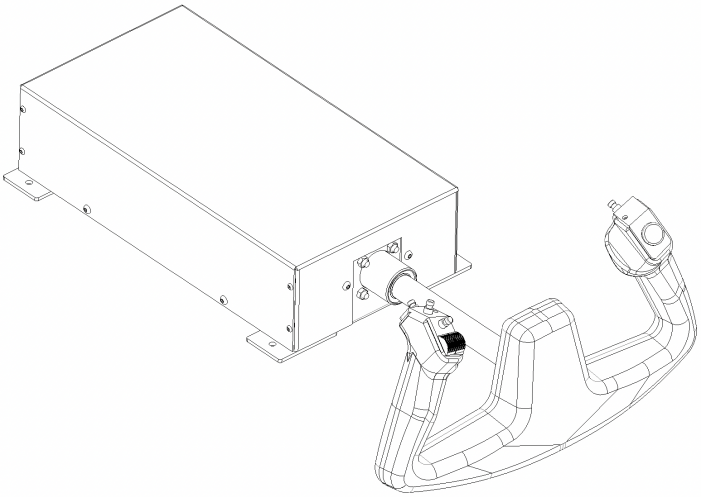
SHYK01
User Manual



Version 1.1
Oct 13rd , 2023
SIMiONIC

Thank You!

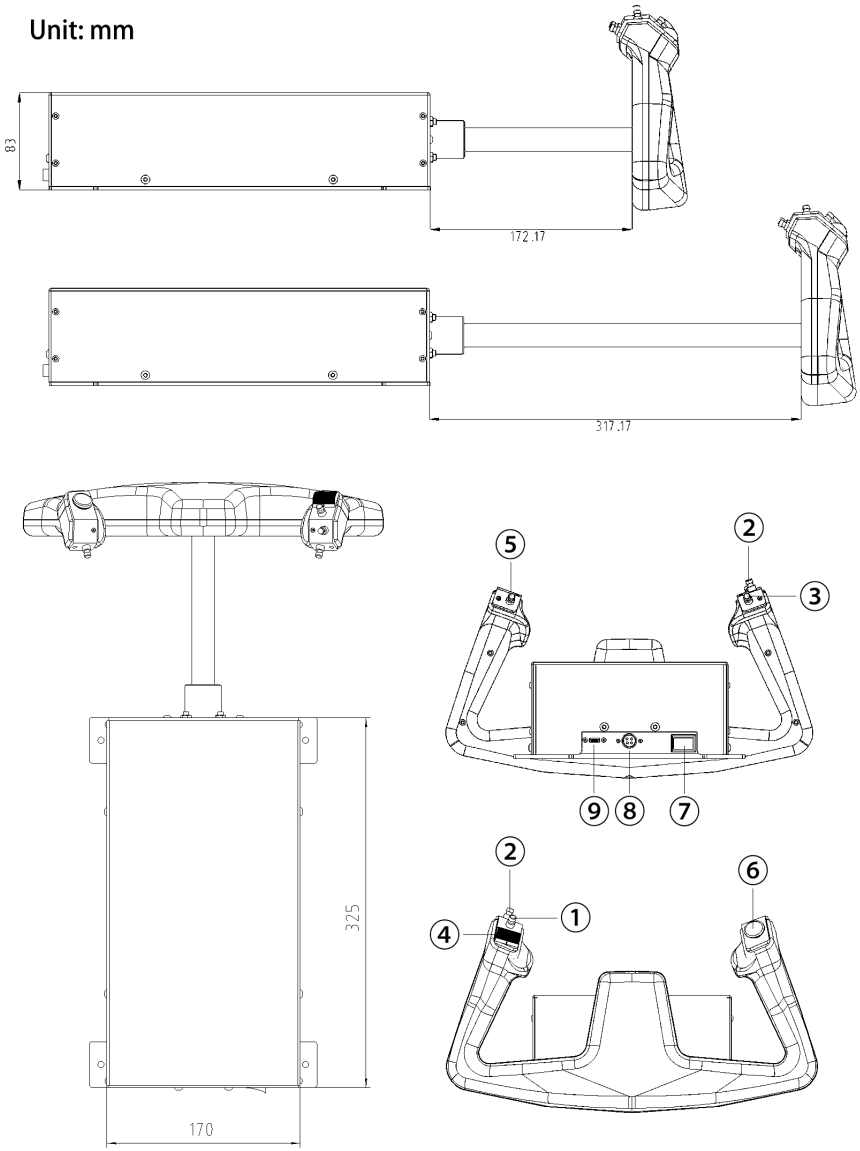
Thank you for choosing our product!
SHYK01 is a compact, low power consuming force feedback yoke which also provides fast disassembling/assembling for installing with a flight simulator cockpit.

