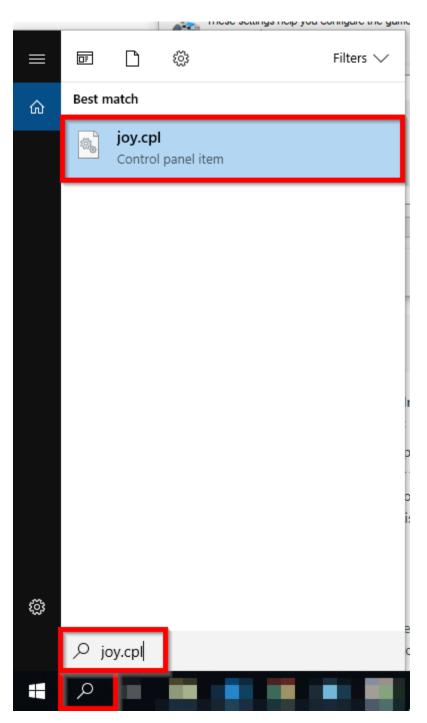
1. In your windows search bar navigate to the calibration tool via the following shortcut: joy.cpl



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

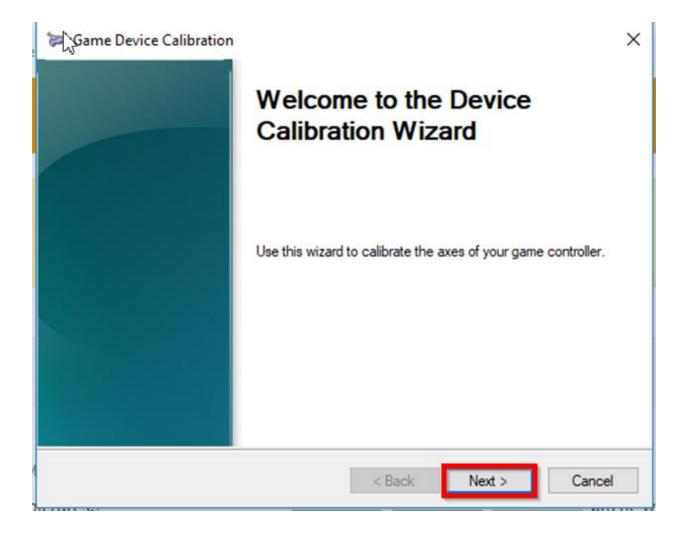
3. Click on 'Properties'

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,			

