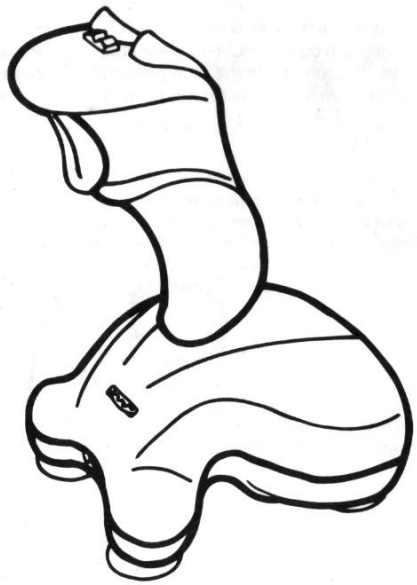
Suncom
TECHNOLOGIES

6400 W. Gross Point Road
Niles, IL 60714-4508
Tel (708) 647-4040

The FX2000™

USER GUIDE



Suncom
TECHNOLOGIES

English, Deutsch,
Francais and Español

The FX2000™

CRITICALLY ACCLAIMED

"... a marvel of user-friendly functional design".
COMPUTE Magazine

"The FX2000 performs like a champ in flight games..."
COMPUTER GAME REVIEW

Thank you for purchasing the FX2000 Flight Control Stick and welcome to the growing international family of Suncom customers who have come to depend on our high quality and innovative products. Suncom is committed to providing the best products possible for use with your flight simulation and entertainment software.

FEATURES & BENEFITS

- *FX2000 was designed with several advanced ergonomic features that provide you with the most comfortable joystick possible.*
- *The Control Stick is canted forward so that it rests in your grips's natural forward angle relieving stress from your wrist.*
- *For handheld use, the base is contoured to fit comfortably in the grasp of your hand.*
- *The Control Stick can be re-oriented for right or left-handed pilots.*
- *High Quality rubber suction cups will secure FX2000 firmly in place on any smooth surface.*
- *On-board Throttle Control allows you to adjust aircraft thrust directly from the base.*
- *The unique "V" shape fire button conforms to the shape of your thumb and is easy for both right and left-handed pilots to access.*

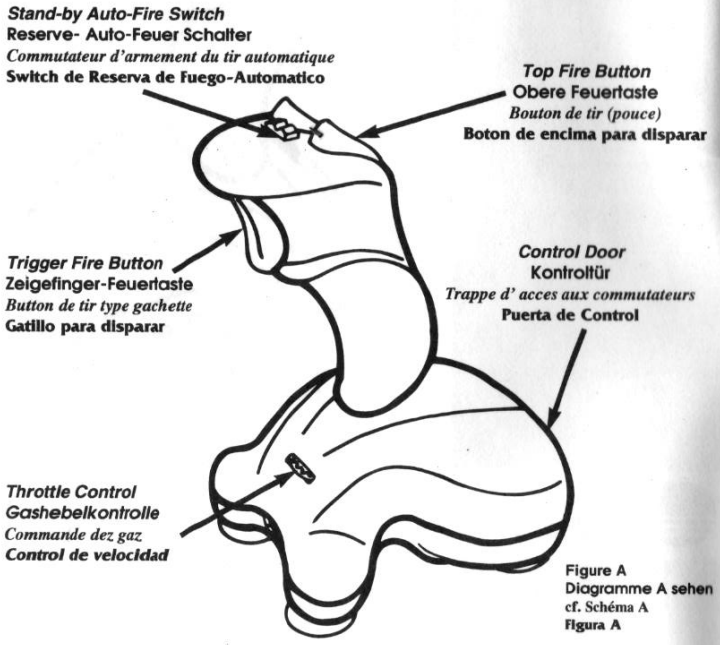


Figure A
Diagramme A sehen
cf. Schéma A
Figura A

COMPATIBILITY

HARDWARE
IBM and compatible PCs equipped with a joystick port. Note: Joystick ports are available on Game Cards (such as Suncom's GAMEPORT 2000 TM) and on enhanced Sound Cards.