For more products and company information, please visit our website www.simionic.net.

Tech specs

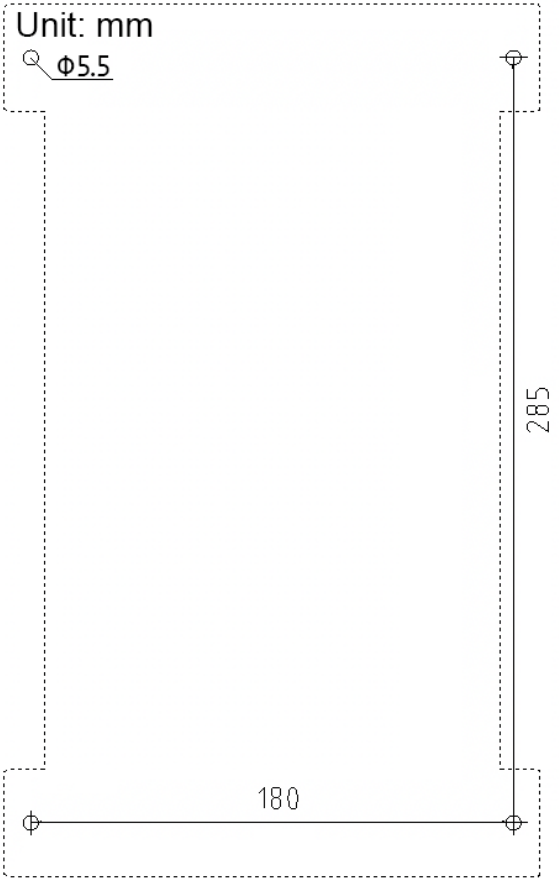
Dimensions (main body):	170×325×83mm
Weight (excludes power adapter):	4.3kg
Power consumption:	DC24V, Max. 200W
Pitch moving range:	145mm
Roll moving range:	±90 °
Max. force (pitch):	40N
Max. force (roll):	2Nm

Overview



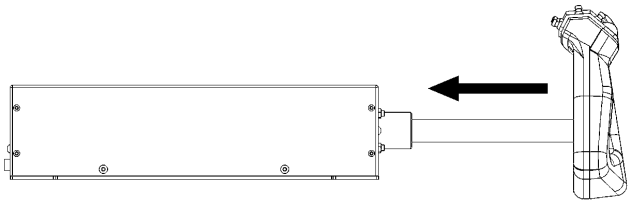
1. Button 1
2. Button 2
3. Button 3
4. Trim switch (button 4&5)
5. Button 6
6. Hat switch and button 7
7. Power switch
8. Power supply connector
9. USB port

