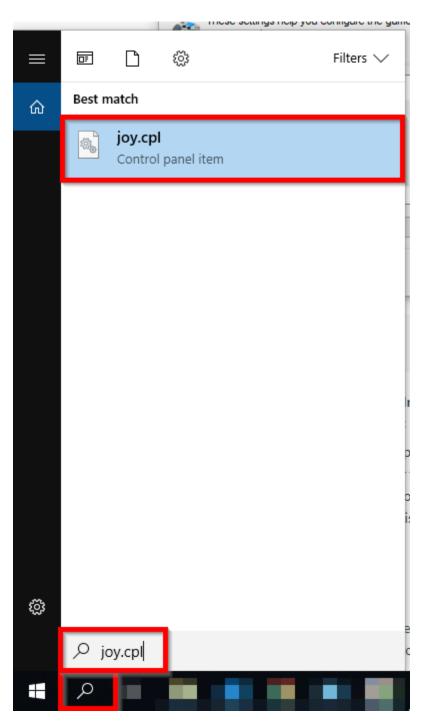
1. In your windows search bar navigate to the calibration tool via the following shortcut: joy.cpl



2. Hit 'Enter' and the 'Game Controller' window will display.

Game Controllers		×
These settings help you your computer.	configure the game co	ntrollers installed on
Controller		Status
InterLinkDX		OK
	Advanced	Properties
		riopendee
		ОК

3. Click on 'Properties'

Game Controllers	\times
These settings help you configure the game cor your computer.	ntrollers installed on
Installed game controllers	
Controller	Status
InterLink DX	OK
6	
Advanced	Properties
	ОК

4. Choose the 'Settings' tab and then select 'Calibrate'

~			-
ĺ	> InterLinkDX properties	×	
0	Settings Test		
	Game Controller Calibration If your game controller is not functioning properly on the Test page, it	1	
	may need to be calibrated. Click Calibrate and follow the instructions to calibrate the controller.		
	Reset to default Calibrate		
		1	
ł	OK Cancel Apply	i	
1			1

5. On the Device Calibration Screen hit 'Next'



6. On the 'Axis Calibration' screen you will see a plus sign. Move your left joystick in circles counterclockwise and clockwise ensuring you are hitting all the corners as you are rotating.

ame Device Calibration	\times
Axis Calibration Move the handle in complete circles, then press a button on the controller.	
X Axis / Y Axis	
Display raw data	
< Back Next > Cano	el

7. Once you have finished this step select the 'Next' option. (keep in mind that it is not required to press a button on the controller after this step is completed)

< Back	Next >	Cancel

8. On the 'Verify Center Point' page make sure to center all controls before continuing to the next step.

·	
🖙 Game Device Calibration	×
Verify Center Point Leave the handle centered, then press a button on the controller.	
Ş	
< Back Next >	Cancel

9. Move your 'Z Axis' to the minimum and maximum values. (the 'Z Axis' is the left rear slider on your simulator controller; it is number 27 on the Interlink DX controller layout chart which is on page 321 of your RF9 manual)

ame Device Calibration	×
Axis Calibration Move the Z Axis all the way up and down, then press a button on the controller.	
Z Axis	
Display raw data	
	0
< Back Next >	Cancel

10. Move your 'X Rotation' on your controller (left and right motion on the right joystick)

≽ Game Device Calibratio	n			×
Axis Calibration Move the X Rotation all	the way up and dov	vn, then press a bu	itton on the contro	oller.
	X Ro	tation		
	\square			
Display raw data				
		< <u>B</u> ack	<u>N</u> ext >	Cancel

11. Move the 'Y Rotation' (up and down motion on your right joystick)

ame Device Calibration	×
Axis Calibration Move the Y Rotation all the way up and down, then press a button on the controller.	
Y Rotation	
Display raw data	
< <u>B</u> ack <u>N</u> ext > Can	cel

12. Move the 'Z Rotation' (back right slider and is labeled as 26 on the interlink dx chart on page 321 of your RF9 manual)

Game Device Calibration	×
Axis Calibration Move the Z Rotation all the way up and down, then press a button on the controller.	
Z Rotation	
Display raw data	
< Back Next > Ca	ancel

13. You can skip the slider page. Move the Dial from minimum to maximum values and hit next.

ame Device Calibration 🏷			×
Axis Calibration Move the Dial all the way up	and down, then press a buttor	on the controller.	
			_
	Dial		
🔀 Display raw data			
	< Back	Next >	Cancel
ctures			

14. Hit 'Finish' and 'Apply' your calibration results. (this is an important step)

Same Device Calibration			×
Calibration Complete			
To save your calibration, click Finish.			
	< Back	Finish	Cancel
hecures,			

