X52 PROFESSIONAL HOTAS

USER GUIDE / GUIDE D'UTILISATION

logitechG.com

LOGITECH G X52 PROFESSIONAL SPACE/FLIGHT HOTAS - PRODUCT TOUR

JOYSTICK

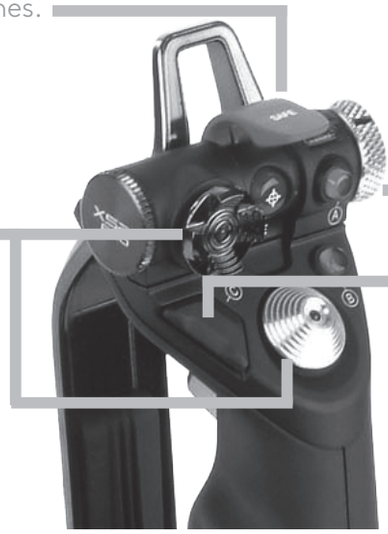
2-Stage metal trigger
Destroy the enemy with the aid of a precise and durable, cool-touch trigger. Two-stages can be programmed with separate fire functions.

5-position adjustment to suit all hand sizes.

Cool-touch metal pinkie switch can be assigned shift functionality to double up on programmable commands.

3 toggle switches Spring loaded and conveniently positioned on the base for an extra 6 programmable flight commands.

Missile Launcher
Flip up the spring-loaded safety cover to activate missile launches.



Mode selector switch 3-position rotary switch with tristate LED to indicate program mode.

2 x 8-way hat switches -1 pre-defined as point of view; select from multiple view perspectives and assign frequently used commands.

3 Fire Buttons Backlit buttons conveniently positioned on joystick head for instant access in the heat of the battle.

3D Rudder Twist handle on joystick for precise rudder control; includes integrated rudder lock mechanism.

Precision centering mechanism Non-contact technology on x and y axes and constant spring force reduce free play, improve control and increase durability.

GENERAL FEATURES BACKLIGHTING

Illuminated buttons and Multi-Function Display (MFD) - ideal for low light environments, guaranteed to stand out from the crowd. Adjust brightness via Windows control panel.

METAL PARTS

Part metal construction for increased durability and maximum comfort during extended gameplay.

THROTTLE

2 Fire Buttons
Conveniently positioned on throttle head for instant access in the heat of the battle.

Multi-Function Display (MFD) screen indicates:

Mode and shift state
Mode state is determined by mode selector on the head of the stick.

User defined Text area
-indicates name of command assigned to button when activated.
-supplies name of profile in use and enables on-the-fly profile selection. Profile can also be changed during gameplay by pressing clutch button and scrolling though available profiles moving the pointof- view hat switch up and down. Move the same button left to clear current profile or right to activate profile.

Multi Time Displays
Time zone (set origin and destination local times in control panel Formattable date/ month/time

Stopwatch for flight time

Two rotaries provide axes for pitch, trim and yaw settings.

Left mouse button.

Clutch (I) Button
Initiates 'safe mode' to allow on-the-fly profile selection, or to display button functionality on MFD without activating commands.

Mouse controller, which can also function as a hat switch.

Smooth-action thumb slider provides axes for pitch, trim and yaw settings or zoom in/ out view.

8-way hat switch: Select from multiple view perspectives and assign frequently used commands.

Scroll wheel positioned on rear of throttle for index finger activation; includes built-in button.

Progressive throttle control Super smooth action with metal tension adjustment and detents for programming idle (0-20%) and afterburner (80-100%) settings.

GETTING STARTED

In order for this product to function correctly please install the software from logitech.com/support/x52-pro

MAINTAINING YOUR CONTROLLER SETTINGS

Your Logitech X52 Professional HOTAS is supplied ready for use. However, we want you to use it in the way that suits you best. We've therefore included the facility for you to change various settings on your stick and throttle units.You can, for example, vary the brightness of the LED buttons, check your stick is working correctly or change the way the date is displayed on your Multi-Functional Display (MFD).

