

# **THRUSTMASTER®**

## ABNORMAL PROCEDURE



## PROCEDURE GOAL

The objective of this abnormal procedure is to allow Microsoft Flight Simulator players equipped with TCA Quadrant Airbus Edition to play with the game from October 22<sup>nd</sup>, waiting for the final integration in the upcoming patch. This procedure has been elaborated by Thrustmaster teams.

**TCA** QUADRANT  
AIRBUS EDITION

Microsoft *Flight Simulator*

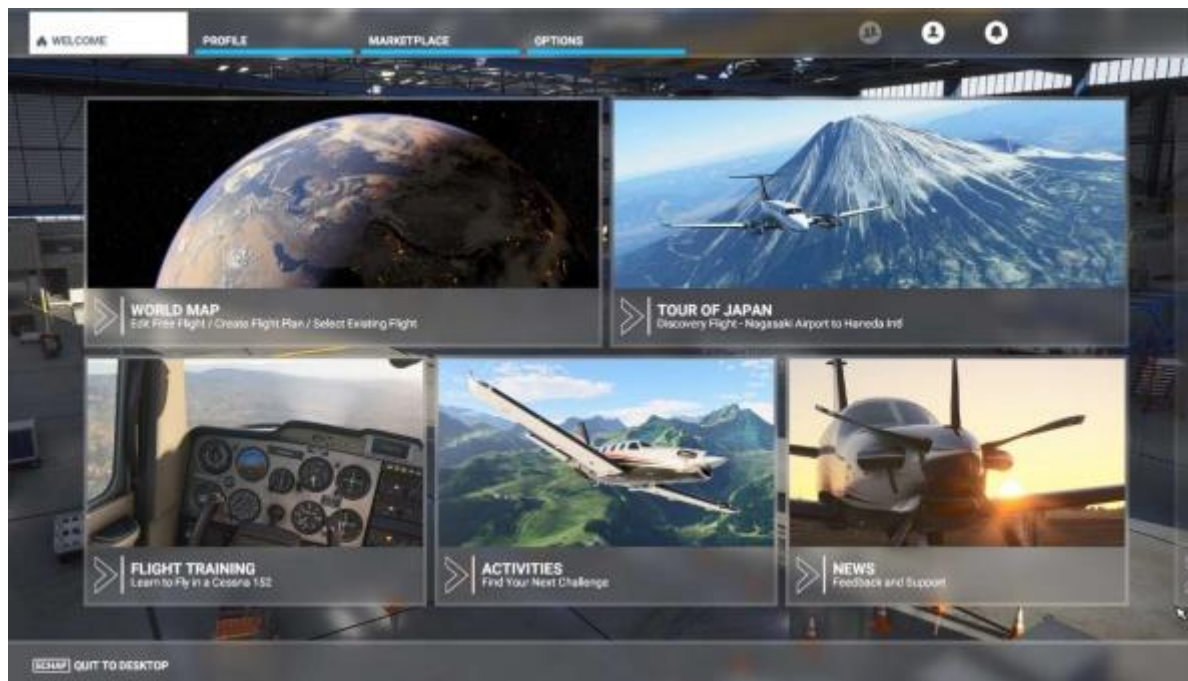


# THRUSTMASTER ABNORMAL PROCEDURE – TCA QUADRANT AIRBUS EDITION

## 22<sup>ND</sup> OCTOBER EDITION

### STEP 1

- 1) Do not plug (or unplug your TCA Quadrant Airbus Edition)
- 2) Start the game
- 3) Once in the welcome page, plug your TCA Quadrant Airbus Edition

