PXN 乘仕达 | AXE II 飞行控制器

莱仕达双翼II飞行控制系统
快速入门指南

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感谢您选择莱仕达产品，感谢您对莱仕达品牌的支持，
在使用之前请仔细阅读本手册。

●产品外观

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●功能特征

1、摇杆单元和油门单元分离式设计，具有7轴、2个POV和16个独立的动作控制键；
2、摇杆单元可独立使用，具有4轴、8方向POV和12个独立的动作控制键；
3、按“MODE”键可自由选择3个工作模式，扩展为16*3个功能键；
4、内置双振动马达，真实模拟气流对飞机产生的振动，及其它形式振动效果；
5、驱动支持电脑键盘映射功能，支持同游多人对战；
6、仿真人体工程学设计，模拟真实的飞行体验。

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●系统要求

1、支持平台：PC电脑
2、支持系统：Microsoft Windows XP/7/8/10

●安装驱动

1、打开莱仕达官网（www.e-pxn.com.cn）下载驱动并安装，具体路径为：莱仕达官网→服务→下载中心→摇杆驱动。
2、下载“莱仕达双翼II PXN-2119II”驱动，然后按说明进行解压安装。

●测试及使用

1、将油门连接线插入摇杆插孔，再将摇杆连接线插入电脑USB端口。
2、打开电脑游戏控制器，可以进行功能自检，具体方式如下：
2.1、XP系统：打开控制面板 → 游戏控制器，点击属性测试。
2.2、WIN7/8/10：打开控制面板→设备和打印机→右键USB joystick图标→游戏控制器设置，点击属性测试。
3、打开下图测试界面后，可依次对各轴，功能按键进行测试。

4、各按键和轴的测试说明：

NO.	功 能	说 明
1	按钮1-16	按动摇杆上的功能键，测试界面上相应的键被点亮。
2	POV1,POV2	将手柄方向键拨向POV，测试界面上相应的图标被点亮。POV1用于模拟驾驶员座舱内头部运动监测视角的转向，POV2则定义不同功能。
3	模 式	Mode 0为摇杆模式（默认下）； Mode 1键盘模式（默认下亮）； Mode 2键盘模式2（默认闪）。
4	X/Y Axes	前后左右移动飞行杆，“+”光标在X/Y Axes的方框中随之移动。
5	Twist	左右转动摇杆，这是一个模拟类方向的轴。
6	Slide	这是个滑动轴，用来检测轴移动或者调节油门（需要按住按钮）。
7	Throttle	用前后拉动推动手柄油门大小或者小油门。
8	Rotary X/Y	X/Y旋转轴，在游戏中常用它们控制航向和前后驱动模型（需要按住按钮）。

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5、Keyboard键盘映射设定：
5.1、在Mode1/ Mode2模式下，可以把Keyboard键定义到飞行杆的1-16键和POV1/2上。每个键最多可以映射4个键盘键，正常使用时定义一个Keyboard键就够了。
5.2、举例：在Mode1下将飞行杆上的“1”号键定义为键盘上的“Q”键。
a）按一下油门单元上的“Mode”键，此时飞行杆进入“Mode1”键盘模式，蓝灯亮。测试界面显示“键盘设定”界面。

图一

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b）点击“Key1”右侧箭头，在弹出的下拉菜单中选择“Keyboard”。

c）点击弹出的键盘界面上的“Q”，再点击确认即完成设定。

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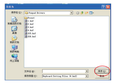
d）设定好的内容可以保存，点击图一中的“保存”键，输入文件名再点保存，即完成设定。点击默认可以清除当前设定。



e）当下次使用时，可以调用之前保存的设定，可以点击图一上的“下载”键，在弹出的界面中选择之前保存的文件名。

f）Mode 2下键盘映射设置同Mode1方式相同。

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6、马达振动测试：点击振动测试页，进入马达测试页面，可以进行推杆和油门单元的振动测试，和马达振动强度调节。

●单摇杆模式

1、当摇杆单元与油门单元没有连接时，摇杆单元可以单独使用，打开游戏控制器测试界面如下图：

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2、周鼠标点击Sensitivity三个方框，可以对X/Y轴灵敏度进行自定义调节。
3、点击Vibration可以对马达振动强度，频率进行调节和振动测试。

4、点击Adjustment打开校准页面，依提示操作，可以对摇杆各轴进行校准。

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●注意事项

1、避免强烈振动、不可自行分拆、改装及修理。
2、避免水或其它液体进入产品内部以免造成损坏。
3、避免存放于潮湿、高温、烟熏等场所。
4、连接和移除设备时，注意力度适中。
5、儿童需在成年人的监护下使用本产品。

●产品规格

产品名称	莱仕达双翼II
产品型号	PXN-2119II
连接方式	USB有线，摇杆线长约2.2米，油门线长约1.5米
工作电源	DC 5V
工作电流	常态下小于20mA 振动状态小于130mA
包装尺寸	约360 x 250 x 190MM
本体尺寸	摇杆单元 约240 x 175 x 175MM 油门单元 约180 x 170 x 170MM
本体重量	约1400g
使用温度	10-40℃
使用湿度	20--80%

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PXN-2119

FLIGHT CONTROL SYSTEM
User Manual

SOULMATE TO PLAYERS

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Thank you for choosing PXN’s product and supporting our brand. Please read the manual carefully before playing.

●Product Overview

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● Function Features

1. 1.Joystick and Throttle designed separately, with 7 axes/2 *8 directional POV/16 action buttons.
2. Joystick could be used independently, 4 axis/ 8 direction POV and 12 action buttons.
3. Press “Mode” to switch working modes. Can extend to 16*3 function buttons by driver
4. Built-in vibration motor, simulate the plane vibration in air and other environment.
5. Mapping Button function with the driver, support keyboard mapping by driver, multi-player online game is available.
6. Ergonomic design, simulation of real flight experience.

