VIRPIL®

CONTROLS

CONFIGURATOR MANUAL



VERSION 1.1

CONTENTS

INTRODUCTION 3
1. MAIN SCREEN 4
2. NAVIGATION MENU 5
3. THE HUB 6
3.1 LOCALE & REGION 6
3.2 USEFUL TIPS AND UPDATE NOTIFICATIONS 6
3.3 EVENTS 7
3.4 LINKS 8
3.5 STORE NEWS AND DISCOUNTS 8
4. DEVICE SETUP SCREEN 9
4.1 FIRMWARE PANEL 10
4.2 PROFILE PANEL 11
PRIMARY 11
GRIP 12
AUX 12
OTHER SETTINGS 12
PROFILE APPLYING 13
4.3 DEVICE NAME 14
4.4 PROFILE APPLYING PANEL 14
4.5 STATUS PANEL 14
4.6 AXES 15
AXES CALIBRATION 15-16
AXIS SETUP 17-18
CURVE MANAGER 19
CURVES 20
4.7 CONTROLS 21
BUTTONS 22
DUALSTAGED BUTTONS 22
ENCODERS 23
TOGGLE SWITCHES 24
ROTATORS 24
HATS 25
CONTROLS SHIFTING 26
4.8 LEDS 27
IDLE MODE LEDS SETUP 27
DEFAULT LED COLORING 27
LED BRIGHTNESS CALIBRATION 28
LED-SWITCHING BY SHIFT 29
SIMPLE LED INDICATION 30
5. SAVE/LOAD PROFILE WINDOW 31-32
6. CONFIGURATOR SETTINGS 33

INTRODUCTION

THANK YOU FOR CHOOSING **VIRPIL CONTROLS**!

We hope you enjoy many flights with your new device.

To help you get started we've prepared this guide to our configuration software which will help you prepare your device for take-off!

We will guide you through the core components of the interface so you can start using the Configurator with confidence.



1. MAIN SCREEN

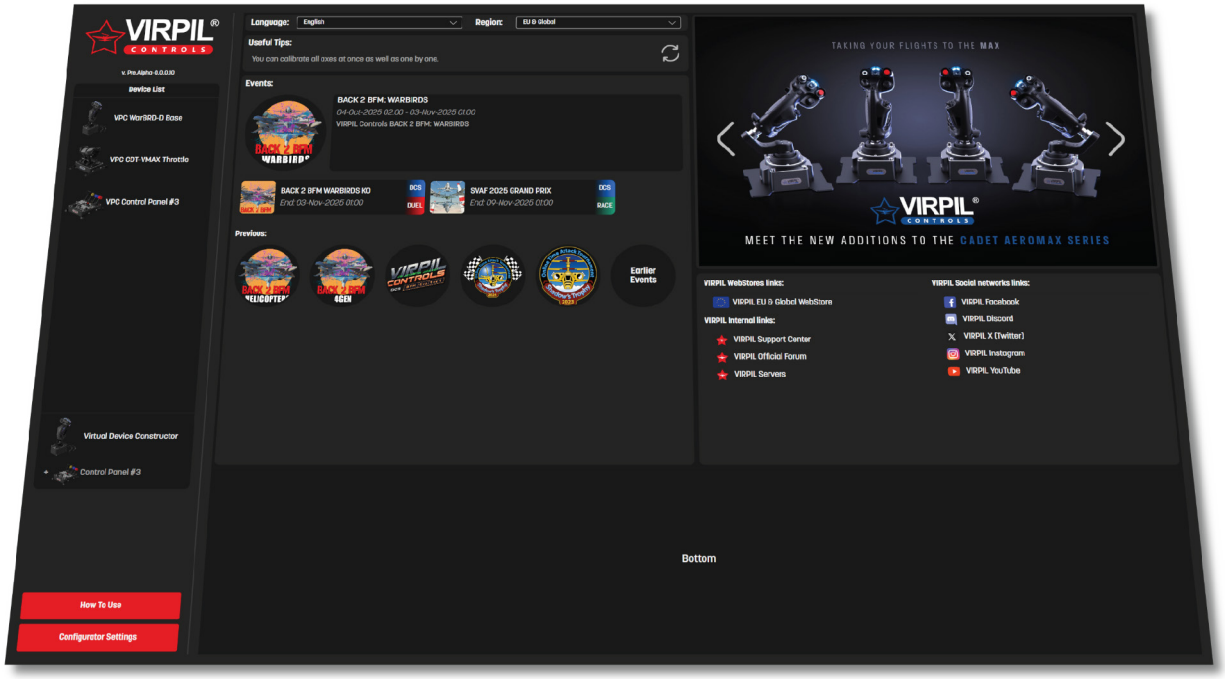
The main screen is divided as follows:

LEFT

This section shows the connected devices list and navigation buttons.

