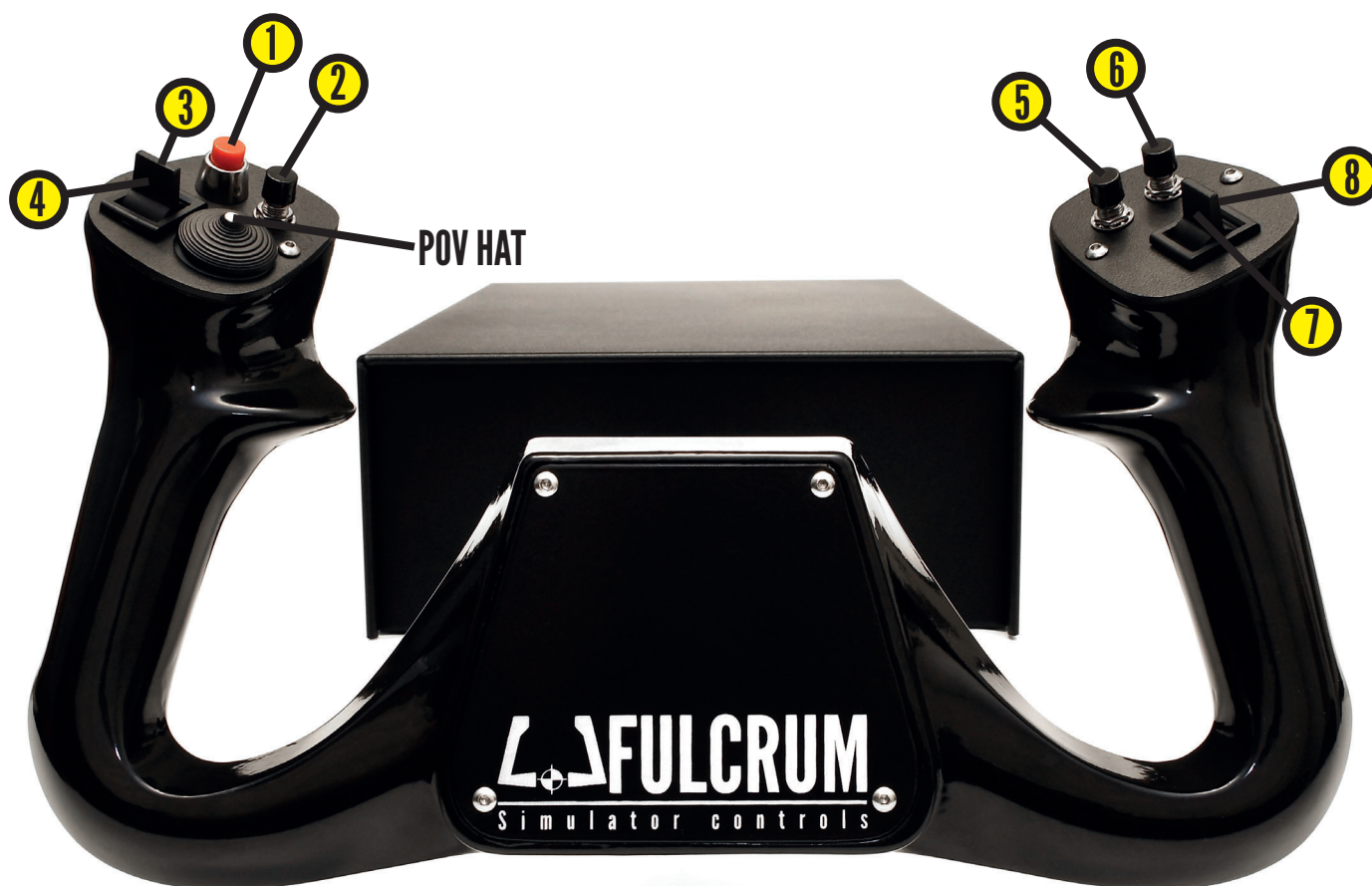


FULCRUM One Yoke MSFS Controller settings

Button Layout



Microsoft Flight Simulator (MSFS 2020) does not yet have a default controller profile for the Fulcrum One yoke and inclusion of this is being worked on at the moment. We recommend that you try these as a starting point as they give an all round and versatile control set up.

