

FULCRUM ONE instructions

Box contents



1 x Yoke handle



1 x Yoke base



1 x desk clamp



4 x bolts



2 x allen keys



1 x usb cable

Assembly Instructions - **Failure to follow these instructions could void your warranty.**

1. Attach the desk clamp to the yoke base using the 4 supplied bolts and tighten using the large allen key. If third party bolts are to be used to attach the yoke directly to a cockpit or Wheel stand then they must only protrude into the base threads by 8mm.



2. Place the yoke on a solid bench or desk and tighten the desk clamp by turning the handle. Make sure that the base is secure enough not to move when in use.



3. Slide the yoke handle on to the base shaft. Make sure that the two side slots on the yoke line up with the two guide lugs on the sides of the shaft. If required, gently rock the yoke until the lugs are at the end of the slots.



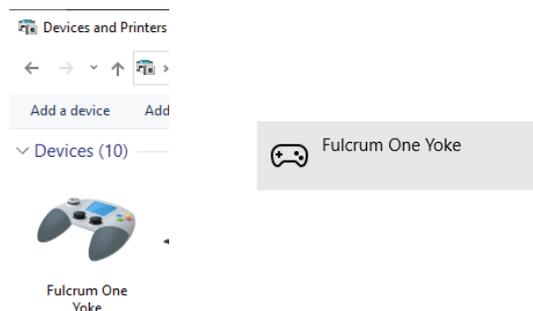
4. Tighten the yoke fixing screw on the bottom of the yoke clamp with the small allen key making sure it is tightened enough to stop any movement. If this is not secure it there will be movement during use which may lead to damage to the connectors or injury to the user.



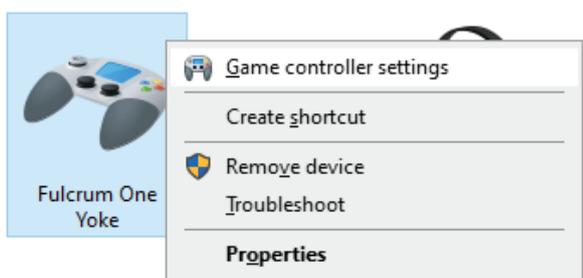
5. Connect the usb cable to the usb port on the back of the yoke base. Connect the other end of the usb cable to a spare usb port on your computer.



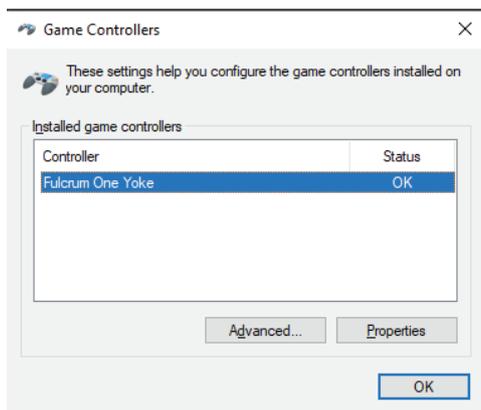
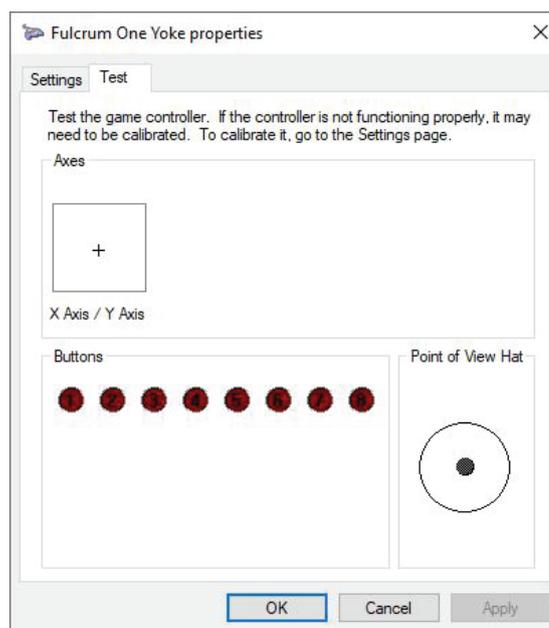
6. The device will appear in the Devices and Printers page of Windows Control Panel or the Devices page of Settings as FULCRUM ONE. It does not require any drivers to be installed.



7. By right clicking on Fulcrum One Yoke and selecting Game controller settings, the Game Controllers list can be accessed.



8. Highlight Fulcrum One Yoke and then click Properties to access the test page. The axis, buttons and point of view hat can be tested by pressing them in turn and checking that the corresponding button lights up on screen.



9. There is no further configuration required as the Fulcrum One Yoke is hardware calibrated before leaving the factory. It can be used in any game or software that recognises standard HID devices and the axis and buttons can be re-assigned within that software if required.

Important notes

1. The yoke base usb cable must be unplugged from the computer before the yoke handle is attached or removed from the shaft.
2. When the yoke is attached to the shaft, the fixing screw must be tightened before use. If this is not secure then the yoke may move during use and potentially damage the internal connectors.
3. The desk clamp must be used to attach, or the yoke base should be bolted, to a solid platform before the yoke is used.
4. Support is available through the website www.fulcrumsim.com and also via our official support forum at www.avsim.com