RIGHT

This is the workspace area. Its content correlates to the chosen device on the left. When the Configurator starts and no device is selected it will show the HUB. If a device is chosen from the list it will be switched to the device setup page.



2. NAVIGATION MENU

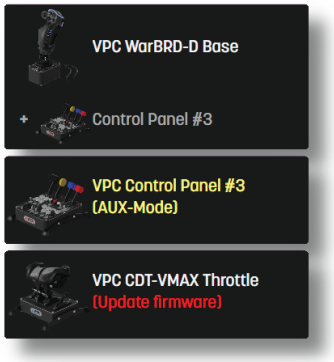


Clicking the **VIRPIL Controls** logo will close device setup and open the HUB page. You can find out more about the HUB page in section 3.

Beneath our logo you can view the current Configurator version.

On the device list it will display all currently connected devices.

Device entry shows device images, names, and some additional visual tips such as:



- If the device has a connected AUX component
- If the device is an AUX component of another device
- If the device firmware needs an update to work with this version of Configurator

Below the device list you will find the Virtual Device Constructor. This is an emulation of the device that can be used as a demonstration of the included features or to create profiles for devices users don't currently have.

Load/Save Device Setup buttons - Visible if any devices were selected. Opens window to save/load device profiles.

Print Device Layouts - Visible if any devices were selected. Opens device fillable PDF layout for selected device components in browser.

How to Use - Links to this Manual.

Configurator settings - Opens a window with program-wide settings (not affiliated with any particular device).

3. THE HUB

The HUB screen is where you can find out about our latest tournaments, be informed about tips and software updates, and find links to our social media and your local **VIRPIL Controls** webstore.

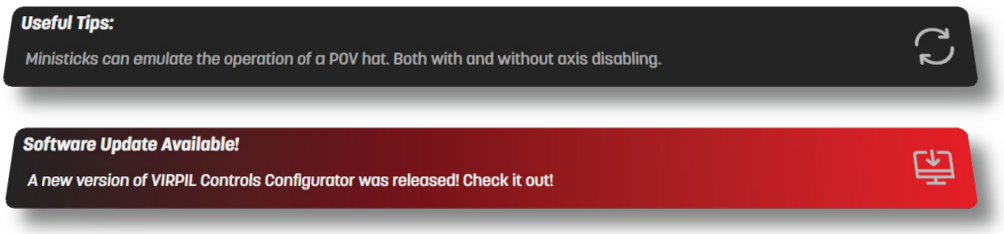
3.1 LOCALE & REGION



This panel contains two settings:

- **Program Language** - Defines which language will be used within the configurator.
- **User Region** - Defines user location to show appropriate shop and social network links, as well region specific news.

3.2 USEFUL TIPS AND UPDATE NOTIFICATIONS



Notification panels that contain useful tips for your devices or information on new software updates.

3. THE HUB

3.3 EVENTS



The events page shows a list of events affiliated with **VIRPIL Controls**. It can be online tournaments, races, or even real-world meetings and conventions. Each of them can be clicked to open the corresponding link in the browser.

- **Large events** like tournaments and festivals have round icons and have proper descriptions.
- **Small events** like races have square icons and show only start/end time depending on current event state.

Events are categorised by their current status:

