

X52 PROFESSIONAL HOTAS

USER GUIDE / 用户指南

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LOGITECH G X52 PROFESSIONAL SPACE/FLIGHT H.O.T.A.S. - PRODUCT TOUR

JOYSTICK



2-Stage metal trigger
Destroy the enemy with the aid of a precise and durable, cool-touch trigger. Two-stages can be programmed with separate fire functions.

3 toggle switches Spring loaded and conveniently positioned on the base for an extra 6 programmable flight commands.

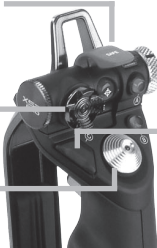


5-position adjustment to suit all hand sizes.

Cool-touch metal pinkie switch can be assigned shift functionality to double up on programmable commands.

Missile Launcher
Flip up the spring-loaded safety cover to activate missile launches.

2 x 8-way hat switches - 1 pre-defined as point of view; select from multiple view perspectives and assign frequently used commands.



Mode selector switch 3-position rotary switch with tristate LED to indicate program mode.

3 Fire Buttons
Backlit buttons conveniently positioned on joystick head for instant access in the heat of the battle.



3D Rudder Twist handle on joystick for precise rudder control; includes integrated rudder lock mechanism.

Precision centering mechanism Non-contact technology on x and y axes and constant spring force reduce free play, improve control and increase durability.

GENERAL FEATURES BACKLIGHTING

Illuminated buttons and Multi-Function Display (MFD) - ideal for low light environments, guaranteed to stand out from the crowd. Adjust brightness via Windows control panel.

METAL PARTS

Part metal construction for increased durability and maximum comfort during extended gameplay.

THROTTLE

2 Fire Buttons
Conveniently positioned
on throttle head for
instant access in the
heat of the battle.



Left mouse
button.

Smooth-action
thumb slider provides
axes for pitch, trim
and yaw settings or
zoom in/out view.

Mouse controller,
which can also
function as a hat
switch.

8-way hat switch: Select from multiple view
perspectives and assign frequently used
commands.

Two rotaries provide
axes for pitch, trim
and yaw settings.

Clutch (I) Button
Initiates 'safe mode' to
allow on-the-fly profile
selection, or to display
button functionality on
MFD without activating
commands.

Scroll wheel positioned on
rear of throttle for index
finger activation; includes
built-in button.



Multi-Function Display (MFD) screen
indicates:

Mode and shift state

Mode state is determined by mode selector
on the head of the stick.

User defined Text area

- indicates name of command assigned to
button when activated.
- supplies name of profile in use and enables
on-the-fly profile selection. Profile can
also be changed during gameplay by
pressing clutch button and scrolling through
available profiles moving the pointof- view
hat switch up and down. Move the same
button left to clear current profile or right
to activate profile.

Multi Time Displays

Time zone (set origin and destination local
times in control panel Formattable date/
month/time

Stopwatch for flight time



Progressive throttle control Super smooth action
with metal tension adjustment and detents for
programming idle (0-20%) and afterburner (80-
100%) settings.

GETTING STARTED

In order for this product to function correctly please install the software from logitech.com/support/x52-pro

MAINTAINING YOUR CONTROLLER SETTINGS

Your Logitech X52 Professional HOTAS is supplied ready for use. However, we want you to use it in the way that suits you best. We've therefore included the facility for you to change various settings on your stick and throttle units. You can, for example, vary the brightness of the LED buttons, check your stick is working correctly or change the way the data is displayed on your Multi-Functional Display (MFD).

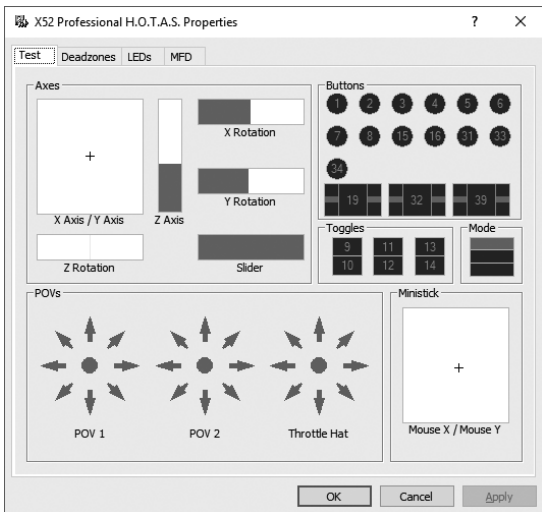
You change your controller settings in the properties window for your HOTAS. You can access this by opening the Devices and Printers screen in Windows, right-clicking on the X52 and then selecting Game Controllers.

In Game Controllers select the X52 Professional HOTAS and then click Properties.

The X52 Professional HOTAS properties window consists of five separate tabs. You can view and change various controller settings in each tab. The settings you can change are described in the following sections.

Testing your controller

1. Click the Test tab.



The controller features that you can test are displayed below.

2. Test each feature as required.

The way you do this varies, depending on what the feature does. It may, for example, involve pressing the corresponding button, or turning the corresponding rotary control.

Maintaining deadzones

You can create deadzones for each range and axis your controller features move in. They reduce interference that may be caused by unintended movements of the flight stick and other controls. For example, you may want to move your stick in the X axis only, but find it difficult to avoid moving it in the Y axis as you do so. You can set up a deadzone in the Y axis so that these minor movements are not detected by the drivers.

What is a deadzone?

A deadzone is a part of the range in which an axis moves that is not detected by the drivers and so has no effect on the game in progress. It may be around the center point of the range, or at either end.