SOFTWARE
Any joystick-supported software written for your IBM and compatible PC.

Note: Not all flight-oriented software supports Joystick Throttle Control. FX2000 is an advanced 3-Axis Joystick. The Control Stick controls the X-Axis (Up/Down) & Y-Axis (Left/Right) of "Joystick 1". The on-board Throttle Control controls the Y-Axis of "Joystick 2" if your software supports the use of a second joystick. If your flight simulator software manual identifies using a second joystick to control Throttle, FX2000 will perform the actions of both joysticks.

CONNECTION

FX2000 plugs directly into the joystick port (usually located on your game card or enhanced sound card).

FX2000 utilizes the industry standard 15 pin D sub-miniature connector.

SAFETY PRECAUTIONS

- *Turn off the power to your computer before connecting or disconnecting FX2000 from the joystick port.*
- *When connecting or disconnecting FX2000, always grasp the plug and not the cable.*
- *Do not pull on or stretch the output cable on FX2000.*
- *Do not disassemble FX2000. (Disassembling voids all warranties.)*

USAGE GUIDELINES

FX2000 is a precision controller that is designed to provide you with years of enjoyment with the proper care.

The following Usage Guidelines should be followed for superior performance:

- *Please treat your FX2000 as a precision control instrument.*
- *Do not use excessive pressure on the Control Stick or fire buttons.*
- *Do not leave your FX2000 in direct sunlight for extended periods of time.*

OPERATION

1) CONNECTION
Turn off your computer system.

FX2000 can be plugged into either joystick port A or B if you have two joystick ports. Most software uses only the top port (A) as the primary joystick port (or if only one joystick can be used).

Turn your computer on and boot up your software program. FX2000 does not require any joystick utility software to operate. Only your joystick-compatible application software is required.

2) ADJUSTING THE FX2000 GRIP ORIENTATION

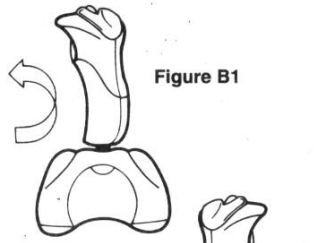


Figure B1

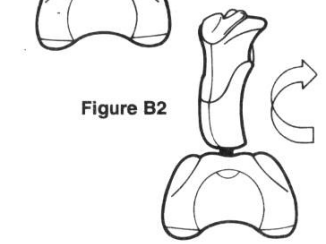


Figure B2

Another unique ergonomic feature of the FX2000 allows you to re-orient the Control Stick to form a straight line between your wrist and forearm. This more natural position can effectively reduce user fatigue while increasing comfort and performance. (See Figure B1 & B2)

To change the orientation for right-handed pilots, grasp the FX2000 with two hands. With one hand holding the base and the other holding the Control Stick, lift straight up on the Control Stick disengaging the locking teeth. With the locking teeth disengaged, route the Control Stick approximately 30° to the left. Then release the Control Stick allowing it to re-engage the locking teeth.

Left-handed pilots should lift and rotate the Control Stick to the right.

NOTE: There are 3 available positions for the control stick (Centered, Left-Handed, and Right-Handed). Do not attempt to rotate the control stick beyond the Right or Left-handed positions.

3) CENTERING

SOFTWARE-CONTROLLED JOYSTICK CENTERING

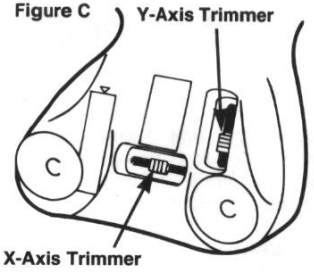
Most joystick-compatible software includes a built-in joystick calibration routine which electronically centers a joystick. If your software has this routine, you may be prompted to define the various limits of the joystick's range. Simply follow the instruction screens which generally appear within the "set-up" portion of the program.

If the software joystick-calibration routine will not allow you to center the joystick, you should manually adjust the appropriate Trimmer slightly and then repeat the joystick-calibration routine from the beginning.