- Events currently running
- Future events
- Previous events

3. THE HUB

3.4 LINKS

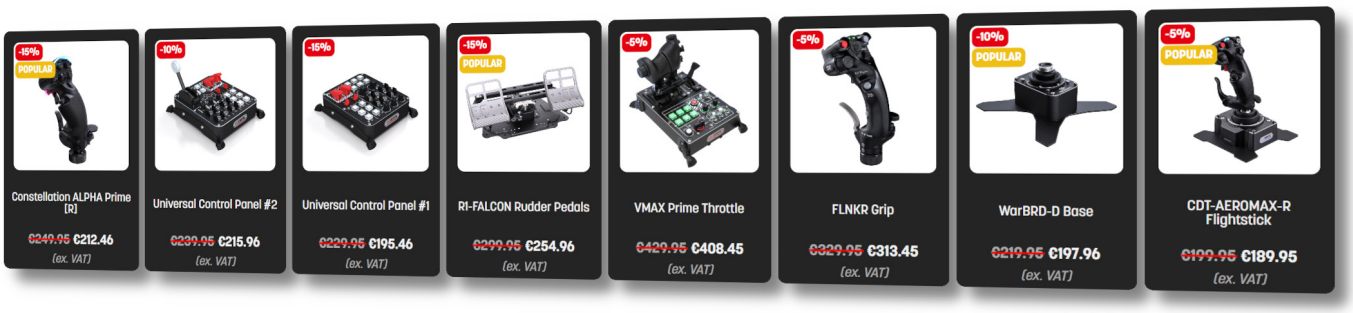


Here you can find your regional **VIRPIL Controls** webstore, social media accounts, and other important links.

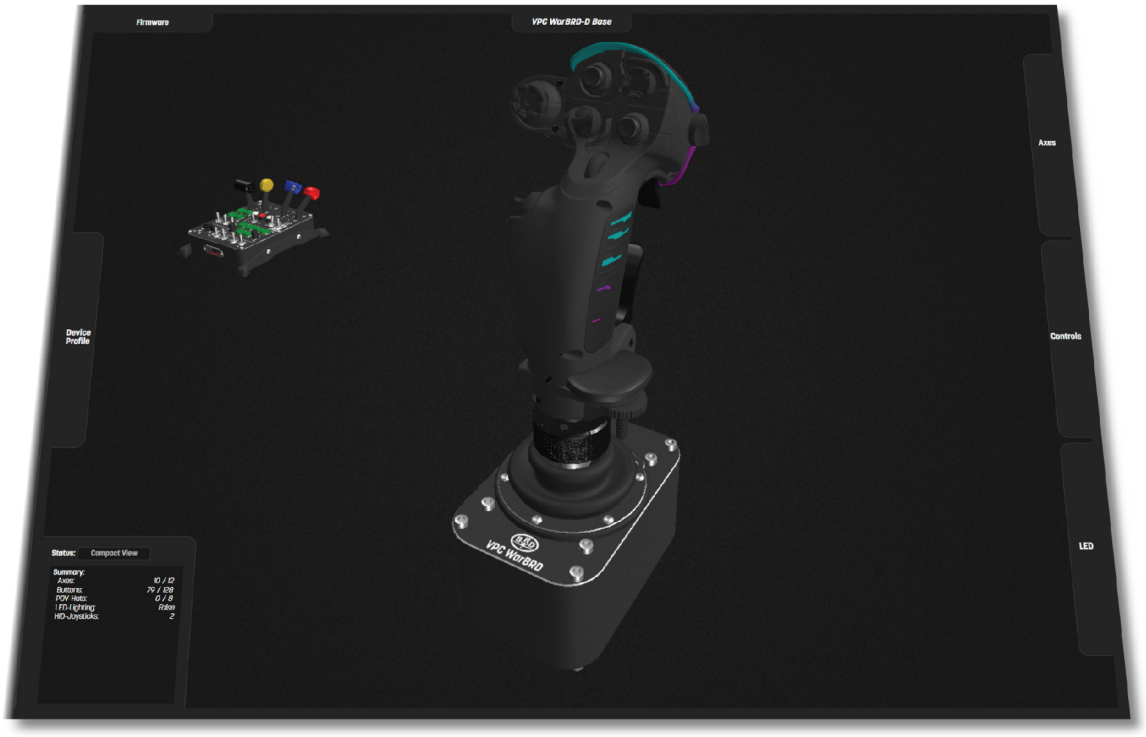
Following us on social media platforms means you will be among the first to learn about the latest news and devices from **VIRPIL Controls**.

3.5 STORE NEWS AND DISCOUNTS

To help you stay updated, we've included a panel at the bottom of the window featuring current discounts, new releases, and popular items from the official **VIRPIL** store. If something interests you, just click on it and you'll be redirected to the product page where you can learn more or make a purchase!



4. DEVICE SETUP SCREEN



The Device Setup screen is a root page for configuration of a singular flightstick. You can access all device settings from here.

Settings are divided into appropriate panels.

Settings located on the left are core settings of the device, like its firmware version or assembly.

Settings located on the right adjusts the device's inner components, such as its axes, controls and LEDs.

All settings can be further divided into two additional categories: those that take effect immediately and those that require a device restart.