To maintain your deadzones

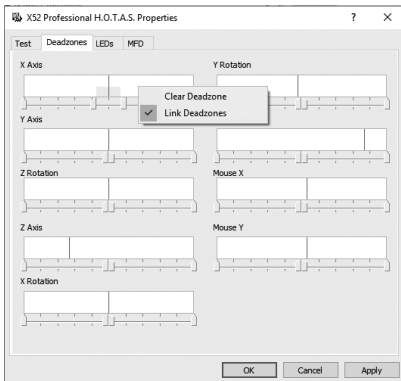
1. Click the Deadzone tab.
The controls you can create deadzones for are shown, as follows:

Each axis is represented by a white box that contains a red line that represents where the control is currently sitting. Moving the corresponding control moves the red line. Use this line to determine exactly where your deadzone must begin and end. Beneath each box is a sliding scale. You use this to specify the size of each deadzone.

2. Click on a slider on the sliding scale and drag it to where you want the deadzone to end. The area that represents the deadzone is shaded gray.
3. Use the center sliders to maintain the deadzone around the center point of an axis. Use the sliders at either end to create deadzones at either end of the axis.

Tips: By default, clicking on either the right or the left slider in the pair moves both sliders. You can change this if you just want to adjust one side of the deadzone. To do this, right-click anywhere in the white box and select Link Deadzones from the popup list of options displayed. Repeat this to link the pairs of sliders again.

You can clear existing deadzones for an axis by right-clicking anywhere in the white box and selecting Clear Deadzone.



Maintaining your LED brightness

The authenticity of the flight control experience provided by your Logitech G X52 Professional HOTAS is enhanced by a number of LEDs on the throttle unit and flight stick.

You can control the appearance of these LEDs, making them brighter or dimmer according to your preference.

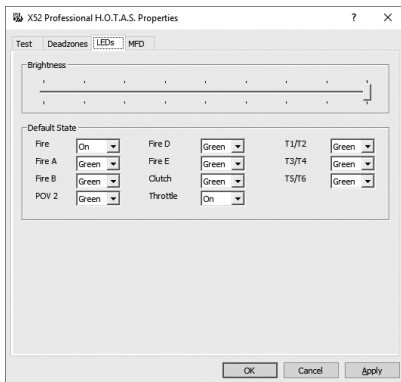
You can also change the colour of the different button LEDs, with a choice of green, amber or red for most of the buttons.

To maintain LED brightness

1. Click the LEDs tab.

A sliding scale is displayed, which you can use to choose how brightly the LEDs on your stick and throttle are displayed:

2. Move the slider on the scale to adjust LED brightness. The LEDs change as you move the slider, so you can make sure they are as you want them to be. You can either:
 - Click and drag the slider along the scale Or:
 - Click a point on the scale itself, to move the slider in graduated steps along the scale.

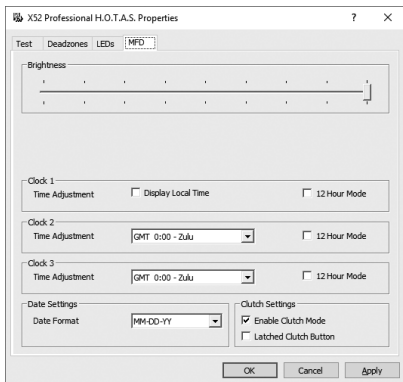


Maintaining MFD settings

Your unit includes an MFD, or Multi-Functional Display. You can control the way information is displayed in your MFD by changing various settings in the MFD tab:

What is the MFD?

The MFD is a screen that displays a variety of different information including, for example, the mode currently selected and today's date. It is part of the same unit as your throttle. The MFD itself and the way it works is explained in more detail in Using the MFD.



To change the brightness of your MFD

1. Click the MFD tab.
A Brightness sliding scale is displayed at the top of the tab.
2. Change the brightness of your MFD by moving the slider along the scale To move the slider, you can either:
 - Click and drag the slider along the scale. Or:
 - Click a point on the scale itself, to move the slider in graduated steps along the scale.

The brightness of your MFD changes as you move the slider. Use this to determine when the slider is in the right place.

Maintaining clock settings

Your MFD can display the current time in any time zone. You can choose the time zones displayed and the format in which the time for each zone is displayed.

You can have up to three different time zones available on your MFD. Greenwich Mean Time (GMT) is included by default. You can choose up to two additional time zones. When using your MFD, you switch between the three time zones, as required.

To change your clock settings

1. Click the MFD tab.
This tab includes three panels in which you change the way time is displayed on your MFD. They are called Clock 1, Clock 2 and Clock 3.
Note: Clock 1 is set to GMT by default. You cannot change this.
2. Choose additional time zones that you want to be able to view on your MFD in the Clock 2 and Clock 3 panels. You do this by selecting an option from the corresponding Time Adjustment drop-down list.
Each option is a time relative to GMT, for example GMT +1:00 is GMT plus one hour, and so on. Each time is also represented by an entry in the phonetic alphabet. For example, GMT is represented by 'Zulu' and GMT +12:00 by 'Mike'.
3. Choose the format you want each time to be displayed in. To do this, either check or uncheck the corresponding 12 Hour Format checkbox.
When the box is unchecked, the time is displayed in 24 hour clock format, i.e. between 00:00 and 23:59. If it is checked, the time is shown in 12 hour clock format.
4. Click Apply.
You can now view the current times in your chosen time zones on your MFD. See Using the MFD for details.

Maintaining date settings

The current date is displayed in the bottom right-hand corner of your MFD. You can choose how this date is displayed.

You may, for example, prefer to see the month first, followed by day and year.

Changing the way your clutch button works

The clutch button on your throttle is used to temporarily deactivate the buttons in the game in progress. This enables you to check what each button does without interrupting the game, and to select a different profile if required. See Viewing button names in Using the MFD for more information.

To change the way your clutch works, check or uncheck the Latched Clutch Button checkbox in the Clutch Settings panel and then click Apply.

When the box is checked, pressing and releasing the clutch deactivates the buttons in the game in progress. To reactivate the buttons, you must press and release the clutch again.

When the box is unchecked, the buttons are deactivated in the game only as long as the clutch is depressed. When you release the clutch, pressing buttons once again affects the game in progress.