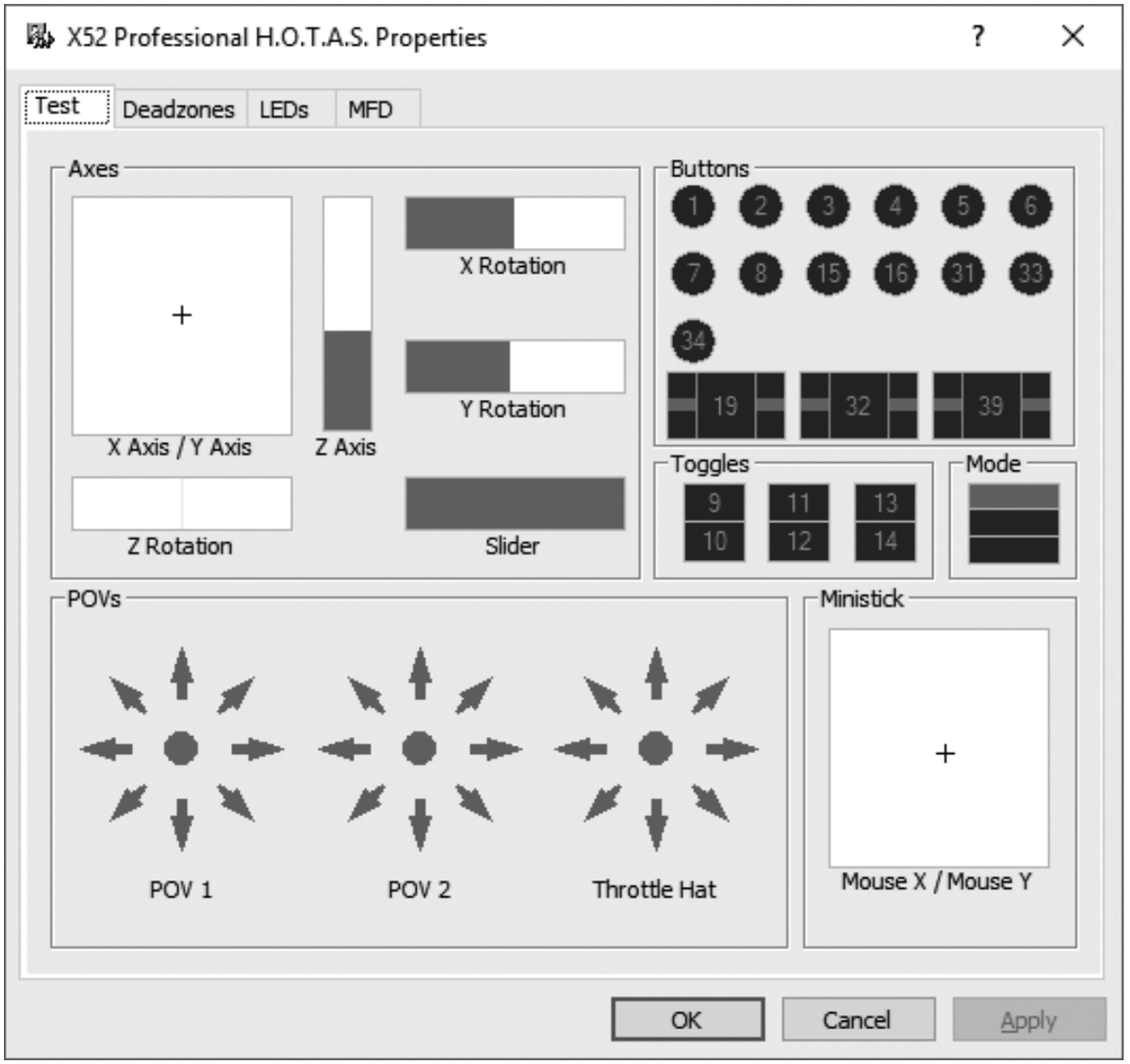
You change your controller settings in the properties window for your HOTAS. You can access this by opening the Devices and Printers screen in Windows, right-clicking on the X52 and then selecting Game Controllers.

In Game Controllers select the X52 Professional HOTAS and then click Properties.

The X52 Professional HOTAS properties window consists of five separate tabs. You can view and change various controller settings in each tab. The settings you can change are described in the following sections.

Testing your controller

1. Click the Test tab.



The controller features that you can test are displayed below.

2. Test each feature as required.
   The way you do this varies, depending on what the feature does. It may, for example, involve pressing the corresponding button, or turning the corresponding rotary control.