All core settings, located on the left side, require restart.

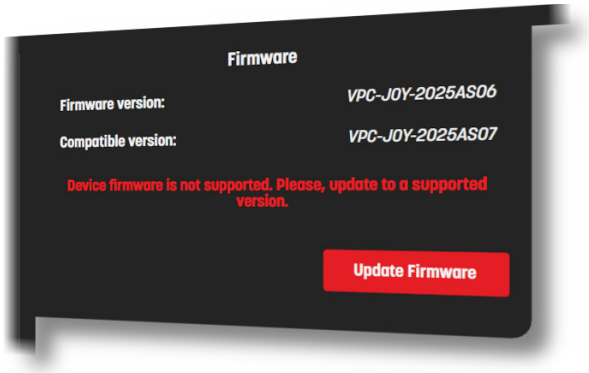
All settings that change device representation for OS (device name / amount of axes/ buttons/hats, etc.) require restart.

Settings that only change behavior, but not configuration, like axes inversion, button mode or LED color, usually don't require restart and are applied immediately.
There may be occasional exceptions, so if your setting is not applied, restart your device.

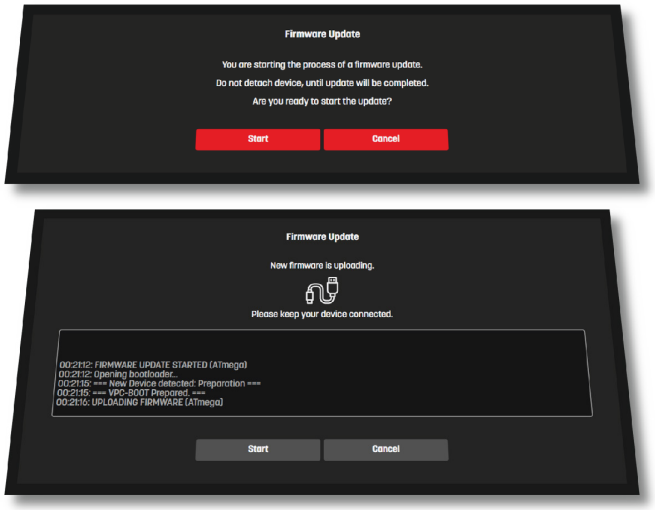
4. DEVICE SETUP SCREEN

4.1 FIRMWARE PANEL

The firmware panel shows current device firmware and which is supported by the configurator. If it differs you'll need to start the firmware update process by clicking the **Update Firmware** button, before any other settings become available.



The confirmation window will open. Make sure the device is properly connected, click **Start**, and wait until the update is complete.



The VPC Configurator software version is **not** equal to the Device Firmware version.

This means that you won't need to update firmware in all of your devices with every new update of the configurator - only when there some improvements in firmware.

Once the firmware is updated and the device is automatically restarted you can refer to this panel again.

The versions should now match and other panels will be available to you.



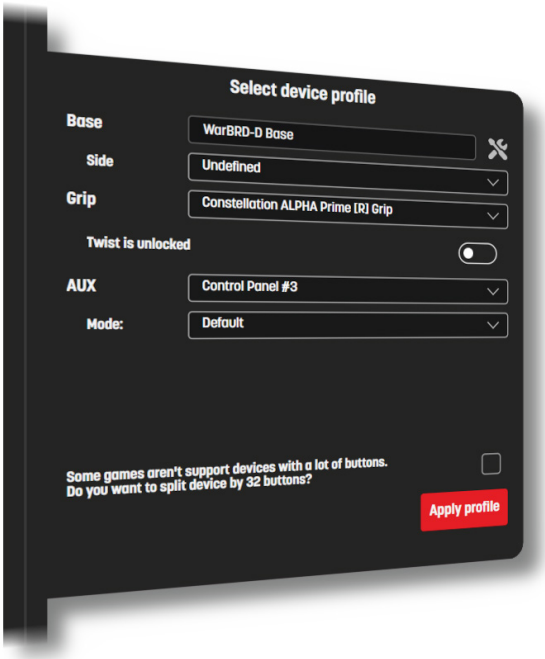
4. DEVICE SETUP SCREEN

4.2 PROFILE PANEL

In the profile panel you can bring a digital profile into conformity with your device.

VIRPIL Controls flightsticks can consist of multiple components.
For example you can purchase separate grip and base devices that be combined to create a complete flightstick.

Once you combine them physically into one device, you'll need to assemble its profile including both component devices within the profile panel.



