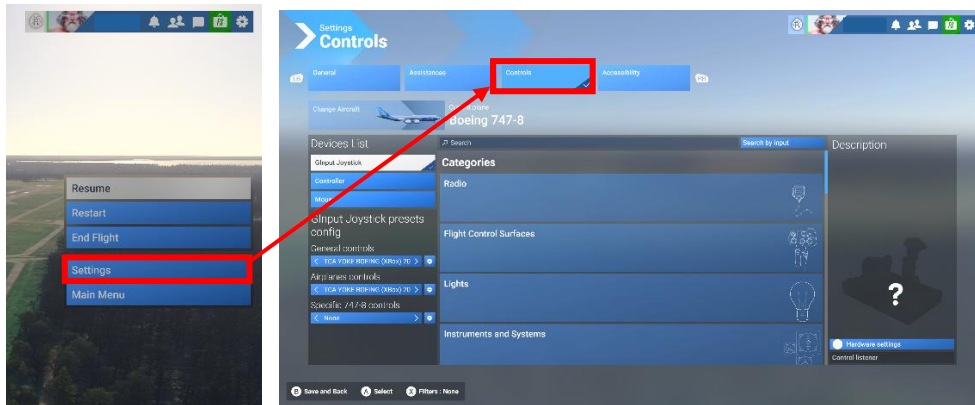


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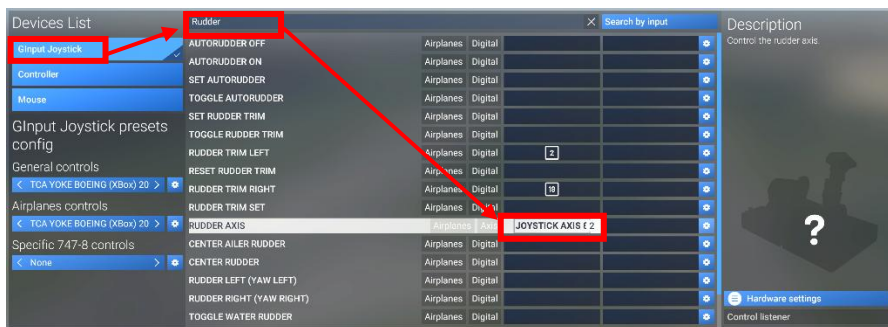
Boeing Yoke, Quadrants & TFRP Xbox Fix for MSFS2024

Enter the Settings Section, Controls panel

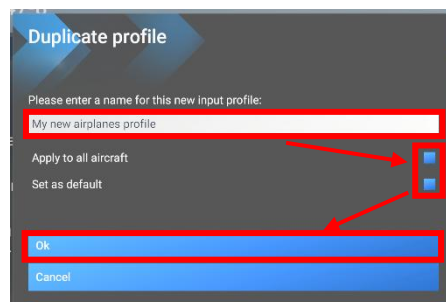


Fix the rudder Axis (TFRP)

- a- select the “GInput joystick” device, then use the search box to look for “rudder”
- b- navigate to the “RUDDER AXIS” line and click the “JOYSTICK AXIS 8”



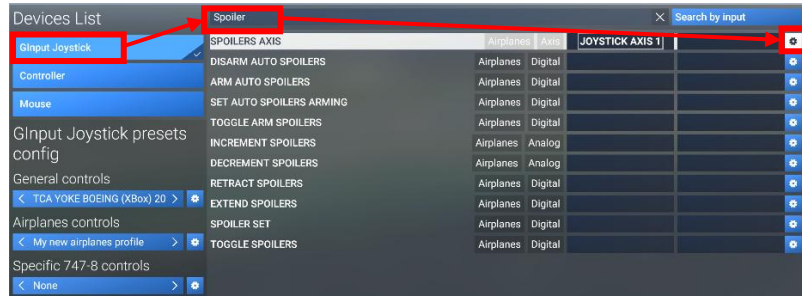
- c- move the rudder axis on the TFRP
- d- Optional: if this is the first modification you make, the game will prompt you to create a new profile and name it, we advise you to **tick both options** “Apply to all aircraft” & “Set as default”



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Fix the Inverted Spoiler Axis (Quadrant 1&2)

- select the “Ginput joystick” device, then use the search box to look for “spoiler”
- navigate to the “spoilers axis” line and open the “Actions settings” panel by clicking the cogwheel at it’s end

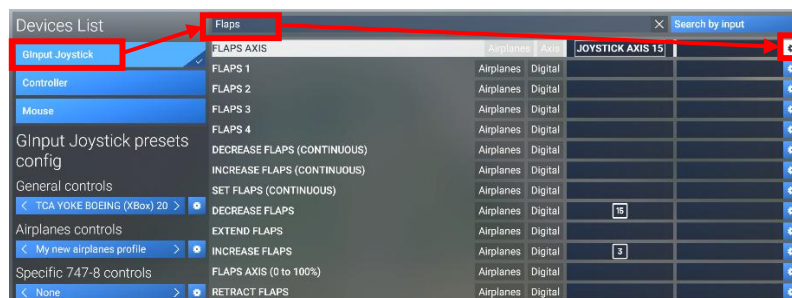


- toggle the “Set Inverted Axis” option



Fix the Inverted FLAPS Axis (Quadrant 3&4)

- select the “Ginput joystick” device, then use the search box to look for “FLAPS”
- navigate to the “FLAPS AXIS” line and open the “Actions settings” panel by clicking the cogwheel at it’s end.



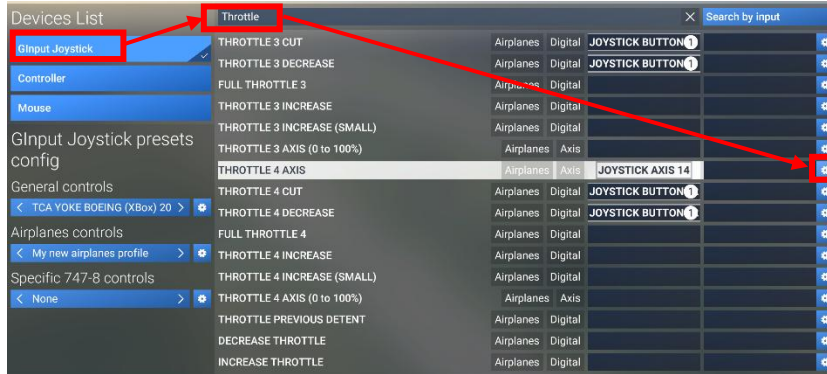
- toggle the “Set Inverted Axis” option.



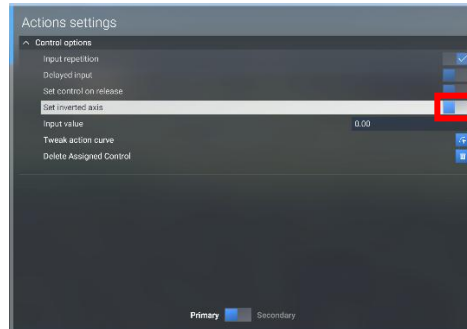
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Fix the Inverted ENG4 Axis (Quadrant 3&4)

- d- select the “Ginput joystick” device, then use the search box to look for “Throttle”
- e- navigate to the “THROTTLE 4 AXIS” line and open the “Actions settings” panel by clicking the cogwheel at it’s end.



- f- toggle the “Set Inverted Axis” option.



HAVE NICE FLIGHTS!