Maintaining deadzones

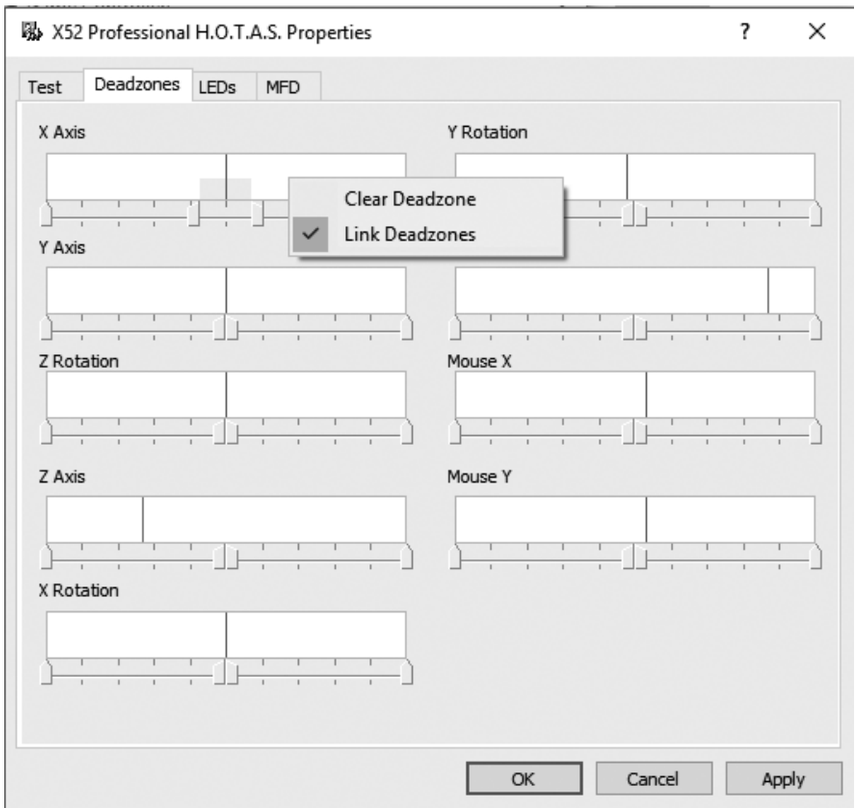
You can create deadzones for each range and axis your controller features move in. They reduce interference that may be caused by unintended movements of the flight stick and other controls. For example, you may want to move your stick in the X axis only, but find it difficult to avoid moving it in the Y axis as you do so. You can set up a deadzone in the Y axis so that these minor movements are not detected by the drivers.

What is a deadzone?

A deadzone is a part of the range in which an axis moves that is not detected by the drivers and so has no effect on the game in progress. It may be around the center point of the range, or at either end.

To maintain your deadzones

1. Click the Deadzone tab.
   The controls you can create deadzones for are shown, as follows:



Each axis is represented by a white box that contains a red line that represents where the control is currently sitting. Moving the corresponding control moves the red line. Use this line to determine exactly where your deadzone must begin and end. Beneath each box is a sliding scale. You use this to specify the size of each deadzone.

2. Click on a slider on the sliding scale and drag it to where you want the deadzone to end. The area that represents the deadzone is shaded gray.
3. Use the center sliders to maintain the deadzone around the center point of an axis. Use the sliders at either end to create deadzones at either end of the axis.

Tips: By default, clicking on either the right or the left slider in the pair moves both sliders. You can change this if you just want to adjust one side of the deadzone. To do this, right-click anywhere in the white box and select Link Deadzones from the popup list of options displayed. Repeat this to link the pairs of sliders again.

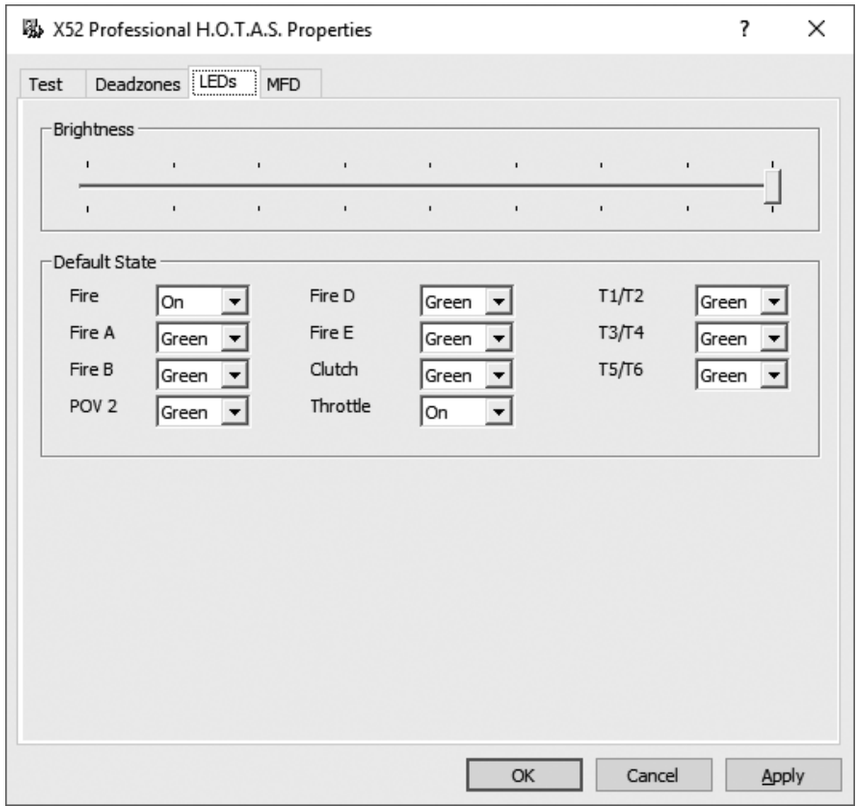
You can clear existing deadzones for an axis by right-clicking anywhere in the white box and selecting Clear Deadzone.