Trimmers are located underneath the base of the joystick. (See Figure C)

Joystick calibration routines are usually activated after you have selected "joystick" as your input device. Please refer to your application software manual for instructions on how to select "joystick" as your input device.

Figure C



MANUAL JOYSTICK CENTERING

FX2000 utilizes a spring loaded self-centering system which will return the control stick to its center position when released from your grip. Over time with usage, this center position may require fine tuning. The X and Y-Axis Trimmers allow you to manually center the Control Stick if your software does not allow joystick centering as discussed above.

If your software does NOT include its own joystick-calibration routine, use the X and Y-Axis Trimmers to center the Control Stick (if any adjustment become necessary). The X-Axis Trimmer adjusts left/right centering and the Y-Axis Trimmer adjusts up/down centering (when viewed from your computer monitor). Slowly slide each Trimmer until you achieve acceptable visual centering for your specific software.

4) ACTION BUTTONS

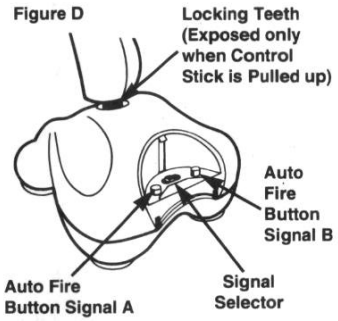
Two independent Fire Buttons are located on the Control Stick. One is the trigger and the other is located on top and operated by your thumb. The exact function that each Fire Button activates depends upon your software program. Consult your software manual for a description of each Fire Button's function.

NOTE: Some software programs utilize only one Fire Button.

5) CONTROL DOOR

Located at the rear of the base, the Control Door provides access to the 2 Auto-Fire Selector Buttons and the Signal Selector Switch. (See Figure D)

Figure D



AUTO-FIRE COMMAND BUTTONS

FX2000 is equipped to provide Auto-Fire to each fire button independently. In addition, a Standby Auto-Fire Mode allows you to use Auto-Fire only when you need it the most.

The Auto-Fire function is selected for each fire button independently by depressing one or both of the Auto-Fire Buttons (see Figure D) beneath the Control Door. The white switch in front of the "V" shape fire button is the Auto-Fire Stand-by Switch for all Auto-Fire commands. To put the Auto-Fire functions in the Stand-by Mode, slide the Auto-Fire Stand-by Switch to the left. This de-activates all Auto-Fire functions that you previously selected. To re-activate, slide the switch to the right.

SIGNAL SELECTOR

The Signal Selector Switch gives you the ability to switch the functions of the Fire Buttons. Simply slide the switch to the adjacent position, and each Fire Button's function will be switched to the other. If your software uses only one Fire Button, sliding the switch will move the "active" Fire Button's function to the other. The original Fire Button will then be "inactive".

6) THROTTLE CONTROL

Throttle Control allows you to adjust the speed of your aircraft or vehicle without having to access your keyboard. Now you won't need to look away from your monitor's screen during a critical point. FX2000's Throttle Control is the white wheel located on the base. (See figure A).

Some simulation software will allow you to control your aircraft or vehicle speed through the use of a second joystick. The FX2000's Throttle Control eliminates the need for a second joystick. If your software calls for a second joystick to control speed, FX2000's Throttle Control functions as the second joystick. If your software asks you to specify the number of joysticks, always select "2".

Before you boot your simulation software, the Throttle Control should be turned ON and in its minimum position. FX2000's Throttle Control is a rotary potentiometer with an ON/OFF Switch. To turn Throttle Control ON, rotate the wheel to the right until you hear a click. The minimum position is when the Throttle Control is turned all the way to the left without going so far as to turn it off again. When your software is running, turn the Throttle Control to the right to increase speed as desired.

NOTE: When you wish to utilize two joystick in a two-player game (each player using a joystick), it is important that the Throttle Control is turned OFF. To turn OFF the Throttle Control, turn it all the way to the left until you hear it click.

NOTES FOR USE WITH MICROSOFT'S® FLIGHT SIMULATOR™

(Based on U.S.A. version of software. Exact input commands may differ with software versions available in other languages. Consult your software manual.)