PRIMARY

Any flightstick begins with its Primary component.
Usually the Base was already selected at our factory and you don't need to change it.
If you'd like to change this, you can do it by clicking on the settings icon next to the base name.

Different primaries can offer you a set of additional options:

- **Side** - This option is available for devices which support connecting multiple identical units to a single PC at once. For example, a HOSAS combination with the same Bases and Grips for both hands.

- **Mode** - This is available when a component has more than one default profile with different features included. For example, some throttles have "Normal" and "5-Way" modes. The latter switches the behavior of the rotator and some buttons.

- **Footplates** - This option is available on pedals, where you can choose which footplates to use.

- **Modules** - This setting is exclusive to the CDT-AEROMAX Flightstick, where you can connect up to 2 separate lever modules on both sides of the flightstick.

4. DEVICE SETUP SCREEN

4.2 PROFILE PANEL

GRIP

If the Primary component is a flightstick base or a helicopter rotor base, you can select a grip. Grips also provide a few additional settings:



- **Mode** - Just like a Primary component some grips also can have multiple available default profiles.

- **Twist lock** - Most of our grips have a screw above the connector that can lock or unlock the twist axis. This setting removes the twist axis from the profile.

AUX

If your Primary device has an AUX connector, it is possible to connect some of our devices directly into it instead of PC USB port. Examples of such devices are control panels and some rudder pedals.
Additional settings for AUX components are:

- **Mode** - If this component has multiple default profiles, you can select one here.

OTHER SETTINGS

DirectInput flightsticks have some system limitations. For example, such flightsticks can't have more than 8 axes, 128 buttons and 4 POV-hats. Certain games can also have additional rules. To surpass some of these limits you can split a single real flightstick into a few Virtual Devices (HID). Here are some settings to handle it:

- **Main and AUX axes separation**

Controls whether axes from the AUX-component will be put into second HID or if the configurator should try to insert them all inside the main HID, regardless of the position the axis is supposed to have.

- **Split device by 32 buttons**

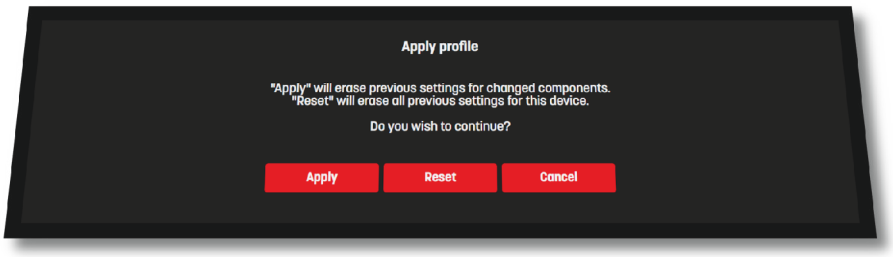
Some older games still support an old HID format where there couldn't be more than 32 buttons. This setting splits the button array by this number.

4. SETUP DEVICE SCREEN

4.2 PROFILE PANEL

PROFILE APPLYING

After setting up all the fields and clicking the **Apply Profile** button you'll see this confirmation window.



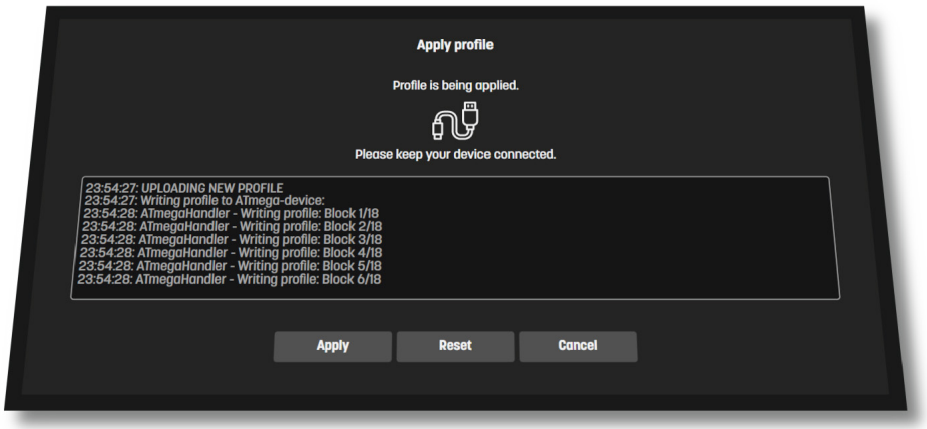
As the profile is combined from independent components there are two options here other than cancel:

- Clicking the **Apply** button will check each component if its settings were changed and update only those that were.