Button 01 - Autopilot disconnect

Button 02 - Reset view

Button 03 - Elevator trim down

Button 04 - Elevator trim up

Button 05 - Switch between internal and external views

Button 06 - Toggle landing gear up/down

Button 07 - Lower flaps by 1 increment

Button 08 - Raise flaps by 1 increment

Pov Hat - For moving the view around

The next few pages show where the button assignments are that form the future default profile.

We recommend that the sensitivity settings and sliders be left at default to give a linear response between the yoke and the aircraft control surfaces. At the moment there is a bug in Microsoft Flight Simulator that stops the on screen yoke from moving in a direct linear manner to match the real yoke but this does not affect how the aircraft handles.

MOUSE

DEFAULT

FULCRUM ONE YOKE

<

FULCRUM ONE YOKE PROFILE

>

^ CAMERA

^ CAMERA MODE SWITCHES

COCKPIT/ EXTERNAL VIEW MODE5

^ COCKPIT CAMERA

COCKPIT LOOK DOWNPOV ↓

COCKPIT LOOK LEFTPOV ←

COCKPIT LOOK RIGHTPOV →

COCKPIT LOOK UPPOV ↑

RESET COCKPIT VIEW2

✓ EXTERNAL CAMERA

✓ AUTOPILOT

✓ FLIGHT CONTROL SURFACES

✓ LANDING GEAR

MOUSE

DEFAULT

FULCRUM ONE YOKE

<

FULCRUM ONE YOKE PROFILE

>

^ CAMERA

✓ CAMERA MODE SWITCHES

✓ COCKPIT CAMERA

^ EXTERNAL CAMERA

RESET EXTERNAL VIEW2

EXTERNAL VIEW LOOK DOWNPOV ↓

EXTERNAL VIEW LOOK LEFTPOV ←

EXTERNAL VIEW LOOK RIGHTPOV →

EXTERNAL VIEW LOOK UPPOV ↑

✓ AUTOPILOT

✓ FLIGHT CONTROL SURFACES

✓ LANDING GEAR

MOUSE

DEFAULT

FULCRUM ONE YOKE

<FULCRUM ONE YOKE PROFILE>

▼CAMERA

▲AUTOPILOT

SET AUTOPILOT DISENGAGE

1

▼FLIGHT CONTROL SURFACES

▼LANDING GEAR

MOUSE

DEFAULT

FULCRUM ONE YOKE

<FULCRUM ONE YOKE PROFILE>

▼CAMERA

▼AUTOPILOT

▲FLIGHT CONTROL SURFACES

▲PRIMARY CONTROL SURFACES

AILERONS AXIS

☐ REVERSE AXIS

Joystick L-Axis X

ELEVATOR AXIS

☐ REVERSE AXIS

Joystick L-Axis Y

▼SECONDARY CONTROL SURFACES

▼CONTROL TRIMMING SURFACES

▼LANDING GEAR

MOUSE

DEFAULT

FULCRUM ONE YOKE

<FULCRUM ONE YOKE PROFILE>

▼CAMERA

▼AUTOPILOT

▲FLIGHT CONTROL SURFACES

▼PRIMARY CONTROL SURFACES

▲SECONDARY CONTROL SURFACES

DECREASE FLAPS

7

INCREASE FLAPS

8

▼CONTROL TRIMMING SURFACES

▼LANDING GEAR

MOUSE

DEFAULT

FULCRUM ONE YOKE

<FULCRUM ONE YOKE PROFILE>

▼CAMERA

▼AUTOPILOT

^FLIGHT CONTROL SURFACES

▼PRIMARY CONTROL SURFACES

▼SECONDARY CONTROL SURFACES

^CONTROL TRIMMING SURFACES

ELEVATOR TRIM DOWN (NOSE DOWN)

ELEVATOR TRIM UP (NOSE UP)

^LANDING GEAR

TOGGLE LANDING GEAR

3

4

6