Microsoft's Flight Simulator program activates the use of the FX2000 upon program installation, upon start-up, or through several sub-menus accessed during play. Activation of the FX2000 requires you to put FX2000 in the "calibration position" and then use the keyboard to setup the joystick.

The "calibration position" is achieved when the Control Stick is in the self-centered position and both (X and Y) trim-

mers are set in the center of each trim area. The Throttle Control should be turned on and placed in its minimum position.

INSTRUCTIONS FOR FX2000 USE WITH FLIGHT SIMULATOR VERSION 4.0

1: *Plug FX2000 into port #1 of your game card. Place FX2000 in the calibration position.*

2: *Type "FS" while within the sub-directory containing your Flight Simulator program.*

3: *Type "2" and go through the "No Questions Asked" start-up routine.*

4: *The software will display a Joystick Calibration screen and at that time, you should press "Enter". FX2000 should then be calibrated and ready for use with Flight Simulator.*
OR
1: *Plug FX2000 into port #1 of your game card. Then place FX2000 in the calibration position.*

2: *Type "FS" while within the sub-directory containing your Flight Simulator program.*

3: *Type "1" and go through the Start-up menus.*
4: *After moving through the Mouse Selection Options, go to the Joystick Selection Option and type "Y".*

5: *Another Joystick Selection Option menu will be displayed. Type "C" and activate "Stick A-One" and "Stick B-Throttle/Rudder". The FX2000 should then be calibrated and ready for use.*

NOTE A: Should your aircraft crash, the program will take another calibration reading of FX2000. This means that if FX2000 is in any position other than the calibration position, FX2000 may not perform as intended. For example: If you have Throttle Control in the Maximum position and then crash, when the program resets itself for use once again, it takes a new calibration reading of FX2000 with the Throttle Control at the Maximum position. Because the Throttle Control is calibrated at the Maximum position, it will be inoperable until the FX2000 is re-calibrated while in the correct calibration position.

RE-CALIBRATION OF JOYSTICK WITHIN FLIGHT.

1: *Place FX2000 in the calibration position.*

2: *Type "4" for the Simulator menu and type "E" for the Joystick menu.*

3: *You will now be in the Joystick Calibration menu. Type "1" until a cross appears next to the "Joystick A-Yoke A" option and type "3" until a cross appears next to the "Joystick B-Throttle/Rudder" option.*

4: *Type "4" and FX2000 will be calibrated. (Note: The program does nothing to indicate that FX2000 is now calibrated.) Hit the "ESC" key twice and the FX2000 is ready for use.*

INSTRUCTIONS FOR FX2000 USE WITH FLIGHT SIMULATOR VERSION 5.0

1: *Plug FX2000 into port #1 of your game card. Then place your FX2000 in the calibration position.*

2: *Type "Setup"*

3: *Go through the setup menus until you reach the joystick menu. Type "B" for Aileron & Elevator. Type "G" for Throttle and Rudder.*

4: *After the menus pass, choose "Run Flight Simulator" and FX2000 is ready for use. (See Note "A" above.)*

RE-CALIBRATION OF JOYSTICK WITHIN FLIGHT

1: *Place FX2000 in the calibration position.*

2: *Type "O" for the Options menu and then type "P" for the Preferences Menu.*

3: *Type "J" for Joystick and then type "O" for Joystick One. Use the cursor keys to highlight "Aileron & Elevator".*

4: *Type "W" for Joystick Two and use the cursor keys to highlight "Throttle & Rudder".*

5: *Type "R" to Calibrate FX2000 and then press "Enter" FX2000 is now ready for use.*

CLEANING

- *Keep FX2000 free of dust by wiping the surface with a dry, soft cloth.*

- ***If*** *FX2000 should require cleaning, wipe it with a cloth slightly dampened with clean water.*

- *Never use cleaning fluids on FX2000.*

- *Never immerse FX2000 in any liquid.*

WARRANTY CLAIM INSTRUCTIONS

FX2000 has a 2 Year Limited Warranty.
Return your defective product postage prepaid with a copy of your original purchase receipt as proof of purchase and a letter describing your problem. (Please include a specific description of the computer system and software being used.) Be sure to include your name, address, and daytime telephone number. A postcard will be mailed to you confirming receipt of your FX2000.