Maintaining your LED brightness

The authenticity of the flight control experience provided by your Logitech G X52 Professional HOTAS is enhanced by a number of LEDs on the throttle unit and flight stick.

You can control the appearance of these LEDs, making them brighter or dimmer according to your preference.

You can also change the colour of the different button LEDs, with a choice of green, amber or red for most of the buttons.



To maintain LED brightness

1. Click the LEDs tab.

   A sliding scale is displayed, which you can use to choose how brightly the LEDs on your stick and throttle are displayed:

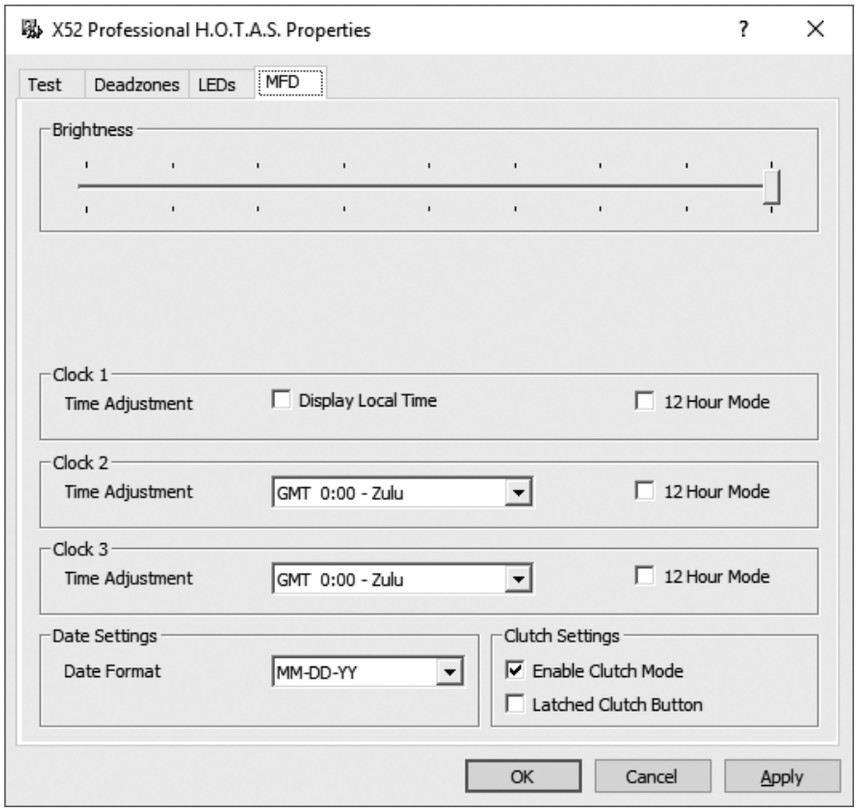
2. Move the slider on the scale to adjust LED brightness. The LEDs change as you move the slider, so you can make sure they are as you want them to be. You can either:
   - Click and drag the slider along the scale Or:
   - Click a point on the scale itself, to move the slider in graduated steps along the scale.

Maintaining MFD settings

Your unit includes an MFD, or Multi-Functional Display. You can control the way information is displayed in your MFD by changing various settings in the MFD tab:

What is the MFD?

The MFD is a screen that displays a variety of different information including, for example, the mode currently selected and today's date. It is part of the same unit as your throttle. The MFD itself and the way it works is explained in more detail in Using the MFD.



To change the brightness of your MFD

1. Click the MFD tab.
   A Brightness sliding scale is displayed at the top of the tab.
2. Change the brightness of your MFD by moving the slider along the scale To move the slider, you can either:
   - Click and drag the slider along the scale. Or:
   - Click a point on the scale itself, to move the slider in graduated steps along the scale.