For example:
You had an existing profile with Base, Grip and AUX included. Now you want to switch grip but leave any other settings unchanged.

- Clicking the **Reset** button will erase all settings and write default for each component instead.

Click the selected option and wait until the profile is applied. After automatic device restart it will be ready to use or you can choose to further adjust the settings.



4. SETUP DEVICE SCREEN

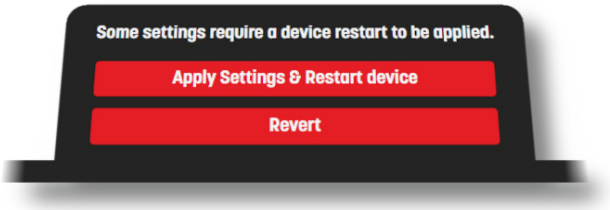
4.3 DEVICE NAME



By default, the flightstick or collective name is determined according to the selected Primary component.
In the top panel you can freely edit it with your preferred name for the device.
Name is one of the settings that require device restart to take its effect.

4.4 PROFILE APPLYING PANEL

Once a setting that requires device restart is changed, a special panel will appear at the bottom of the screen.
The **Apply** button will save current settings to the device and restart it, while the **Revert** button will turn settings back to the last state before this panel appeared and will not require a device restart.



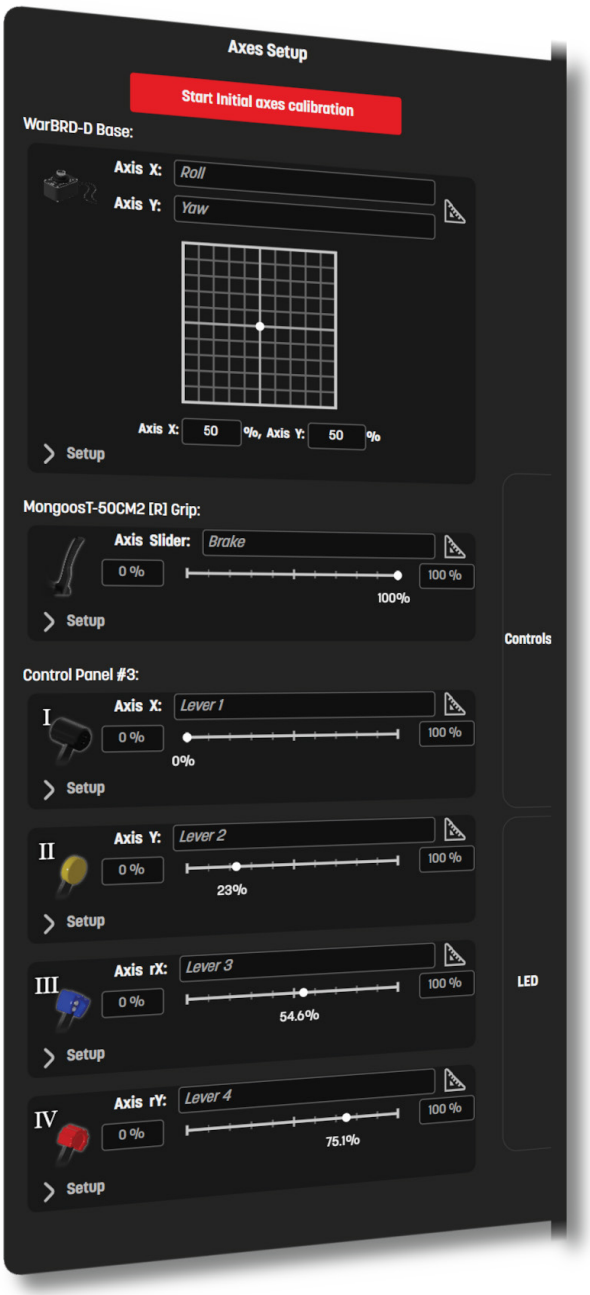
4.5 STATUS PANEL

In the status panel you will find a short summary about the device state.
In compact view it shows only basic parameters, like the full amount of axes and buttons, but the detailed view will also reveal exact configuration of each HID as well as other parameters.



4. SETUP DEVICE SCREEN

4.6 AXES



In the axes setup panel you can see all of the device axes.