Using the MFD

The MFD, or Multi-Functional Display, is an integral part of your throttle unit. It displays a variety of information including button names, the current profile and today's date. It also provides a stopwatch feature. In addition the MFD can display information and interact with features in supported games, such as Microsoft Flight Simulator X. For more details on this check out the final section of this manual.

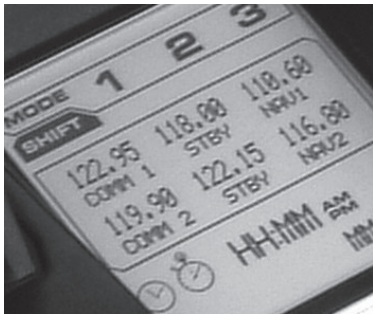
Features of the MFD

The MFD is divided into three sections:

- The mode section is at the top of the MFD and shows the currently selected mode. See Working with modes, below.
- The center section of the MFD is used to view the names of buttons on your flight stick and throttle, and to view and change the current profile. See Working with profile information, below.
- The time and date display is at the bottom of the MFD. It can show the current time in up to three time zones. It also includes the stopwatch. See Viewing the time and date and Using the stopwatch, below.

The layout of the MFD is shown right:

The controls beneath the MFD are used to change the time display, operate the stopwatch and interact with game-specific functions, where supported.



Working with modes

The Logitech G X52 Professional HOTAS offers extensive opportunities for you to configure your controller to work the way you want it to. You do this by creating profiles, using the programming software. (See the programming software manual online at logitech.com/support/x52-pro for details.) Within each profile, you can create up to six different modes that determine the actions performed when you press buttons on the flight stick and throttle.

You can use your MFD to view the mode that is currently selected.

Changing the mode

You change the mode by rotating the mode selector switch on your flight stick. As you do this, the MODE number displayed on the MFD changes to reflect your selection.

Using additional modes

Three modes are available by default. You can increase this to six using the pinkie switch on your flight stick. To do this you must designate the pinkie switch to perform the same function as the Shift key, using the SST programming software. You can then select one of the additional modes by holding down the pinkie switch as you rotate the mode selector switch. When you do this, the word SHIFT is displayed in the mode section of your MFD.

Within each profile, you can use the following modes:



- Mode 1
- Mode 2
- Mode 3
- Mode 1 + Pinkie
- Mode 2 + Pinkie
- Mode 3 + Pinkie

Viewing the current modeThe mode that is currently selected is displayed in the top part of the MFD. This is shown in the following example:

If you have selected one of the three pinkie modes described above, the word SHIFT is displayed, because the pinkie switch is acting as a Shift key.

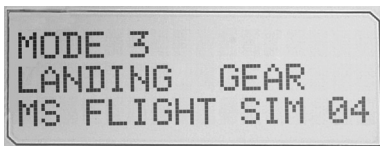
Working with profile information

You can use the center section of the MFD to view the names assigned to buttons on your flight stick and throttle. It also shows the names of the profile and mode currently selected.

Viewing button names

You can view the names assigned to buttons in the current mode. You may use the SST programming software to create a number of profiles. Each profile may include up to six different modes, assigning different functions to individual buttons for use in different games.

If you've created profiles, you can view the names you've given to buttons in the selected mode in the current profile. If not, the standard name assigned to each button is displayed. The standard name reflects the function assigned to each button when your HOTAS is supplied.



To view the name of a button, press it as you normally would. Its name is displayed in the centreline of the MFD.

If a game is in progress, use the clutch to deactivate the buttons in the game. You can then press them and view their names without affecting the game. When supplied, the clutch is set up so that you must keep it depressed for as long as you want the buttons to remain inactive in the current game. You can change the way the clutch button works via the MFD tab of the Logitech G X52 Professional HOTAS properties window. See Changing the way your clutch button works in Maintaining your controller settings for details.

Note: You cannot view button names if the properties window is open.

Changing the current profile

You can use the MFD to change the current profile 'on the fly'. You may, for example, realise that you're not working in the correct profile for the game in progress.

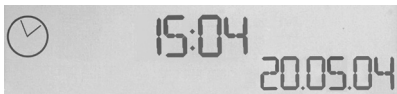
To change the profile on the fly

1. Press the clutch button. The LEDs on your clutch and on the main POV control on your flight stick begin to flash on and off. Pressing buttons does not affect the game in progress when the clutch is engaged.
2. Move the main POV control on your flight stick up (north) or down (south) to scroll through your profiles. As you do this, the profile names are displayed in the bottom row of the centre section of the MFD.

Note: You can use the MFD to access any folder on your computer. To open a folder, push the POV to the right (east). To move up a level, scroll through the files and folders in the current folder until [...] is displayed, and then push the POV to the right (east).

3. Select the profile you want by moving the main POV control right (east) when the profile's name is displayed on the MFD. It becomes the current profile and its settings are applied when you resume the game in progress.

Tip: You can clear the current profile by moving the POV left (west). The buttons on your stick and throttle return to their default settings.



4. Release the clutch. The way you do this depends on your clutch settings. Either stop pressing the clutch button or press and release it.

Viewing the time and date

The lower part of the MFD displays the current time and date:

This part of the MFD can also be used as a stopwatch. You toggle between the two features by pressing the Function button. See Using the stopwatch, below, for more information about this feature.

Viewing the time

You can choose the time zone for which the current time is displayed from up to three available time zones. To move between the available time zones, press the up (Start/Stop) and down (Reset) buttons.

As you move between the three time zones, a number is displayed in the bottom right corner of the MFD (in place of the date). This number disappears after a few seconds.

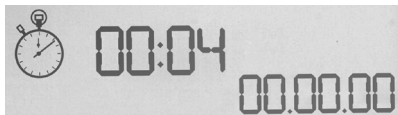
Greenwich Mean Time (GMT) is available by default, and is represented by the number 1. You can choose which other time zones are available and the format in which each time is displayed. See Maintaining clock settings in the section Maintaining your controller settings for an explanation of this procedure.