The brightness of your MFD changes as you move the slider. Use this to determine when the slider is in the right place.

Maintaining clock settings

Your MFD can display the current time in any time zone. You can choose the time zones displayed and the format in which the time for each zone is displayed.

You can have up to three different time zones available on your MFD. Greenwich Mean Time (GMT) is included by default. You can choose up to two additional time zones. When using your MFD, you switch between the three time zones, as required.

To change your clock settings

1. Click the MFD tab.
   This tab includes three panels in which you change the way time is displayed on your MFD. They are called Clock 1, Clock 2 and Clock 3.
   Note: Clock 1 is set to GMT by default. You cannot change this.
2. Choose additional time zones that you want to be able to view on your MFD in the Clock 2 and Clock 3 panels. You do this by selecting an option from the corresponding Time Adjustment drop-down list.
   Each option is a time relative to GMT, for example GMT +1:00 is GMT plus one hour, and so on. Each time is also represented by an entry in the phonetic alphabet. For example, GMT is represented by 'Zulu' and GMT +12:00 by 'Mike'.
3. Choose the format you want each time to be displayed in. To do this, either check or uncheck the corresponding 12 Hour Format checkbox.

   When the box is unchecked, the time is displayed in 24 hour clock format, i.e. between 00:00 and 23:59. If it is checked, the time is shown in 12 hour clock format.
4. Click Apply.
   You can now view the current times in your chosen time zones on your MFD. See Using the MFD for details.

Maintaining date settings

The current date is displayed in the bottom right-hand corner of your MFD. You can choose how this date is displayed.

You may, for example, prefer to see the month first, followed by day and year.

Changing the way your clutch button works

The clutch button on your throttle is used to temporarily deactivate the buttons in the game in progress. This enables you to check what each button does without interrupting the game, and to select a different profile if required. See Viewing button names in Using the MFD for more information.

To change the way your clutch works, check or uncheck the Latched Clutch Button checkbox in the Clutch Settings panel and then click Apply.

When the box is checked, pressing and releasing the clutch deactivates the buttons in the game in progress. To reactivate the buttons, you must press and release the clutch again.

When the box is unchecked, the buttons are deactivated in the game only as long as the clutch is depressed. When you release the clutch, pressing buttons once again affects the game in progress.

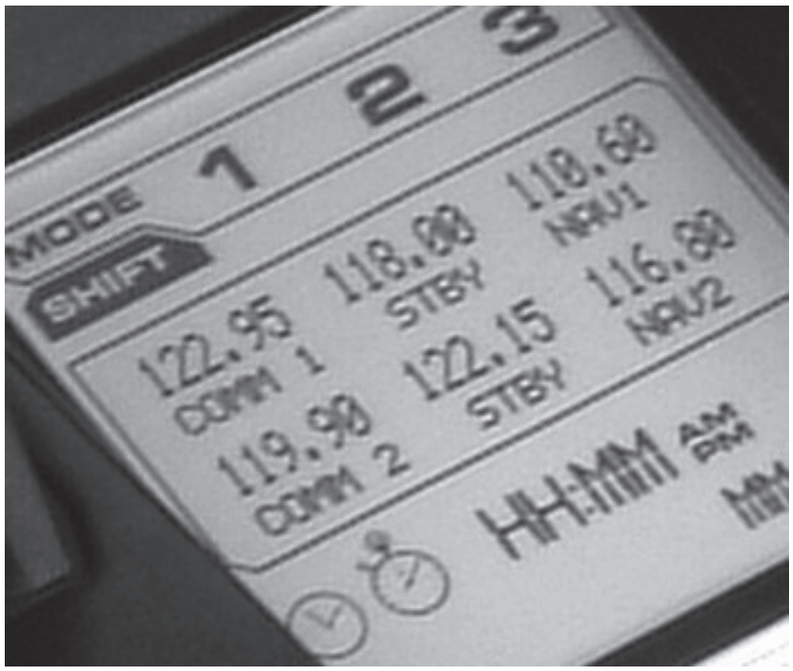
Using the MFD

The MFD, or Multi-Functional Display, is an integral part of your throttle unit. It displays a variety of information including button names, the current profile and today's date. It also provides a stopwatch feature. In addition the MFD can display information and interact with features in supported games, such as Microsoft Flight Simulator X. For more details on this check out the final section of this manual.