There are two types of axes available in **VIRPIL Controls** flightsticks: standard 1D-Axis and a 2D-Axis.

1D-Axes are singular linear axes such as levers, while 2D-Axes are representations of such axis combinations like MiniSticks and main Base axes.

The list is divided by device components so axes for primary components are shown first, next grip axes, and finally AUX axes.

AXES CALIBRATION

The first thing you'll need to do after connecting your flightstick is axes calibration.

Axes can be calibrated either individually or simultaneously.

For batch mode calibration click the **Start Initial Axes Calibration** button at the top of the panel.

If you would prefer to calibrate axes individually, click the icon next to each axis.

4. SETUP DEVICE SCREEN

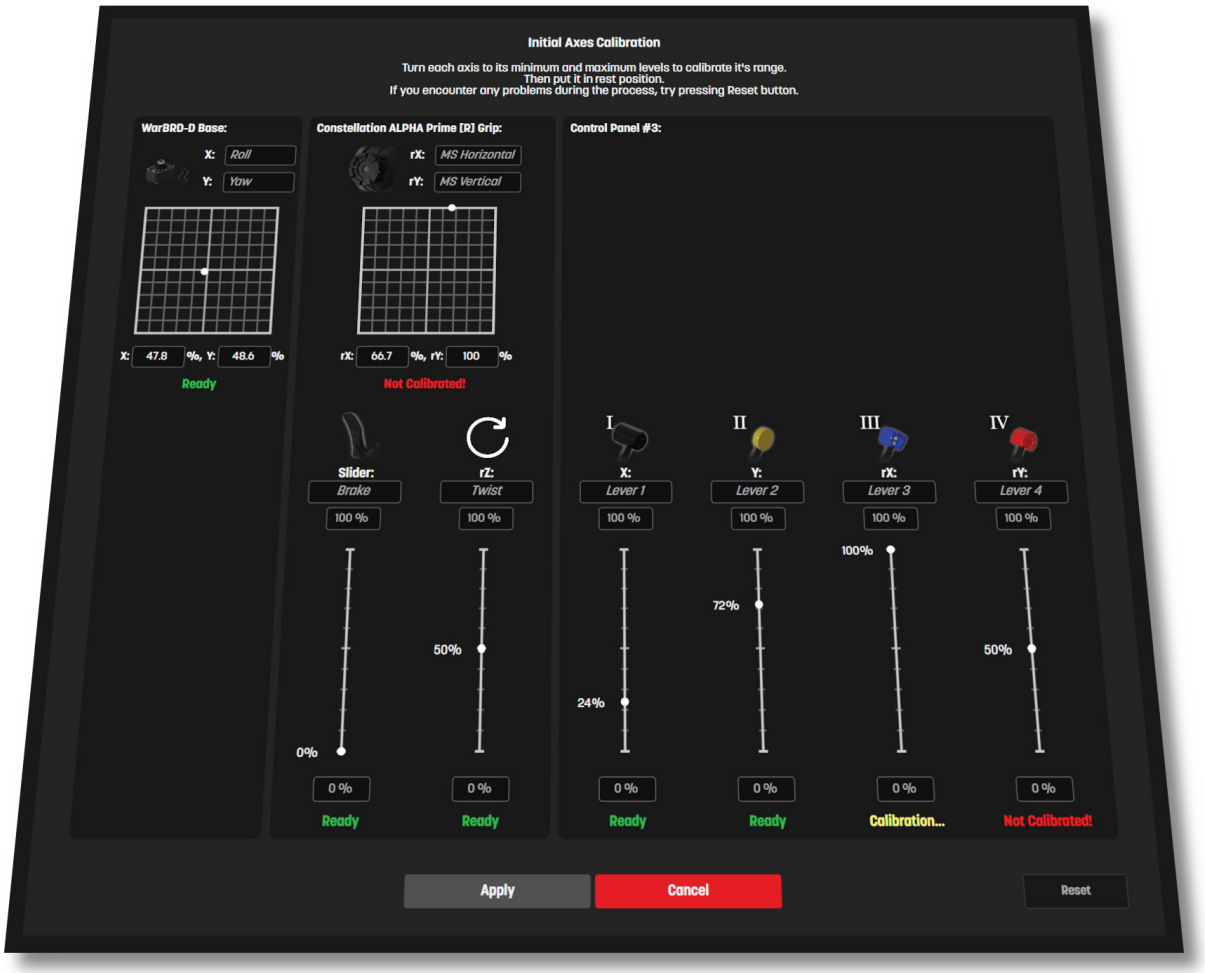
4.6 AXES

The axes calibration window is divided by device components vertically and by axes type horizontally.