FOR ALL RETURNS, WE RECOMMEND THAT YOU INSURE YOUR SHIPMENT, REGARDLESS OF HOW IT IS SENT. SUNCOM IS NOT LIABLE FOR GOODS LOST OR DAMAGED IN TRANSIT.

U.S.A. AND NON-EUROPEAN INTERNATIONAL CUSTOMERS:
Return your product to:
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Warranty Reception Center
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Niles, IL 60714-4508
Phone (708) 647-4040
Fax (708) 647-7828

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LIMITED WARRANTY
Suncom Technologies warrants to the original purchaser that your product will remain free from defects in materials and workmanship for a period of 2 years from purchase date. If any such defect is discovered within the warranty period, Suncom will, at its sole option, repair or replace your product free of charge when product is returned to Suncom Technologies with postage prepaid, and including, a copy of the original purchase receipt as proof of purchase. This warranty applies only if your product is used in a normal fashion, prescribed by its instructions and those for its associated computer console. It is void if the product is abused, tampered with, used unreasonably, or fails as result of normal wear. This warranty is in lieu of all other warranties, expressed or implied, including but not limited to the warranties of merchantability and fitness for a particular purpose. All warranties are limited to a period of 2 years from the date of original retail delivery. Suncom Technologies is not liable for incidental or consequential damages of any kind, including, but not limited to, damage to computer console to which the product may be connected. Some states do not allow limitations on how long implied warranties last or the exclusion or limitation of incidental or consequential damage, so the above limitation or incidental or consequential damages may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

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FX 2000 JOYSTICK REGISTRATION CARD

Name _____

Address _____

City _____ State _____ Zip _____

Phone _____

1. What brand or brands of hardware will be used with your joystick? (CPU, Monitor, Etc.) _____

_____

2. In what type of store did you purchase your joystick?

☐Computer Store ☐Dept. Store ☐Drug Store
☐Toy Store ☐Discount Store ☐Electronics Store
☐Catalog Showroom ☐Mail Order ☐Military Exchange
☐Received as Gift
Store Name _____

3. What price did you pay for this joystick? _____

4. If received as a gift, who made purchase? Sex ___ Age ___

5. What is your Age ___ Sex ___

6. What was the condition of the product when received? (Please rate 1 to 10, with 10 being excellent.)
Packaging _____ Product _____