Viewing the date

The date is displayed in the bottom right-hand corner of the MFD. By default, it is shown in the format MMDDYY. You can change the date format, for example to DDMMYY. See Maintaining date settings in the section Maintaining your controller settings for an explanation of this procedure.

Using the stopwatch

The lower part of the MFD can also be used as a stopwatch. You toggle between the stopwatch and time displays by pressing the Function button. When the stopwatch is selected, the following is displayed:



To use the stopwatch

1. Press Start/Stop once. The number of seconds begins to increase.
2. Press Start/Stop again to stop the timer.
3. Press Reset to clear the time and return to 00:00.

Note: The timer initially shows minutes and seconds. If the time recorded reaches fifty-nine minutes and fifty-nine seconds, i.e. 59:59, it changes to show hours and minutes. This means the next reading after 59:59 is 01:00.

Using the rudder lock

You can deactivate the rudder feature on your flight stick by engaging the rudder lock. When you do this, the flight stick no longer rotates.

To use the rudder lock

1. Position your flight stick unit with the three toggle switches (T1 to T6) facing you. The rudder lock can be seen at the base of the flight stick, on the left hand side. If you look closer, you will see that it is labelled RLOCK.
2. Pull out the RLOCK switch. You may find the easiest way to do this is by using the thumb on your left hand. The twist action on the flight stick is now locked and you can no longer rotate it. You can restore the rudder feature at any time by pushing the RLOCK switch back in.

Adjusting the handle

You can optimise your comfort when using the flight stick by adjusting the height of the hand rest and pinkie switch. If your hands are small, you can place the hand rest and pinkie switch in the highest position available. This reduces the distance between the trigger switch and pinkie switch, avoiding the need for you to stretch to reach both. If you have larger hands, you can maximise this distance and operate the flight stick in greater comfort.

To adjust the handle

1. Position your flight stick unit with the three toggle switches (T1 to T6) facing away from you.
A metal screw is clearly visible about one third of the way up the back of the handle.
2. Loosen the screw by turning it anti-clockwise.
When the screw is loose enough, you can move it freely up and down within its slot on the back of the handle.
Moving the screw also moves the hand rest and pinkie switch.
3. Move the screw until the hand rest and pinkie switch are at the height you want.
4. Place the screw in the position that best suits your preferred height. There are five positions for you to choose from.
5. Tighten the screw in position by turning it clockwise.

Using the Microsoft Flight Simulator X plug-in with your Logitech G X52 Professional HOTAS

Most aircraft available in Microsoft Flight Sim X feature the radio stack panel which is displayed and can be adjusted with the mouse when Shift +2 is pressed. The aircraft radio stack display shows the frequencies which communication radios are set to as well as the Nav1 and Nav2 VOR radio beacon frequencies, ADF navigation frequency, Distance Measuring Equipment (DME), transponder frequency and Auto-Pilot settings. The radio stack display differs from aircraft to aircraft but the basic information shown is the same.

First, you will need to install the plug-in for Flight Simulator X, which can be found on the support page: logitech.com/support/x52-pro. This will mean your X52 Pro is already set-up to display and control Radio Stack information and will show the radio stack settings when you open the Microsoft Flight Sim X application. Please follow the instructions below to access and change the Radio Stack.

If you have installed Flight Sim 10 after installing the HOTAS drivers, go to C:\Program Files (x86)\Logitech\F SX Plugin and run (double click) LogiFlightSimX.exe

From now on, every time you open Flight Sim X, your X52 Professional's iMFD will display the Radio Stack information. If at any time you want to disable this feature, open the run box, from Start, run, in the run text box type

"C:\program files\Logitech\directoutput\LogiFlightSimX.exe" -uninstall
Programming the Radio Stack in Microsoft Flight Sim X

As an example, let's assume you're flying a Cessna C172SP Skyhawk. The cockpit view will appear as below, with all the main aircraft altitude, airspeed and attitude instruments to the left, and navigational instruments to the right.





When you press shift and 2 on your computer keyboard, the radio stack will appear.



Changing the radio stack settings using the X52's iMFD control buttons and display

When still on the ground, open the radio stack panel.

On the X52 Professional's iMFD, turn the left hand Pg. up and Pg. down wheel to show each section of the radio stack on the iMFD's LCD screen. The sections are:

- Com 1 and Nav 1
- Com 2 and Nav 2
- ADF
- DME
- Transponder
- Autopilot

As an example, to change the Com 1 and Nav 1, or Com 2 and Nav 2 frequencies, select the page with the appropriate Com and Nav channels. To toggle between active and standby frequencies rotate the right hand wheel to move the cursor [] to the active (top) frequency which you want to toggle to standby and press the right hand wheel button (the MFD select button).

To edit the standby frequencies, rotate the right hand wheel until the > symbol is on the left hand side of the frequency, and press the MFD select button, so that the > changes to >>. You can now increase or decrease the values of the first three digits of the frequency by rotating the right hand wheel upwards or downwards. When you are happy with the value you have entered press the MFD select button again to exit editing that part of the frequency.

To change the two decimal digits of the frequency, rotate the right hand wheel upwards or downwards until the < symbol appears to the right of the frequency. Press MFD select button and the < symbol will switch to <<. Now rotate the wheel upwards or downwards to increase or decrease the two decimal point values. When you are happy with the frequency you have selected, press the MFD button again to exit.

To make the standby frequency active, rotate the right hand wheel to highlight the active frequency (it will be between the [] cursor brackets). Press on the MFD select button and the standby value will now switch to become active.

You will need to switch on the desired Com 1, Com 2, Nav 1, Nav 2 frequencies by clicking on the appropriate switch of the radio stack panel of your cockpit with your mouse . In the case of the Cessna C172SP Skyhawk you will find these switches at the very top of the radio stack.

Creating your own iMFD interactions

You can create your own iMFD interactions with games by using the Software Development Kit (SDK) which can be found in the C:\Program Files\Logitech\DirectOutput\SDK directory once you've installed the software for your X52 Professional.

