



GF-TPM Single Engine Throttle Pitch & Mixture Module Cockpit Control System



Congratulations on your purchase of a **GoFlight GF-TPM (Single Engine) Throttle, Pitch, and Mixture Control Module**, part of the extensive family of GoFlight GF Cockpit Control System modules.

The GF-TPM is designed to operate with a wide variety of simulated aircraft and is sure to make your flight simulation experience more realistic and enjoyable. The steps below will assist in the installation, configuration and operation of the GF-TPM. Following these instructions will help to get you up in the “virtual skies” as quickly as possible.

Connecting the USB Cable

If you are going to mount the GF-TPM module into a GF-AC rack, install the module in the desired location using the two thumbscrews provided. It is designed to mount within a module bay of all of the GoFlight’s racks with the exception of the GoFlight Overhead Rack (GF-OHR). This is due to the depth of the sliding potentiometers on this circuit board.

Note: Be sure to check for proper clearance based on the depth of the circuit board of this module.

NOTE: When tightening the GF-TPM mounting thumbscrews, be careful not to over-tighten the screws as it is possible to strip the threads in the mounting holes or break the mounting screws if excessive force is applied.

To connect the TPM to your computer, use the 2-meter USB cable provided in the package, following these steps:

1. Plug the USB cable “B” connector end (square) into the connector on the back of the GF-TPM enclosure.
2. Plug the USB cable “A” connector end (rectangular) to a USB port on your computer or hub.

The first time the TPM is connected to the USB port on a computer running Microsoft Windows, a message “New Hardware Found” or “Your New Device is Now Ready” may appear briefly on your screen. This indicates that Windows has detected the TPM, and has loaded all required drivers. From this point on, if you disconnect the TPM and then re-connect it, the drivers will automatically load but no message will appear on the screen. This also occurs each time you re-start your computer while the TPM is connected. The automatic loading of drivers, with no notification message, is a normal operating feature of the Windows Plug and Play system.

NOTE *If you own other GoFlight hardware and have already installed the most current version of software on your system, you do not need to install the software again. Simply skip the software installation steps in the instructions below.*

Software Installation

3. Go to the GoFlight home page and click Support.
4. Click on “GF Config x.xx” to download the latest module drivers and configuration software.
5. Click “Run” or “Save” and follow the instruction to install the software. If the software installer detects that GoFlight software is already installed on your system, it will prompt you to overwrite. Click the **Yes** button to overwrite the existing version of GoFlight software. This is useful if you wish to keep the configuration settings for other GoFlight modules installed on your system. However, you should first make sure that the software you are overwriting is an older version and not a newer one.
6. When the software installation is complete, a message box will appear, displaying the message “Finished!” Click the OK button in this message box.

Main Control Lever Calibration

After connecting the GF-TPM to your computer for the first time, it is necessary to calibrate the three control levers so that they have effect throughout their entire range of motion. After this process has been completed, you will not have to repeat the calibration steps unless you: (a) wish to change the lever response to suit different applications, or (b) install or remove other game devices attached to your computer.

Calibration and Operations Checkout on Windows Systems

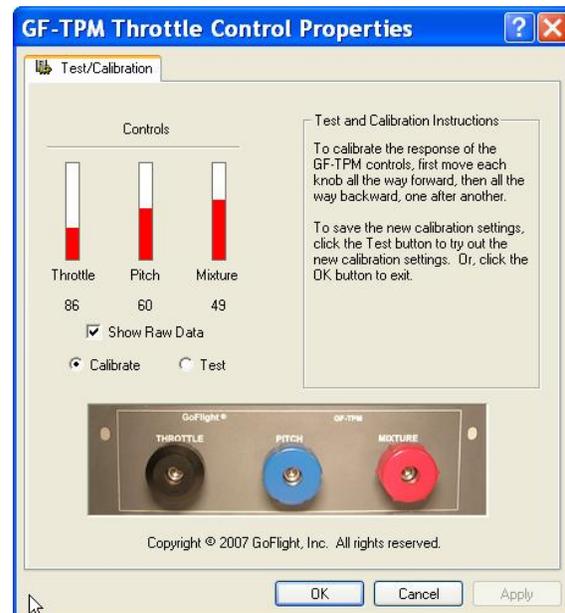
For owners of computers running the Microsoft Windows operating system, control lever calibration is accomplished using the Control Panel applet called either “Game Controllers” (XP and VISTA). The steps on the following pages will guide you through the process of calibrating the GF-TPM control levers.

1. From the Windows Control Panel, start the **Game Controllers** or **Gaming Options** applet.
2. Select the entry that reads “GF-TPM Throttle System”, then click the **Properties** button.
3. After clicking the **Properties** button, the test and calibration panel for the TPM is displayed. Below the TPM control diagram are three colored bars showing the current positions of all the TPM’s control levers.



In this example, a GF-TPM Throttle System is connected to a Windows 2000 computer at the same time as a Microsoft SideWinder Precision Pro joystick. Both are USB devices.

4. Using this panel, you can test and calibrate all three main control levers quickly and easily in a single pass. To calibrate, simply follow the instructions displayed on the panel. Calibration is only required the first time you connect the TPM to your computer, and then only if you reassign its game controller ID or cause the ID to change by connecting or removing other game devices.



Now that you have calibrated the GF-TPM you now need to set the sensitivities and null zone settings as follows:

1. Open your version of *FlightSim* and click on “Settings”.
2. Make sure you have the GF-TPM showing in the joystick type window.
3. Click on “Sensitivities” then “Advanced” and then move the “Sensitivities” slider all the way to the right.
4. Now move the “Null zone slider” all the way to the left.

Flight Simulator Software Configuration

The GF-TPM can be used with the most prevalent flight simulator programs. This section explains how to configure the TPM's for use with some of today's most popular flight simulator programs.

Microsoft Flight Simulator FS9 (2004) and FSX

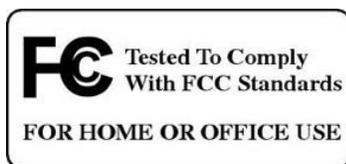
The TPM is recognized by Microsoft Flight Simulator as a game controller device, and when detected for the first time, Flight Simulator will create a “default” assignment for each of the control levers on the TPM. These initial assignments are usually not what you want, so you will need to use the ‘Controls/Assignments’ facility under *Settings* in Flight Sim to reassign or un-assign the default functions.

GF-TPM Warranty

This product is warranted to the original purchaser to be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. During this warranty period, GoFlight Technologies, Inc. © (“GoFlight”) will, at its option, repair or replace, at no charge, any component determined to be defective. The liability under this warranty is limited to the repair and/or replacement of the defect or defective part, and does not include shipping expenses. This warranty does not apply if, in the determination of GoFlight, this product has been damaged by accident, abuse, improper usage, or as a result of service or modification by anyone other than GoFlight.

NO OTHER WARRANTIES ARE EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF SALABILITY AND FITNESS FOR A PARTICULAR PURPOSE. GOFIGHT TECHNOLOGIES, INC. IS NOT RESPONSIBLE FOR CONSEQUENTIAL DAMAGES. SOME STATES DO NOT ALLOW EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



GoFlight Technologies, Inc. 163 SW Freeman Ave. Suite D, Hillsboro, Oregon, USA 97123

Phone: 1-503-895-0242

www.goflightinc.com

P/N GF-TPM-vPOH-002 Revision 2.2 25Sep2010
Copyright © 2010 GoFlight Technologies, Inc. All rights reserved.