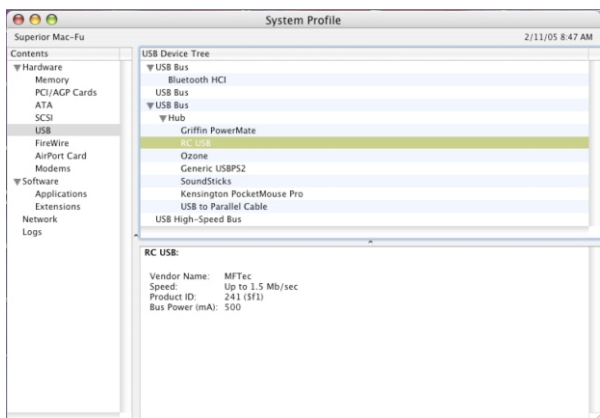


MFTech USB-Interface, Mac OSX and X-Plane Screenshots



OS X does not have a joystick testing or calibration facility. These operations have been left to individual applications.

So, when I connect the device, I get an indication that an 'RC USB' device has been found on the USB bus, and then I launch X-Plane.

From X-Plane (version 8 tested) I go to the "Joysticks & Equipment" settings panel and I can see several axes displayed as line graphs. On this page, I can map the axes, adjust endpoints, control axis reversal and button mapping.

The windows and linux versions of x-plane look about the same.

A free Mac testing facility for joystick devices can be found here:

<http://alphaomega.software.free.fr/joystickandgamepadtester/Joystick%20And%20Gamepad%20Tester.html>