罗技 G X52 职业太空/飞行手动油门与摇杆 - 产品导览

摇杆



2 段金属扳机
精度高、坚固非凡且触感冷酷的扳机，助您消灭敌人。两段式操作，可分别编程为不同的开火功能。

3 个切换开关，弹簧应力，手感不凡。设于底座，方便操作，可额外提供 6 个可编程的飞行命令。



5 档位置调整，适用于所有手部尺寸。

导弹发射器
掀开弹簧应力保险帽，激活导弹发射功能。

2 x 8 向苦力帽
开关 - 1 个预定为观察点；从多个视角中选择，并分配常用命令。

模式选择器开关，3 位置旋转开关，三态 LED 指示编程模式。



3 个开火按钮，背光按钮，置于摇杆顶部，便于操作，可在激烈战斗中迅速操控。

3D 方向舵，摇杆上采用弯曲型手柄，提供高精度方向舵控制；包含内置方向舵锁定机制。

常用功能背光

发光按钮和多功能显示屏 (MFD) - 理想适用于低光照环境，且能在玩家中脱颖而出。亮度可通过 Windows 控制面板调整。

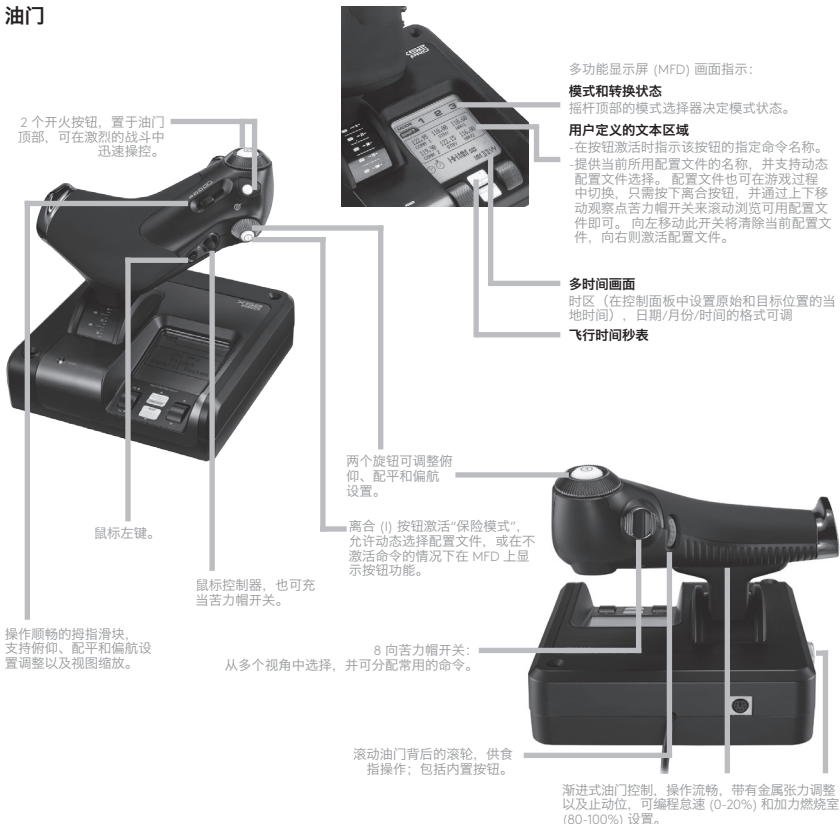


精密定心机构，X 和 Y 轴上的非接触技术及恒定弹力可减少静止时手柄的自行操作，增强控制，并提高耐用性。

金属部件

部件采用金属结构，增强耐用性，长时间游戏，亦倍感舒适。

油门



入门指南

为了让本产品能够发挥正常功能，请从 logitech.com/support/x52-pro 安装软件

调整控制器设置

罗技 X52 Pro 手动油门与摇杆出厂时已妥善装配，可直接使用。但出于让您能够顺手使用的考虑，我们加入了调整机构，允许您更改摇杆和油门上的多个设置。例如，您可调整 LED 按钮的亮度，检查摇杆是否正常，或者更改多功能显示屏 (MFD) 上日期的显示方式。

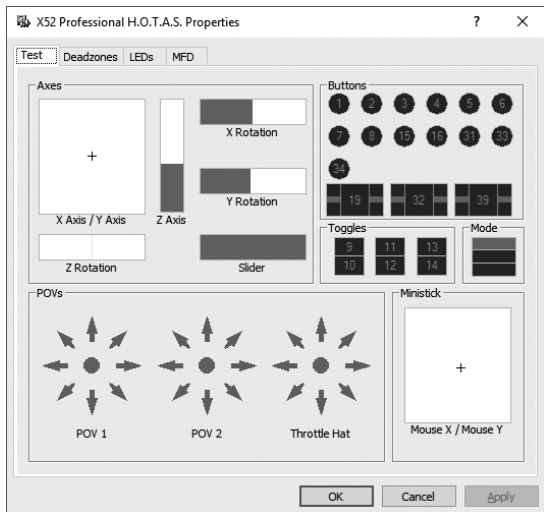
可在手动油门与摇杆的属性窗口中更改控制器设置。您可在 Windows 中打开“设备和打印机”画面，右键单击 X52 并选择“游戏控制器”来访问此设置。

在“游戏控制器”中选择 X52 Pro 手动油门与摇杆，然后单击“属性”。

X52 Pro 手动油门与摇杆属性窗口包含五个单独的选项卡。您可在每个选项卡中查看和更改多个控制器设置。您可更改的设置如下面部分所示。

测试您的控制器

1. 单击“测试”选项卡。



您可测试的控制器功能显示如下。

2. 根据需要测试各项功能。

根据功能的不同，测试的方式可能也有所不同。例如，可能涉及到按下相应按钮或转动相应旋转控制机构。

设置死区

您可为控制器功能的每个范围和轴创建死区，借此可降低由飞扬摇杆和其他空间意外移动所可能导致的干扰。例如，您要仅沿 X 轴移动摇杆，但在操作时很难避免在 Y 轴上的移动。此时可为 Y 轴设置一个死区，令驱动器不会检出这些微小的移动。