●System Requirements

1. Support Platform：PC/Laptop
2. Support Systems: Window XP/ 7/8/10

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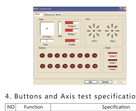
●Driver Installation

1. Open our website www.e-pxn.com to download and install the driver at: Home →Support →Driver →Download.
2. Download driver of “PXN-2119” to unzip and install it with instruction.
3. Insert the USB plug of the joystick into the USB port of your PC, and your PC will prompt a new device is found and it will be installed automatically.

●Product Application

1. Plug Throttle unit into the port of Joystick, and plug the USB of Joystick in to PC port.
2. Run the driver in computer and test the product.
2.1. For Windows XP: enter Control Panel Game Controller and click Attribute Test.
2.2. For Windows 7 /8/10, enter Control Panel →Device and Printer→Right click “PC Game Controller ” icon →Enter Game Controller set up and click Attribute Test.
3. You can start to test the axis and buttons when you see below interface.



4. Buttons and Axis test specification:

NO	Function	Specification
1	Button 1-16	You can make sure button presses are being detected by the drivers. Press each button on your flight stick or throttle unit that you want to test. The corresponding numbered virtual disc lights up in the Buttons panel of the Test tab.
2	POV1/POV2	Moving the POV controls on your flight stick in the various directions should illuminate the corresponding arrows in the POV panel. The POV panel POV 1 is used to look around the cockpit. POV 2 can be configured to trigger four or eight different functions of your choice.
3	MODE	Mode0 flight stick (Blue light off) Mode1 Keyboard (Blue light bright) Mode2 Keyboard (Blue light flash)
4	X/Y Axes	Move the stick control on the flight stick forwards or from left to right. The + symbol moves in the X/Y Axes box, to show the drivers are picking up the stick movement correctly.
5	Twist	The vertical gray line represents the center point of the flight stick. Rotate the flight stick clockwise or anti-clockwise. This is the rudder control. The line will move left to indicate the K and Y axes. If the drivers are detecting the movement correctly a red band is displayed on either side of the center point line.

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6	Slide	Move the slide control on the flight stick. It ranges from 0% (no red) to 100% (the box is filled with red). You may, for example, use it to control pitch or fuel mixture (need game software support)
7	Throttle	Move the throttle up or down to increase or decrease the throttle control. The box shows the current rated acceleration, ranging from 0% (no red) to the maximum acceleration at 100% (the box is filled with red).
8	Rotary X/Y	Rotate the rotary controls on the throttle unit. The corresponding box will fill with red (the box is filled with red). You may, for example, use them to control balance or radar gain. (need game software support)

●Keyboard Mapping & Vibrating Testing

1.Mode 1/ Mode 2

It supports to map the keyboard button to 1-16 function buttons or POV 1/POV2 of Joystick. One Joystick button can be mapped 4 keyboard buttons, normally map one keyboard is enough.

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Illustrator 2

2. For instance

Mode1
If you intend to map the “Q” key of the keyboard to button 1 of the flight stick, please press “Mode” button, then the blue LED will be illuminated, indicating the flight control system is in Mode1. The programming software will show Keyboard Setting Interface (refer to Illustrator 1 & Illustrator 2).

Mode2
If you intend to map the “P” key of the keyboard to button 1. Press “Mode” button again, then the blue LED begins to flash, indicating the flight control system is in Mode2. The programming software will show Keyboard Setting interface same as (Illustrator 1 & Illustrator 2).

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After setting is confirmed, press “Save” button to keep this setting to your computer. When this Setting is suitable for the other game you are playing, you can just load it to control your current game.

3. Testing Vibration
Click Vibration Tab to motor test interface. Various test method:
The vibration intensity can be regulated without class limited.
When you test Joystick towards forward, backward, leftward and rightward, motor will respectively vibrate.

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3.Single Joystick Mode

1. When the joystick is disconnected with throttle, it could be used independently, open the game controller test interface as below:

2. Use mouse pointer to click the 3 boxes of Sensitivity, you can set the sensitivity of X/Y axis.
3. Click “Vibration” tab to test and set the strength and frequency of vibration.

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4. Click “Adjustment” to adjust A/Y and other axis.

●Trouble shootings

1) Software and hardware still can’t work when its installation is finished.
A. Check whether the joystick is firmly fixed to PC.
B. DirectX version is too low, it requires a DirectX 7.0 up version.
C. If it still can’t work normally, please restart PC.
2) After entering the games, some analog axes has no function or operates automatically.

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* Check whether control stick is calibrated or confirmed after being calibrated (Note: all axis should be positioned in the center), if the calibration has no reaction, re-insert it (w/ auto- centered function)
3) Motor has no vibration on test platform DirectX version is too low, it requires a DirectX7.0 up version.

●Attentions

1. Avoid fierce vibration. Don’t take apart, revise and mend by yourself.
2. Don’t let water or other liquid entering inside of the gamepad to make any damages.
3. Don’t store in places of high humidity, temperature, heavy oil or smoke.
4. Children should be under the custody of adults to use this product.

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●Product Specifications

Product	PXN-2119 II FLIGHT CONTROL SYSTEM
Model No.	PXN-2119II
Connection	USB Cable
Power source	DC 5V
Working current	<20mA, <130mA under vibration
Package Size	Appr. 360 x 250 x 190MM
Product Size	Throttle Appr. 180 x 170 x 170MM Joystick Appr. 240 x 175 x 175MM
Net Weight	Appr. 1400g
Application Temperature	10-40℃
Application Humidity	20--80%

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