7. Is this a replacement Product? Yes ___ No ___

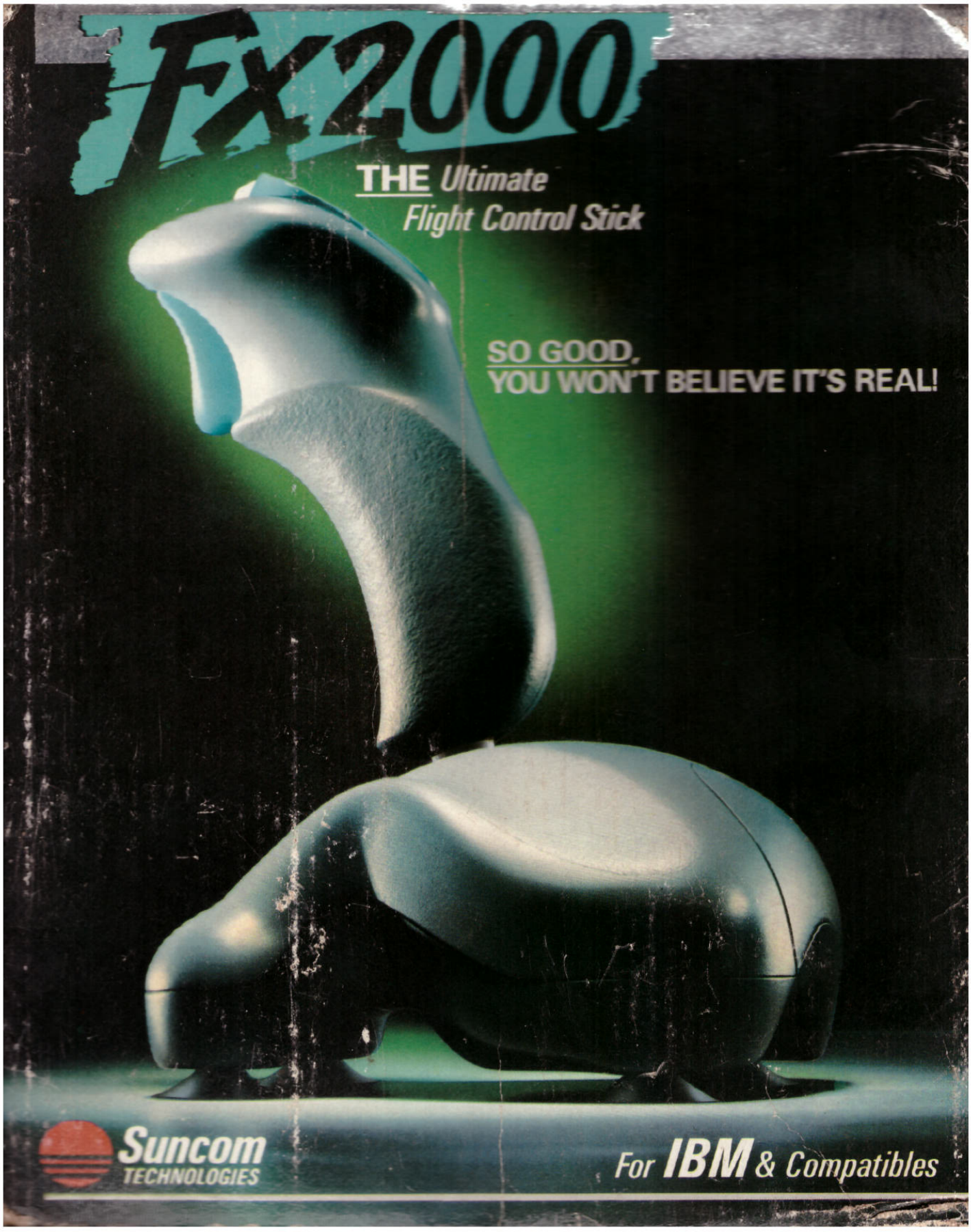
8. Was this product purchased at the same time as another similar or associated product?
No ___ Yes ___ If yes, what product? _____

9. What are the 3 most important reasons you choose a Suncom Product?

☐Brand Name ☐Friends Recommendation ☐On Sale
☐Unique ☐Style/Appearance ☐Only one available
☐Looked nice on shelf ☐Magazine Review ☐Saw ad
☐Sales Person Recommendation
Other _____

10. Please rate the Product on a scale of 1 to 10, with 10 being excellent.

11. Any other Comments _____


FX2000
THE Ultimate
Flight Control Stick
SO GOOD,
YOU WON'T BELIEVE IT'S REAL!
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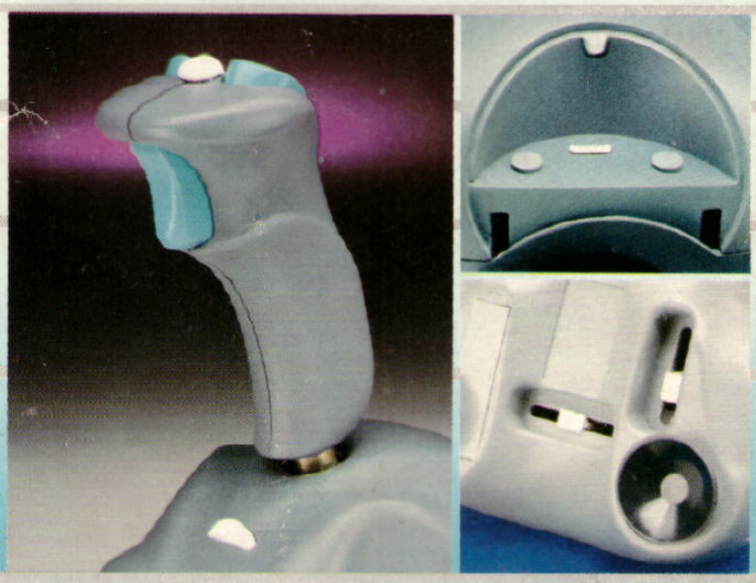
FX2000