什么是死区？

死区是驱动器不会识别且不会在游戏进程中产生效果的轴移动范围。既可以是围绕中心点的范围，也可是两个端点附近的范围。

设置 LED 亮度

罗技 G X52 Pro 手动油门与摇杆提供真实的飞行控制体验，而油门单元和飞行摇杆上的众多 LED 让这一体验更进一步。

您可控制这些 LED 的外观，根据您的偏好，可让它们更亮或更暗。

此外，您还可更改不同按钮 LED 的颜色，大部分按钮都支持选择绿色、黄色或红色。

要设置 LED 亮度

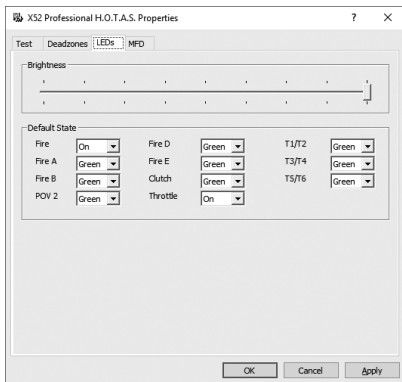
1. 单击“LED”选项卡。

一个滑动标尺显示出来，您可用此来选择摇杆和油门上 LED 的亮度。

2. 移动标尺上的滑块来调整 LED 亮度。

LED 随着滑块的移动而变化，借此可确保设置符合您的心愿。您可进行以下操作之一：

- 单击并沿标尺拖动滑块，或者：
- 单击标尺上的一点，从而沿标尺上的相应方向逐步移动滑块。

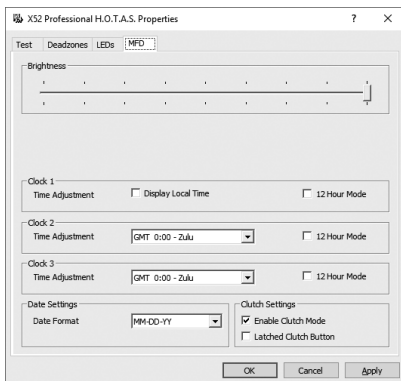


调整 MFD 设置

您的单元包含一个 MFD，即多功能显示屏。您可控制 MFD 上的信息显示方式，为此，您需要在 MFD 选项卡中更改不同的设置：

什么是 MFD？

MFD 是一个显示当前所选模式和当前日期等不同信息的显示屏。它是油门单元的一部分。有关 MFD 本身及其工作方式，请参见“使用 MFD”。



要更改 MFD 的亮度

1. 单击 MFD 选项卡。
选项卡顶部将显示出一个亮度滑动标尺。
2. 可沿着标尺移动滑块来更改 MFD 的亮度，具体上可：
 - 单击并沿标尺拖动滑块。或者：
 - 单击标尺上的一点，从而沿标尺上的相应方向逐步移动滑块。

MFD 的亮度随滑块的移动而改变。借此来确定滑块的恰当位置。

调整时钟设置

MFD 可显示任何时区的当前时间。您可选择显示的时区和各个时区的时间格式。

MFD 上可显示多达三个不同的时区时间。默认包含格林威治标准时间 (GMT)。另外可选择两个时区。在使用 MFD 时，可根据需要在三个时区之间切换。

要更改时钟设置

1. 单击 MFD 选项卡。
此选项卡包含三个窗格，用来更改 MFD 上的时间显示方式。它们分别称为“时钟 1”、“时钟 2”和“时钟 3”。
注意：时钟 1 默认设为 GMT。您无法更改此项。
2. 请在“时钟 2”和“时钟 3”窗格中选择要在 MFD 上显示的其他时区。为此，可从相应的“时间调整”下拉列表中选择一个选项。
每个选项都在时间上与 GMT 相关，例如 GMT +1:00 是 GMT 时间加一小时，依此类推。另外，每个时间也由音标字母的条目表示。例如，GMT 表示为“Zulu”，GMT +12:00 为“Mike”。
3. 为每个时间选择所需的格式。为此，可选中或取消选中 12 小时格式复选框。
在取消选中时，时间将按 24 小时时钟格式显示，也就是从 00:00 到 23:59。如果选中，则按 12 小时时钟格式显示。
4. 单击“应用”。
现在您可在您的 MFD 按所选的时区查看当前时间。有关详细信息，请参见“使用 MFD”。

调整日期设置

当前日期显示在 MFD 的右下角。您可选择此日期的显示方式。

例如，可选择以月份开头，然后显示日期和年份。

更改离合按钮的工作方式

油门上的离合按钮用于在游戏进行中禁用按钮。借此，可在不干扰游戏进行的前提下检查各个按钮，并可在需要时选择其他配置文件。有关更多信息，请参见“使用 MFD”中的“查看按钮名称”。

要更改离合的功能，在“离合设置”面板中选中或取消选中“锁定离合按钮”复选框，然后单击“应用”。

在此复选框选中时，按下并释放离合会在游戏进行过程中禁用按钮。要重新激活按钮，必须再次按下并释放离合。

在此复选框未选中时，只有在离合按下时，才会在游戏中禁用按钮。在释放离合后，再次按下的任何按钮都会在游戏进程中生效。

使用 MFD

MFD (多功能显示屏) 是油门单元的一部分。其中显示各种信息, 包括按钮名称、当前的配置文件和当前日期。另外也提供秒表功能。此外, MFD 还可在 Microsoft《模拟飞行 10》等支持的游戏显示信息并与游戏功能交互。有关更多信息, 请查看本手册的末尾部分。

MFD 的功能

MFD 的显示分为三块:

- 模式部分位于 MFD 屏幕上部分, 显示当前所选的模式。请参见下文的“使用模式”。
- MFD 屏幕中间部分用于查看飞行摇杆和油门上按钮的名称, 以及用于查看和更改当前的配置文件。请参见下文的“使用配置文件信息”。
- 时间和日期显示位于 MFD 下部分。当前时间能够分三个时区进行显示。另外还包含秒表。请参见下文的“查看时间和日期”和“使用秒表”。