Cutout diagram

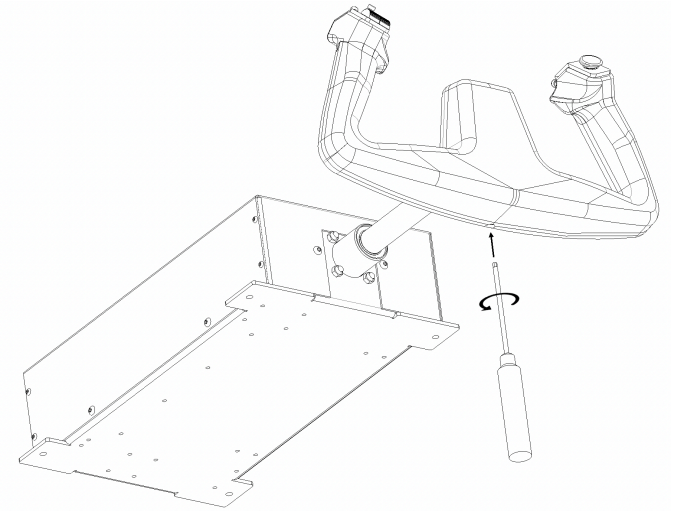


Assembling

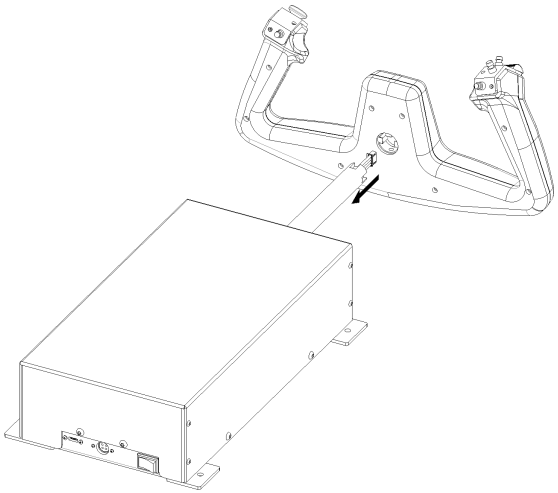
The steering wheel of the yoke is designed to be capable of quick disassembling and assembling. This is extremely useful when installing the yoke throughout a sim cockpit panel from behind. Please follow the steps below to take off the steering wheel. Reverse these steps to install the steering wheel back.



To take off or install the steering wheel, please push the shaft along the pitch axis to the most forward position (into the box) so the cable inside the shaft won't be over pulled during the operation.



Insert a 3mm hex screw driver through the hole on the bottom of the steering wheel until the inside screw is reached. Loose the screw. The screw hole has a guard cap so the screw won't fall out.

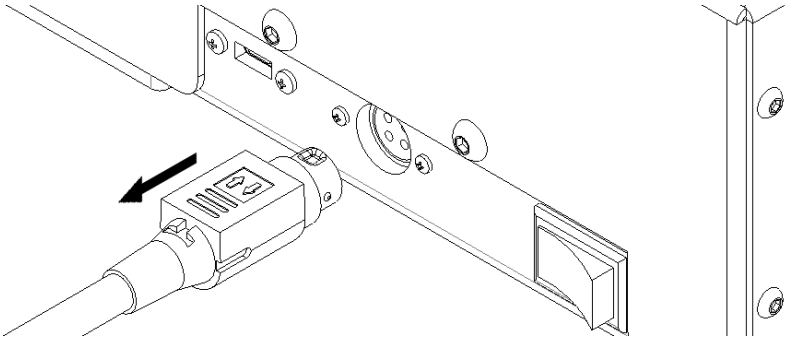


Gently pull the steering wheel away from the shaft until they are total apart and the inside cable exposes. Don't pull out too much. Otherwise, the cable may be damaged. Grab the cable, apply some force to pull the connector on the end of the cable out of the steering wheel. Now the steering wheel is totally separated from the main body.

Power up

Caution: Please always make sure the yoke has been securely installed to a stable plane and there is enough room in case of any sudden movements.

To apply power, insert the power plug of the 24V power adapter into the power socket on the back of the yoke. Please be aware that the power plug is directional. Always keep the flat side facing up. Slide the outer shall of the plug back before plugging in so the plug will lock in place. Do the same when pull it off.



Flip the power switch to give power to the yoke. An indicator on the power switch will light up when there is power. Motors are not engaged when the yoke is powered up. An initialization process is needed to get the motors engaged.

