

MSFS HOTAS setup checklist

PC and Xbox | Mount, connect, bind, test, and save a backup before you add aircraft-specific commands.

Controller / model:	_____	Platform:	PC / Xbox
Profile name:	_____	Date:	_____

1. Before you connect

Answer: Clear a stable area, measure any mount, and keep a keyboard or gamepad nearby. The first setup is easier to recover when cables and backup controls are within reach.

- ☐ Clear a stable spot for the stick and throttle.
- ☐ Measure desk thickness and underside clearance before clamping a mount.
- ☐ Confirm the sim is running locally on PC or Xbox; cloud play may require a gamepad.
- ☐ Keep the keyboard or gamepad available for menus and recovery.

2. Create the right profile

Answer: Open MSFS 2024, choose Settings, then Controls, and select the HOTAS. Duplicate or save the default profile, rename the copy, and keep General, Aircraft Category, and Specific profiles separate.

- ☐ Select the connected controller in Settings > Controls.
- ☐ Duplicate or save the default profile before changing it.
- ☐ Rename the copy with the controller and job, such as HOTAS General.
- ☐ Choose the profile scope you intend before adding bindings.

3. Bind the controls you use

Answer: Start with pitch, roll, yaw, throttle, brakes, trim, landing gear, flaps, and a view command. Add autopilot or camera shortcuts after the aircraft flies cleanly.

- ☐ Pitch and roll axes move through their full range.
- ☐ Yaw uses twist, a rocker, or pedals, with one clear owner.
- ☐ Throttle or power axis moves in the direction you expect.
- ☐ Brakes, trim, gear, flaps, and a view command are reachable.

4. Check axes and conflicts

Answer: Use Search by Input, Assigned or Essential filters, and Hardware settings to inspect each control. Resolve duplicate assignments and correct an inverted axis before the first takeoff.

- ☐ Move each axis slowly and confirm the on-screen input follows it.
- ☐ Search by Input and resolve duplicate assignments.
- ☐ Change sensitivity or dead zone only when the axis needs it.
- ☐ For the T.Flight Hotas One MSFS Edition on Xbox, check pitch and throttle inversion against the manufacturer mapping guide.

5. Save a backup and test

Answer: Save and export the profile, then test taxi, brakes, trim, throttle direction, rudder, camera, gear, and flaps on the runway. Add aircraft-specific bindings only after the general profile works.

- ☐ Save the profile after the last binding change.
- ☐ Export a backup outside the simulator install folder.
- ☐ Test neutral axes, throttle, rudder, brakes, trim, gear, flaps, and camera on the runway.
- ☐ Add aircraft-specific bindings only after the general profile works, then export again.