MFD 的布局如右侧所示:

MFD 下方的空间用于更改时间显示、操作秒表, 以及在支持时与游戏特定的功能进行交互。

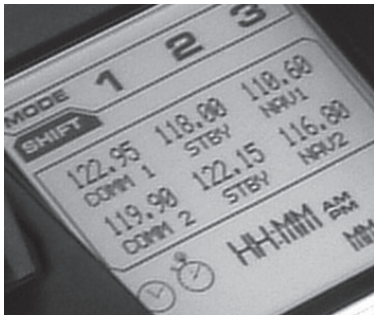
使用模式

罗技 G X52 Pro 手动油门与摇杆提供大量自定义设置, 可将控制器配置得称心如意。为此, 您可使用编程软件创建配置文件。

(有关详细信息, 请在线查看编程软件手册, 网址为: logitech.com/support/x52-pro。)

在每个配置文件中, 您都可创建多达六种不同模式, 决定飞行摇杆和油门上的按钮在按下时所执行的动作。

您可使用 MFD 查看当前所选的模式。



更改模式

您可通过转动飞行摇杆上的选择开关来更改模式。转动时，MFD 上显示的模式代码将发生变化，反映您所做的选择。

使用附加模式

默认提供三种模式。借助飞行摇杆上的小指开关，可将此数量增到六。为此，您必须将小指开关指定为执行与 Shift 键类似的功能（使用 SST 编程软件）。然后您可在按下小指开关的同时转动模式选择开关来选择一个附加模式。在如此操作时，SHIFT 字样将显示在 MFD 的模式区域。

在每个配置文件中，您可使用以下模式：



- 模式 1
- 模式 2
- 模式 3
- 模式 1 + 小指
- 模式 2 + 小指
- 模式 3 + 小指

查看当前模式。当前选择的模式显示在 MFD 屏的上部。如下例所示：

如已选择上述的三个小指模式之一，SHIFT 字样将显示出来，因为小指开关当前充当 Shift 键。

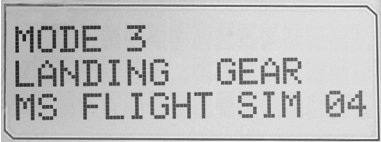
使用配置文件信息

您可使用 MFD 中部来查看飞行摇杆和油门上各按钮的已分配名称。另外也可显示当前所选的模式和配置文件的名称。

查看按钮名称

您可查看按钮在当前模式下的已分配名称。您可使用 SST 编程软件来创建一系列配置文件。每个配置文件可包含多达六种不同模式，为每个按钮分配分别适用于不同游戏的不同功能。

如果已创建配置文件，则可查看在当前配置文件中的所选模式下按钮的给定名称。如果尚未创建，则将显示每个按钮的标准名称。标准名称反映的是手动油门与摇杆出场时分配的功能。



```
MODE 3
LANDING GEAR
MS FLIGHT SIM 04
```

要查看按钮名称，正常地按下相应按钮。其名称将显示在 MFD 的中间位置。

如果有游戏正在运行，可使用离合开关禁用按钮在游戏中的效果。然后可在不影响游戏的情况下按下按钮来查看名称。出厂时，离合设置为只有按住时才会当前游戏中保持按钮的禁用。您可在罗技 G X52 Pro 手动油门与摇杆属性窗口中通过 MFD 选项卡更改离合按钮的工作方式。有关详细信息，请参见“调整控制器设置”中的“更改离合按钮工作方式”。

注意：您无法在属性窗口开启时查看按钮名称。

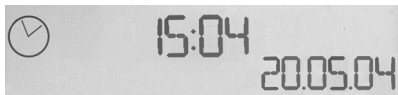
更改当前配置文件

您可使用 MFD 动态更改当前的配置文件。例如，您可能在游戏中发现当前所用配置文件不正确。

要动态更改配置文件

1. 按下离合按钮。离合上以及飞行摇杆视角控制上的 LED 开始闪烁。在离合按下后，按下任何按钮都不会在游戏中起作用。
2. 向上（北）或向下（南）移动飞行摇杆视角控制可滚动浏览各个配置文件。此时，配置文件名称会显示在 MFD 中间部分的底行中。
注意：您可使用 MFD 访问计算机中的任何文件夹。要打开文件夹，将视角推到右侧（东）。要转到上一级，在当前文件夹中滚动浏览文件和文件夹并定位到 [...], 然后向右（东）推视角。
3. 在 MFD 上显示出所需配置文件的名称时，右（东）推主视角控件来选择。此文件将成为当前配置文件，并且其中的设置将在恢复游戏进程时应用。

提示：您可左推（西）视角来清除当前配置文件。此时，摇杆和油门上的按钮将恢复默认设置。



4. 释放离合。具体释放的方式取决于您的离合设置。一种是松开离合按钮，一种是再次按下此按钮并释放。

查看时间和日期

MFD 的下部分显示当前时间和日期。

MFD 屏的这一部分也可作为秒表使用。两项功能通过功能键进行切换。有关此功能的更多信息，请参见下文的“使用秒表”。

查看时间

您可从三个可用时区中选择当前时间的所用时区。要在可用时区中切换，按下向上（开始/停止）和向下（复位）按钮。

当在三个可用时区之间切换时，MFD 右下角将显示一个数字（而不是日期）。此数字会在几秒之后消失。

默认使用格林威治标准时间 (GMT)，并以数字 1 表示。您可选择其他可用的时区，以及时间的显示格式。有关此过程的说明，请参见“调整控制器设置”部分中的“调整时钟设置”。

查看日期

日期显示在 MFD 屏幕的右下角。默认显示格式为 MMDDYY。您可更改此日期格式，例如更改为 DDDMMYY。有关此过程的说明，请参见“调整控制器设置”部分中的“调整日期设置”。