Features of the MFD

The MFD is divided into three sections:

- The mode section is at the top of the MFD and shows the currently selected mode. See Working with modes, below.
- The center section of the MFD is used to view the names of buttons on your flight stick and throttle, and to view and change the current profile. See Working with profile information, below.
- The time and date display is at the bottom of the MFD. It can show the current time in up to three time zones. It also includes the stopwatch. See Viewing the time and date and Using the stopwatch, below.



The layout of the MFD is shown right:

The controls beneath the MFD are used to change the time display, operate the stopwatch and interact with game-specific functions, where supported.

Working with modes

The Logitech G X52 Professional HOTAS offers extensive opportunities for you to configure your controller to work the way you want it to. You do this by creating profiles, using the programming software. (See the programming software manual online at logitech.com/support/x52-pro for details.) Within each profile, you can create up to six different modes that determine the actions performed when you press buttons on the flight stick and throttle.

You can use your MFD to view the mode that is currently selected.

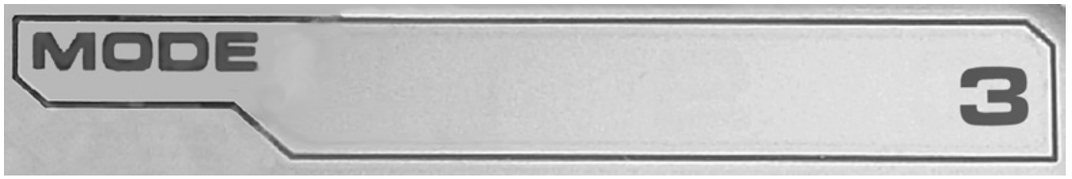
Changing the mode

You change the mode by rotating the mode selector switch on your flight stick.
As you do this, the MODE number displayed on the MFD changes to reflect your selection.

Using additional modes

Three modes are available by default. You can increase this to six using the pinkie switch on your flight stick. To do this you must designate the pinkie switch to perform the same function as the Shift key, using the SST programming software. You can then select one of the additional modes by holding down the pinkie switch as you rotate the mode selector switch. When you do this, the word SHIFT is displayed in the mode section of your MFD.

Within each profile, you can use the following modes:



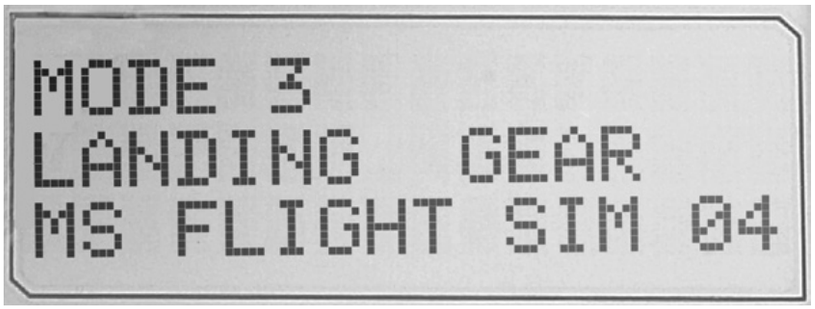
- Mode 1
- Mode 2
- Mode 3
- Mode 1 + Pinkie
- Mode 2 + Pinkie
- Mode 3 + Pinkie

Viewing the current modeThe mode that is currently selected is displayed in the top part of the MFD. This is shown in the following example:

If you have selected one of the three pinkie modes described above, the word SHIFT is displayed, because the pinkie switch is acting as a Shift key.

Working with profile information

You can use the center section of the MFD to view the names assigned to buttons on your flight stick and throttle. It also shows the names of the profile and mode currently selected.



Viewing button names

You can view the names assigned to buttons in the current mode. You may use the SST programming software to create a number of profiles. Each profile may include up to six different modes, assigning different functions to individual buttons for use in different games.

If you've created profiles, you can view the names you've given to buttons in the selected mode in the current profile. If not, the standard name assigned to each button is displayed. The standard name reflects the function assigned to each button when your HOTAS is supplied.

To view the name of a button, press it as you normally would. Its name is displayed in the centreline of the MFD.

If a game is in progress, use the clutch to deactivate the buttons in the game. You can then press them and view their names without affecting the game. When supplied, the clutch is set up so that you must keep it depressed for as long as you want the buttons to remain inactive in the current game. You can change the way the clutch button works via the MFD tab of the Logitech G X52 Professional HOTAS properties window. See Changing the way your clutch button works in Maintaining your controller settings for details.

