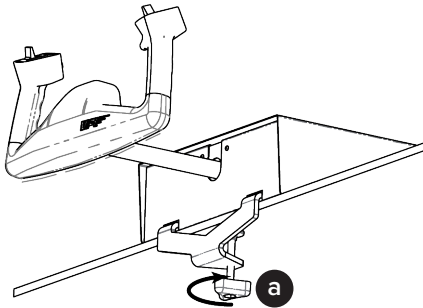
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2. HARDWARE SETUP

2.1 ATTACHING TO DESKTOP/HOME COCKPIT SETUP

OPTION A: Using a Clamp

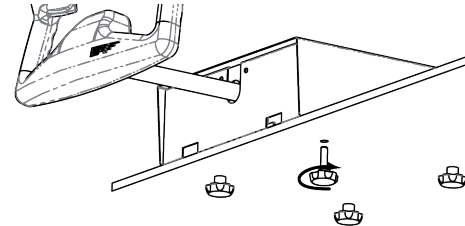
Secure your YOKO/YOKO+ to your desk with the included clamp (C). Place the YOKO/YOKO+ on the surface it will rest and tighten the knob (a) until you feel strong resistance. A diagram of the procedure is shown below:



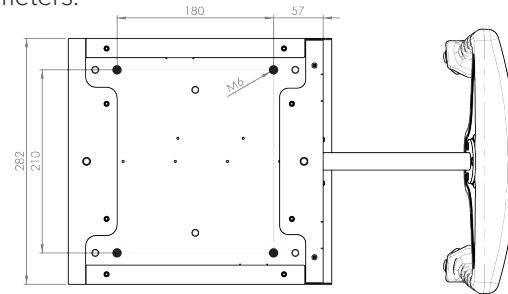
If your desk is thicker than 30mm (about 1.1 inches), we recommend using the “Extra Clamp” for the YOKO/YOKO+. This item is sold separately in our website at: <https://www.virtual-fly.com/shop/controls/yoko-plus#accessories>.

OPTION B: Using Clamping Knobs

Set up your YOKO/YOKO+ in your custom home cockpit using the included clamping knobs (D) to screw it into your support base.



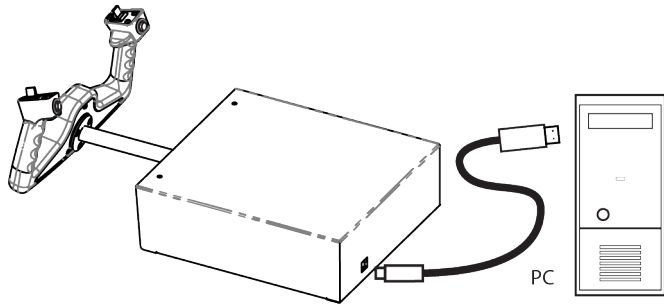
You will need the cut-out displayed in the diagram below to screw in the clamping knobs. All measurements displayed are in millimeters.



For more detailed measurements and customized setups, download the blueprints from the following link: https://downloads.virtual-fly.com/docs/yoko+/latest/yoko+_blueprint.zip.

2.2 CONNECTING TO PC

Connect the USB cable (B) to the back of the YOKO/YOKO+ and the computer where the flight simulation software is running.



3. SOFTWARE SETUP



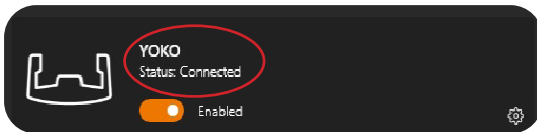
The YOKO/YOKO+ interacts with any computer as a joystick (HID), so it is compatible with any flight simulation software. Below, you have 2 options for setting up your YOKO/YOKO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane 11.

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 YOKO/ YOKO+. 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.

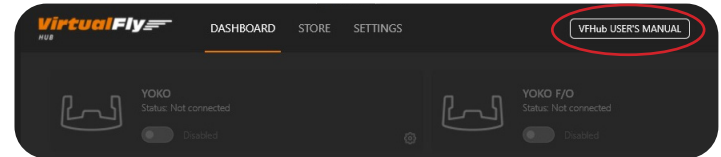
After installing VFHub, make sure your YOKO/YOKO+ is connected to your computer. Run VFHub, and verify that the YOKO status displayed in the Dashboard is “Connected”:



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



If your device is a YOKO **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 use **set up a blank profile to the YOKO/ YOKO+ 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 YOKO/YOKO+ 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 YOKO/YOKO+ with the most popular flight simulation software: MSFS, Prepar3D, and X-Plane 11.



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

MSFS

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

Prepar3D

Open Prepar3D and go to the “Options” menu. Locate the “Key Assignments” and “Axis Assignments” and select the “YOKO/YOKO+” from the Controller list. Assign the buttons and 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

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