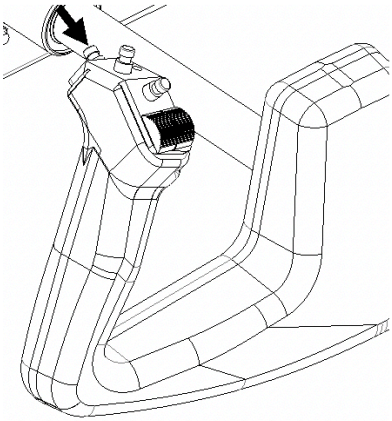
Caution: To avoid any possible hazard, always power off the yoke when it's not in use.

Initialization

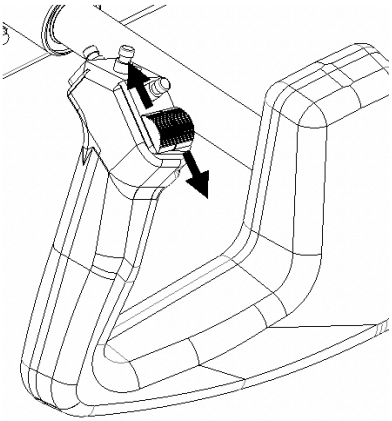
Caution: Please always make sure the yoke has been securely installed to a stable plane and there is enough room in case of any sudden movements.

For safety concern, the motors are not engaged when the yoke is powered up. The yoke can be moved along the pitch and roll axes freely. To enable force feedback, the motors need to be engaged. This is done by letting the yoke run through an initialization process. Start this process by pressing the red button on the back of the left handle on the steering wheel. The yoke will go full ranges on both axes to indicate that the motors are engaged. Resistance on both axes can also be felt as a sign that the motors are constantly working. Please be aware that the motors will only keep engaged when the USB cable is connected to a PC. Otherwise, the motors will automatically disengage. To manually disengage the motors, push the 2 trim switches to opposite directions.

Initialize and engage motors



Disengage motors



Caution: To avoid any possible hazard, always power off the yoke when it's not in use.

Software configuration

Connect the yoke to the PC with an USB cable. The yoke will be recognized as a standard force feedback game controller in Windows system. Mac OS just does not support force feedback. So, use this yoke only under Windows.

Although the yoke is a standard force feedback device, there is no native force feedback support in MSFS. In X-Plane native force feedback depends on the aircraft's config file. Most of the aircrafts does not have native force feedback configuration. In other words, basically, there is no native force feedback support in either MSFS or X-Plane. Thanks to XPForce team, they made an amazing plugin for those flight simulators that add force feedback support to them. And they made it available at a low price. Please purchase XPForce and use it to drive the yoke with force feedback. Our yoke has been tested with the default settings of XPForce. For the use of XPForce please refer to its user manual.

A notice about MSFS, during our test we discovered that we need to always initialize the yoke after MSFS has been launched. Otherwise, the yoke may behave strange.

The trim switch

The trim switch consists of 2 spring loaded 2-way switches.

As it is on a real plane, to prevent accidentally operations, only when both switches are pushed to the same direction (upward or downward) the operation is considered as effective. Otherwise, no actions will be sent to PC. The only need to push them to different directions is to disengage the motors.

Limited Warranty

1. *The product is covered by a 1 year limited warranty from the date of purchase, against any defects in materials or workmanship.*
2. *This limited warranty does not cover any damage, deterioration or malfunction resulting from any improper use.*
3. *We will repair the product using either new or refurbished replacement parts.*
4. *To obtain warranty service, you must first contact us to determine the problem and the most appropriate solution for you.*
5. *Shipping costs for products returned for warranty are never included in the warranty. Shipping towards us as well as shipping from us towards the client shall be paid by the client. We may require pre-payment of return shipping costs in advanced by bank prepayment or other type of payment.*

Company address:
3023 2nd South Building, Software Park
No.18 Hi-Tech West Road
Hi-Tech Industry District, Tianjin
China
Support e-mail: *support@simionic.net*