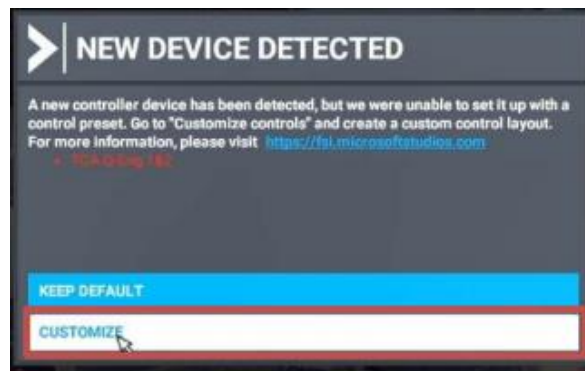


### STEP 2

A window appears detecting the device

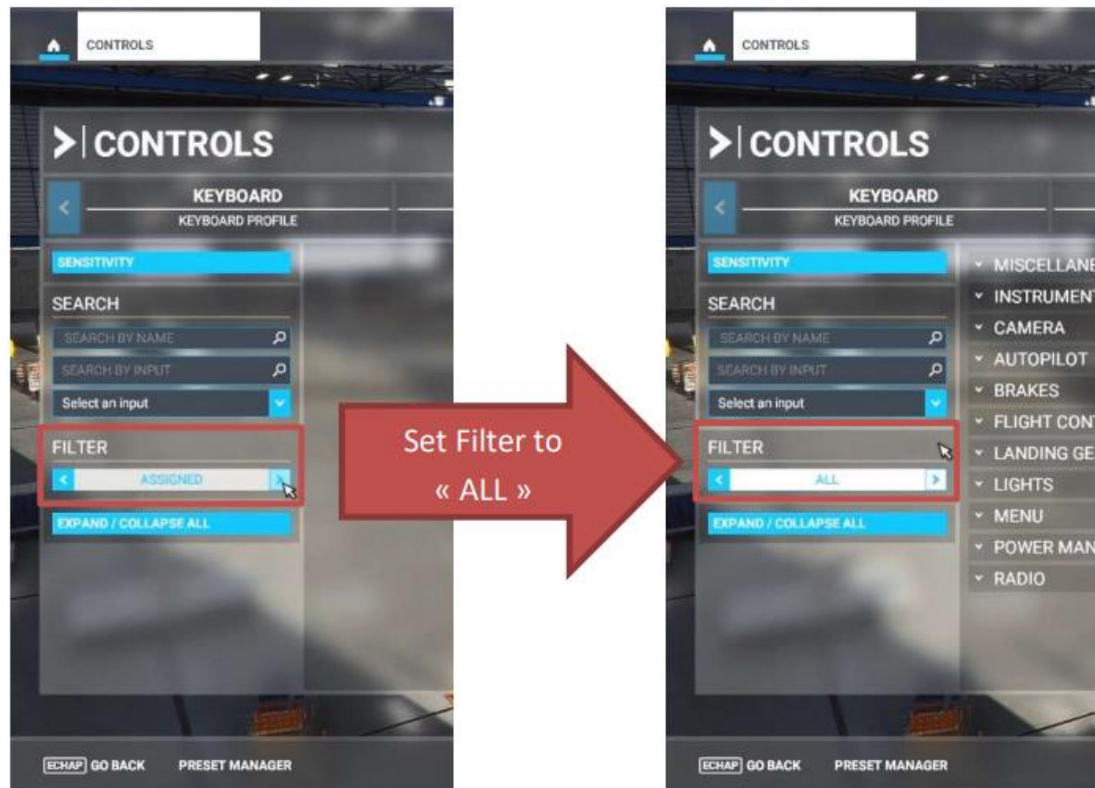


Select "Customize"



### STEP 3

Switch the filter from "Assigned" to "All"



## STEP 4

In the first search box, enter the name of the function you want to assign  
(example: "decrease throttle")





## STEP 5

Click on the first empty box



### STEP 6

In the drop menu below, select the corresponding button or axe (example button 2)





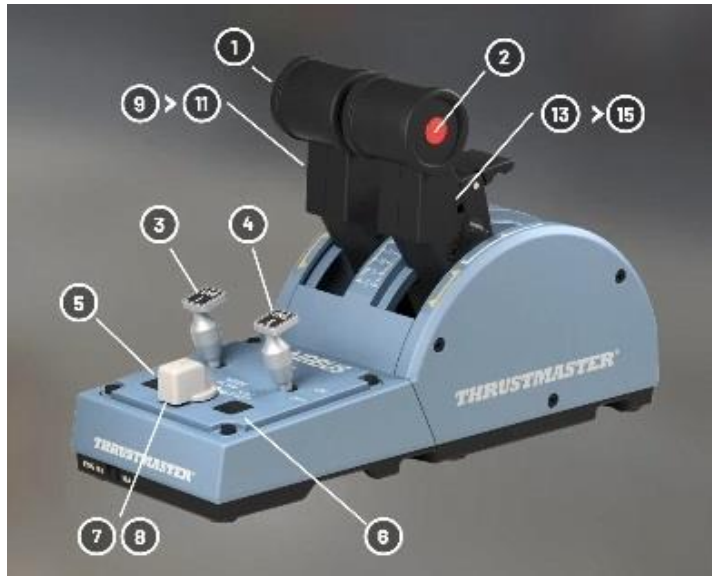
## STEP 7

The first entry will prompt you to create a new profile, click on "OK"



**Repeat steps 4 to 6 to assign the other functions according to the suggested function assignments in the next slide**

## SUGGESTED ASSIGNMENTS



In-Game Function	Button	Axis
Autothrottle disconnect	Joystick Button 1	
Decrease Throttle (Reverser function)	Joystick Button 2	
Set Engine Master 1*	Joystick Button 3	
Set Engine Master 2*	Joystick Button 4	
Autopilot OFF	Joystick Button 5	
Autopilot ON	Joystick Button 6	
Set Engine Crank Mode	Joystick Button 7	
Set Engine IGN/START Mode	Joystick Button 8	
Throttle 1 Axis		Joystick L- Axis X
Throttle 2 Axis		Joystick L- Axis Y
NOT ASSIGNED	Joystick Button 9/11	
NOT ASSIGNED	Joystick Button 13/15	

\*Currently NOT working within A320 Neo



**Caution:** make sure to NOT have any input function from the list above allocated with your other hardware (e.g. joystick or rudders) to avoid any in-game issues due to double inputs potential bugs !