THE *Ultimate Flight Control Stick*

Featuring:

- ***SWITCHABLE FIRE BUTTONS***
- ***ON COMMAND AUTO-FIRE***
- ***HIGH PERFORMANCE CURSOR CONTROL***
- ***THROTTLE CONTROL***
- ***ADVANCED ERGONOMIC GRIP DESIGN***
- ***SUCTION CUPS***

*For **IBM** & Compatibles*



The Pistol Grip

Every aspect of ERGONOMICS in a single design. The Pistol Grip, canted forward, makes for the most comfortable joystick ever created. The uniquely designed grip allows you to perfectly orient for left or right handed play. With a simple lift of the grip, you shift its position to form a perfect line with your wrist and arm, reducing fatigue while you score higher than ever before.

The Controls

Fire Buttons where you need them. The unique "V" designed fire button on top and the trigger finger button allow lightning fast response. What's more, you can switch the fire button location and add Auto-Fire whenever you want. Throttle control and X and Y axis trimmers allow you maximum performance.

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2 YEAR WARRANTY

Gross Point Rd., Niles, IL 60714 U.S.A.

Made in China

FX2000™

THE *Joystick for IBM and compatible computers*



The **FX 2000**™...SO GOOD
YOU WON'T BELIEVE IT'S REAL!

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Suncom garantit l'acheteur original de ce que, durant une période de 2 ans à compter de la date d'acquisition, le produit ne présentera pas de défaut de fabrication. S'il arrivait que ce produit se révèle défectueux, et ce à l'intérieur de la période de garantie, Suncom s'engage, à sa seule discrétion, à réparer ou à remplacer ledit produit, qui doit être envoyé en port payé et accompagné d'une preuve d'achat à Suncom Technologies, Warranty Reception Center, 6400 W. Gross Point Rd., Niles, IL 60714 USA. La présente garantie ne s'applique que si le produit fait l'objet d'un usage normal, tel qu'indiqué dans les instructions qui l'accompagnent. Elle est nulle si la défectuosité résulte d'un acte de malveillance ou de négligence ou si elle est due à une usure normale. La présente garantie tient lieu de toute autre garantie, expresse ou implicite. Toute garantie est limitée à une période de 2 ans à compter de la première date de la livraison de détail. Suncom Technologies ne peut être tenu responsable d'aucun dommage direct ou indirect.

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Suncom Technologies warrants to the original purchaser that your product will remain free from defects in materials and workmanship for a period of 2 years from purchase date. If any such defect is discovered within the warranty period, Suncom will, at its sole option, repair or replace your product free of charge. Send the defective product, **postage pre-paid**, with proof of purchase to: Suncom Technologies, Warranty Reception Center, 6400 W. Gross Point Rd., Niles, IL 60714 USA. This warranty applies only if your product is used in a normal fashion, prescribed by its instructions and those of its associated computer console. It is void if the product is abused, tampered with, used unreasonably, or fails as result of normal wear. This warranty is in lieu of all other warranties, expressed or implied. All warranties are limited to a period of 2 years from date of original retail delivery. Suncom Technologies is not liable for incidental or consequential damages of any kind. Some states do not allow limitations on how long warranties last or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

A digitalização deste manual foi realizada por **Andre Garcia Alves**, em 03 de maio de 2025. Após perceber que esse conteúdo poderia ter se perdido para sempre, fui aconselhado a digitalizar e compartilhar com a nossa comunidade de retrocomputação.

Espero que seja de alguma utilidade, principalmente para os colecionadores desses equipamentos antigos, permitindo assim a disseminação de informações para todos!



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