TRAINING WITH VEKTOR MAX SYSTEM

USING A LOGITECH 3D EXTREME PRO JOYSTICK

Start by connecting the Joystick into the frontal USB port of the Vektor MAX system.

It is possible to use a USB hub to use a flash drive and the joystick at the same time.
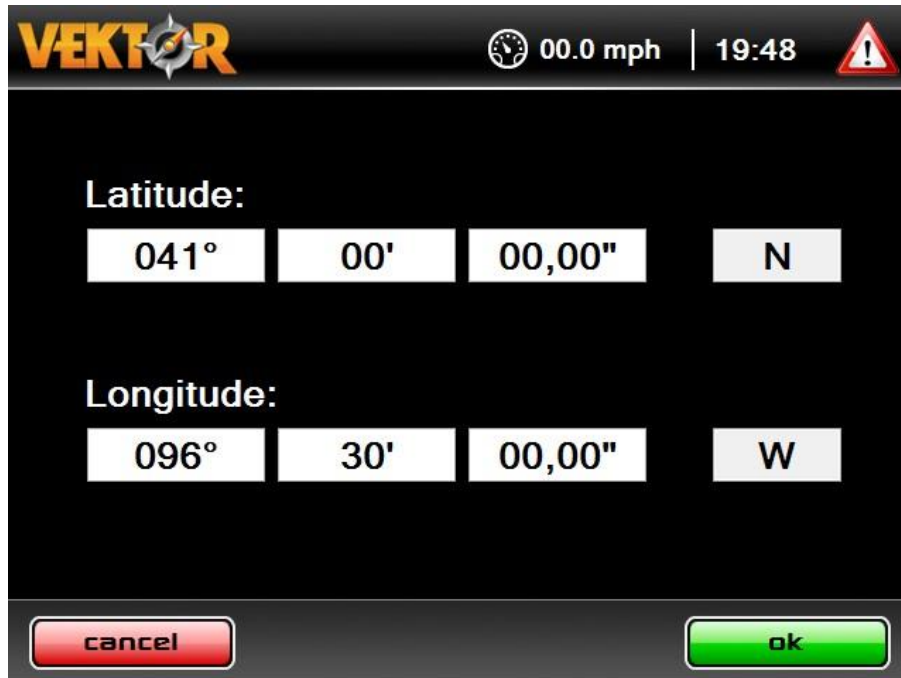
A message on the initial screen will show up whenever the system detects that the joystick has been connected.

Start a new job by pressing "NEW JOB"

You can set the name of a customer and a job if you want, or just leave blank.

When pressing "OK" you will be requested to input a Latitude and a Longitude.

This will be the starting point of the simulation. If you are going to load polygons, you want the starting point coordinate to be close from the polygon that will be loaded from a file.

After pressing "OK" the moving map will show up but the commands will be blocked.

To start the simulation press the trigger button on the Joystick.

The moving map should start to move. The aircraft can be controlled by using the joystick main control. The control of the aileron will rotate the aircraft in the screen. You can also twist the Joystick around its vertical axis, and it will generate a fine rotation as if you were controlling the rudder.

Joystick trimming:

When you release all the controls, the Joystick should return to the center, and no rotation should be observed on the screen. Due to the nature of a Joystick, it is possible that it will not return exactly to zero, generating a little bit of the rotation when the user has released all the controls. To compensate for that, release the control of the joystick, and press the button 11 on the joystick to set the Zero point. This will force the software to understand the current position as Zero.

NEXT SWATH

PREVIOUS SWATH

ENTER / NEXT SWITCH

TRIGGER = Start simulator / Spray ON/OFF

SET ZERO (JOYSTICK TRIM)

THROTTLE