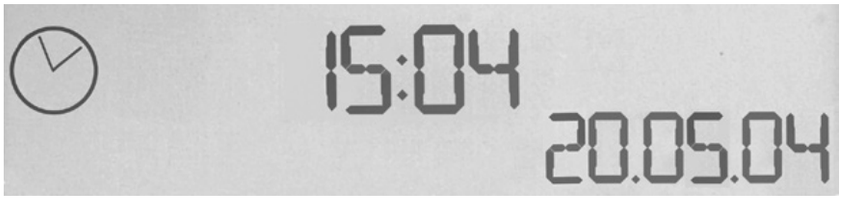
Note: You cannot view button names if the properties window is open.

Changing the current profile

You can use the MFD to change the current profile 'on the fly'. You may, for example, realise that you're not working in the correct profile for the game in progress.

To change the profile on the fly

1. Press the clutch button. The LEDs on your clutch and on the main POV control on your flight stick begin to flash on and off. Pressing buttons does not affect the game in progress when the clutch is engaged.
2. Move the main POV control on your flight stick up (north) or down (south) to scroll through your profiles. As you do this, the profile names are displayed in the bottom row of the centre section of the MFD.
   Note: You can use the MFD to access any folder on your computer. To open a folder, push the POV to the right (east). To move up a level, scroll through the files and folders in the current folder until [...] is displayed, and then push the POV to the right (east).



3. Select the profile you want by moving the main POV control right (east) when the profile's name is displayed on the MFD.
   It becomes the current profile and its settings are applied when you resume the game in progress.

   Tip: You can clear the current profile by moving the POV left (west). The buttons on your stick and throttle return to their default settings.

4. Release the clutch. The way you do this depends on your clutch settings. Either stop pressing the clutch button or press and release it.

Viewing the time and date

The lower part of the MFD displays the current time and date:

This part of the MFD can also be used as a stopwatch. You toggle between the two features by pressing the Function button. See Using the stopwatch, below, for more information about this feature.

Viewing the time

You can choose the time zone for which the current time is displayed from up to three available time zones. To move between the available time zones, press the up (Start/Stop) and down (Reset) buttons.

As you move between the three time zones, a number is displayed in the bottom right corner of the MFD (in place of the date). This number disappears after a few seconds.

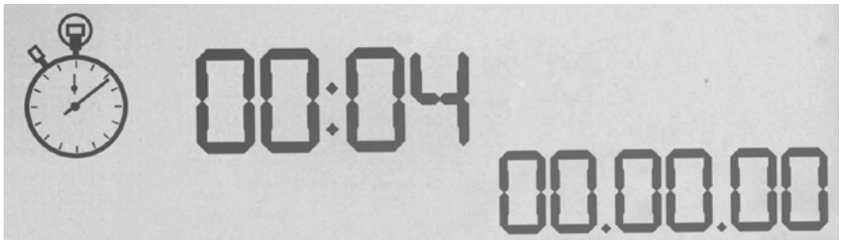
Greenwich Mean Time (GMT) is available by default, and is represented by the number 1. You can choose which other time zones are available and the format in which each time is displayed. See Maintaining clock settings in the section Maintaining your controller settings for an explanation of this procedure.

Viewing the date

The date is displayed in the bottom right-hand corner of the MFD. By default, it is shown in the format MMDDYY. You can change the date format, for example to DDMMYY. See Maintaining date settings in the section Maintaining your controller settings for an explanation of this procedure.

Using the stopwatch

The lower part of the MFD can also be used as a stopwatch. You toggle between the stopwatch and time displays by pressing the Function button. When the stopwatch is selected, the following is displayed:



To use the stopwatch

1. Press Start/Stop once. The number of seconds begins to increase.
2. Press Start/Stop again to stop the timer.
3. Press Reset to clear the time and return to 00:00.

Note: The timer initially shows minutes and seconds. If the time recorded reaches fifty-nine minutes and fifty-nine seconds, i.e. 59:59, it changes to show hours and minutes. This means the next reading after 59:59 is 01:00.

Using the rudder lock

You can deactivate the rudder feature on your flight stick by engaging the rudder lock. When you do this, the flight stick no longer rotates.

To use the rudder lock

1. Position your flight stick unit with the three toggle switches (T1 to T6) facing you. The rudder lock can be seen at the base of the flight stick, on the left hand side. If you look closer, you will see that it is labelled RLOCK.
2. Pull out the RLOCK switch. You may find the easiest way to do this is by using the thumb on your left hand. The twist action on the flight stick is now locked and you can no longer rotate it. You can restore the rudder feature at any time by pushing the RLOCK switch back in.