使用秒表

MFD 屏的下部分也可作为秒表使用。秒表和时间显示二者之间的切换由功能按钮控制。在选择秒表功能后，将显示以下画面：

要使用秒表

1. 按一次“开始/停止”。秒数开始增加。
2. 再次按下“开始/停止”。
3. 按下“复位”来清除时间并返回 00:00。



注意：定时器的初始显示是分钟和秒。如果记录的时间达到五十九分五十九秒，即 59:59，则将切换到显示小时和分钟。也就是说，59:59 之后的读数会跳转到 01:00。

使用方向舵锁

您可通过锁上方向舵锁来禁用飞行摇杆上的方向舵功能。此时，飞行摇杆将无法转动。

要使用方向舵锁

1. 将飞行摇杆单元带有三个切换开关（T1 到 T6）的方面朝向您。方向舵锁位于飞行摇杆臂的靠近根部的左面。如果仔细查看，可看到有 RLOCK 字样。
2. 推出 RLOCK 开关。可能比较容易的操作方式是使用左手拇指来推。此时，飞行摇杆的扭转动作已锁定，您无法再进行转动。如要恢复方向舵功能，随时将 RLOCK 开关推回即可。

调整手柄

您可调整托手和小指开关的高度，从而优化飞行摇杆使用时的舒适度。如果手小，可将托手和小指开关置于顶部位置。这可缩短扳机开关和小指开关之间的距离，避免二者不能兼顾的情况。如果手大，可将此距离调大，更为舒适地控制飞行。

要调整手柄

1. 将飞行摇杆单元带有三个切换开关（T1 到 T6）的方面朝向您的前方。
明显有一个金属螺丝，大约在手柄的下三分之一处。
2. 逆时针旋松螺丝。
当松开到一定程度后，可在手柄背面的槽内自由向上或向下移动。
移动螺丝时，托手和小指开关也会跟着移动。
3. 移动螺丝，直到托手和小指开关打到所需位置。
4. 将螺丝置于适合您的理想高度上。共有五个位置可供选择。
5. 顺时针将螺丝旋紧到位。

为罗技 G X52 Pro 手动油门与摇杆配合使用 Microsoft 《模拟飞行 10》 插件

Microsoft 《模拟飞行 10》中的大部分飞机都具有无线电组合面板，在按下 Shift +2 时可以显示并通过鼠标调整。飞机无线电组合画面会显示通讯无线电设置的频率，以及 Nav1 和 Nav2 VOR 无线电信标频率、ADF 导航频率、测距设备 (DME)、应答器频率和自动导航设置。无线电组合画面会根据飞机的不同而不同，但显示的基本信息都相同。

首先您需要安装《模拟飞行 10》的插件，可从以下支持页面中找到：logitech.com/support/x52-pro。安装后就意味着您的 X52 Pro 已设未可显示和控制无线电组合信息，并会在打开 Microsoft 《模拟飞行 10》应用程序时显示无线电组合设置。请按照下面说明访问和更改无线电组合。

如果在安装手动油门与摇杆驱动程序后已安装了《模拟飞行 10》，则前往 C:\Program Files (x86)\Logitech\FSX Plugin 位置，并运行 (双击) LogiFlightSimX.exe

至此，每次打开《模拟飞行 10》，您的 X52 Pro 的 iMFD 就都会显示无线电组合信息。如果在任意时刻您想要禁用此功能，从“开始”菜单中打开“运行”框，并在框中键入

**“C:\program files\Logitech\directoutput\LogiFlightSimX.exe” -uninstall
编程 Microsoft 《飞行模拟 10》的无线电组合**

作为示例，我们假定您正在驾驶的是 Cessna C172SP Skyhawk 飞机。座舱视图将如下所示，左侧包括所有的主飞机高度、空速和姿态仪表，右侧为导航仪表。





在计算机键盘上按下 Shift + 2，无线电组合将出现。



通过 X52 的 iMFD 控制按钮和画面更改无线电组合设置
当仍在地面上时，打开无线电组合面板。

在 X52 Pro 的 iMFD 上，转动左手的上一页和下一页滚轮，以在 iMFD 的 LCD 画面上显示无线电组合的各个部分。这些部分为：

- 通讯 1 和导航 1
- 通讯 2 和导航 2
- ADF
- DME
- 应答器
- 自动导航

作为示例，要更改通讯 1 和导航 1，或通讯 2 和导航 2 频率，选择相应通讯和导航信道的所在页面。要切换活动和备用频率，旋转右手滚轮来将光标 [] 移动到活动（顶部）频率上，以便切换到备用，然后按下右手滚轮按钮（MFD 选择按钮）。

要编辑备用频率，旋转右手滚轮，直到相应的频率左侧显示 > 符号未知，然后按下 MFD 选择按钮，此时 > 将变为 >>。至此，您可通过向上或向下旋转右手滚轮来增大或减小频率的前三位的数值。在达到满意的值后，再次按下 MFD 选择按钮，从而退出对此频率部分的编辑。

要更改频率的两个小数位，向上或向下旋转右手滚轮，直到相应频率右侧显示 <。按下 MFD 选择按钮，此时 < 符号将变为 <<。现在向上或向下转动滚轮来增大或减小两位小数。转到所需频率时，再次按下 MFD 按钮来退出。

要激活备用频率，滚动右手滚轮来突出显示活动频率（频率两边将显示光标括号 []）。按下 MFD 选择按钮，此时备用值将变未活动值。

您将需要用鼠标单击驾驶舱无线电组合面板上的相应开关，以便打开所需的通讯 1、通讯 2、导航 1、导航 2 频率。对于 Cessna C172SP Skyhawk 飞机，这些开关位于无线电组合的顶部。

创建您自己的 iMFD 交互

借助软件开发套件 (SDK)，您可借此创建您自己的 iMFD 游戏交互方式。在已为 X52 Pro 安装此软件后，其位置在 C:\Program Files\Logitech\DirectOutput\SDK 目录下。

logitech 罗技 

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