Adjusting the handle

You can optimise your comfort when using the flight stick by adjusting the height of the hand rest and pinkie switch. If your hands are small, you can place the hand rest and pinkie switch in the highest position available. This reduces the distance between the trigger switch and pinkie switch, avoiding the need for you to stretch to reach both. If you have larger hands, you can maximise this distance and operate the flight stick in greater comfort.

To adjust the handle

1. Position your flight stick unit with the three toggle switches (T1 to T6) facing away from you.

   A metal screw is clearly visible about one third of the way up the back of the handle.
2. Loosen the screw by turning it anti-clockwise.

   When the screw is loose enough, you can move it freely up and down within its slot on the back of the handle.

   Moving the screw also moves the hand rest and pinkie switch.
3. Move the screw until the hand rest and pinkie switch are at the height you want.
4. Place the screw in the position that best suits your preferred height. There are five positions for you to choose from.
5. Tighten the screw in position by turning it clockwise.

Using the Microsoft Flight Simulator X plug-in with your Logitech G X52 Professional HOTAS

Most aircraft available in Microsoft Flight Sim X feature the radio stack panel which is displayed and can be adjusted with the mouse when Shift +2 is pressed. The aircraft radio stack display shows the frequencies which communication radios are set to as well as the Nav1 and Nav2 VOR radio beacon frequencies, ADF navigation frequency, Distance Measuring Equipment (DME), transponder frequency and Auto-Pilot settings. The radio stack display differs from aircraft to aircraft but the basic information shown is the same.

First, you will need to install the plug-in for Flight Simulator X, which can be found on the support page: logitech.com/support/x52-pro. This will mean your X52 Pro is already set-up to display and control Radio Stack information and will show the radio stack settings when you open the Microsoft Flight Sim X application. Please follow the instructions below to access and change the Radio Stack.

If you have installed Flight Sim 10 after installing the HOTAS drivers, go to C:\Program Files (x86)\Logitech\FSX Plugin and run (double click) LogiFlightSimX.exe

From now on, every time you open Flight Sim X, your X52 Professional's iMFD will display the Radio Stack information. If at any time you want to disable this feature, open the run box, from Start, run, in the run text box type

"C:\program files\Logitech\directoutput\LogiFlightSimX.exe" -uninstall

Programming the Radio Stack in Microsoft Flight Sim X

As an example, let's assume you're flying a Cessna C172SP Skyhawk. The cockpit view will appear as below, with all the main aircraft altitude, airspeed and attitude instruments to the left, and navigational instruments to the right.

When you press shift and 2 on your computer keyboard, the radio stack will appear.

Changing the radio stack settings using the X52's iMFD control buttons and display

When still on the ground, open the radio stack panel.

On the X52 Professional's iMFD, turn the left hand Pg. up and Pg. down wheel to show each section of the radio stack on the iMFD's LCD screen. The sections are:

- Com 1 and Nav 1
- Com 2 and Nav 2
- ADF
- DME
- Transponder
- Autopilot

As an example, to change the Com 1 and Nav 1, or Com 2 and Nav 2 frequencies, select the page with the appropriate Com and Nav channels. To toggle between active and standby frequencies rotate the right hand wheel to move the cursor [ ] to the active (top) frequency which you want to toggle to standby and press the right hand wheel button (the MFD select button).

To edit the standby frequencies, rotate the right hand wheel until the > symbol is on the left hand side of the frequency, and press the MFD select button, so that the > changes to >>. You can now increase or decrease the values of the first three digits of the frequency by rotating the right hand wheel upwards or downwards. When you are happy with the value you have entered press the MFD select button again to exit editing that part of the frequency.

To change the two decimal digits of the frequency, rotate the right hand wheel upwards or downwards until the < symbol appears to the right of the frequency. Press MFD select button and the < symbol will switch to <<. Now rotate the wheel upwards or downwards to increase or decrease the two decimal point values. When you are happy with the frequency you have selected, press the MFD button again to exit.

To make the standby frequency active, rotate the right hand wheel to highlight the active frequency (it will be between the [ ] cursor brackets). Press on the MFD select button and the standby value will now switch to become active.

You will need to switch on the desired Com 1, Com 2, Nav 1, Nav 2 frequencies by clicking on the appropriate switch of the radio stack panel of your cockpit with your mouse . In the case of the Cessna C172SP Skyhawk you will find these switches at the very top of the radio stack.

Creating your own iMFD interactions

You can create your own iMFD interactions with games by using the Software Development Kit (SDK) which can be found in the C:\Program Files\Logitech\DirectOutput\SDK directory once you've installed the software for your X52 Professional.