To complete the calibration process you need to turn each axis to its minimum and maximum positions until the red **Not Calibrated** status changes to the green **Ready**. If the axis has a clearly defined center then you should return it there.

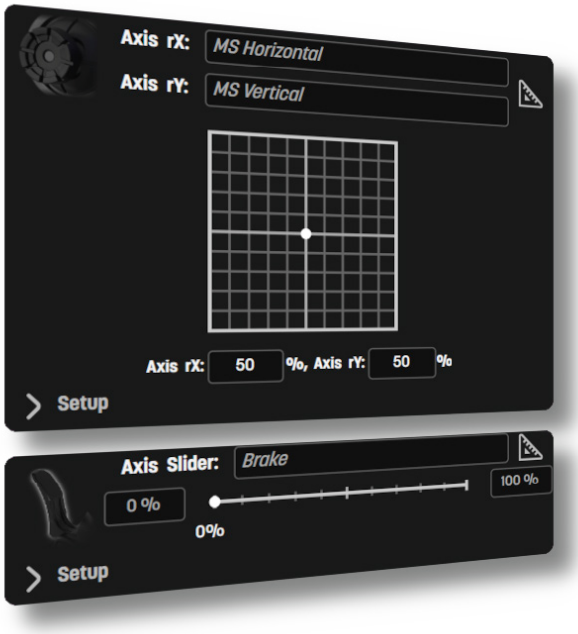
Once all presented axes turn green the **Apply** button will become available.

If you experience any issues during calibration, then try resetting the previous axes calibration by clicking the **Reset** button at the bottom right corner of the screen.



4. SETUP DEVICE SCREEN

4.6 AXES



AXIS SETUP

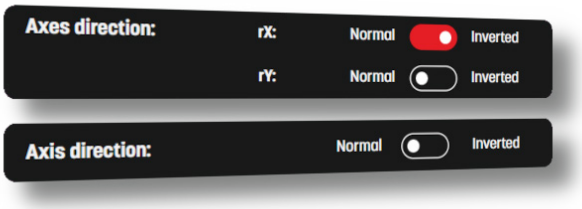
Each axis entry displays a few elements:

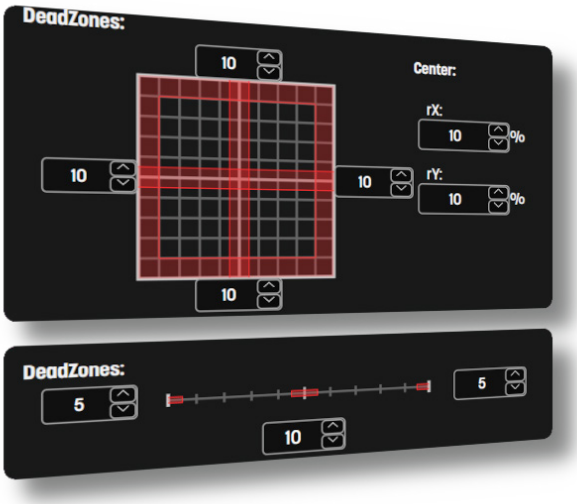
The name is an identifier that helps you to distinguish axes easily in the configurator, while position is important for when you select the axis inside the game in the controls settings.
2D-Axis displays information about both its horizontal and vertical axes.

Next to the names there is an axis calibration button, and below you can see the axis visualizer.

At the bottom of each axis entry you can see the foldable **Setup** button. Pressing this button will unfold all available settings.

Axes direction setup gives you an ability to invert axis direction. Each axis has an individual inversion switch.



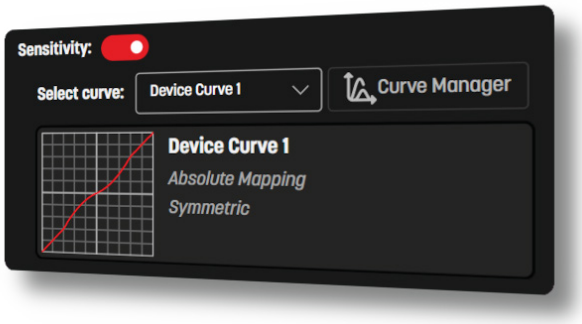


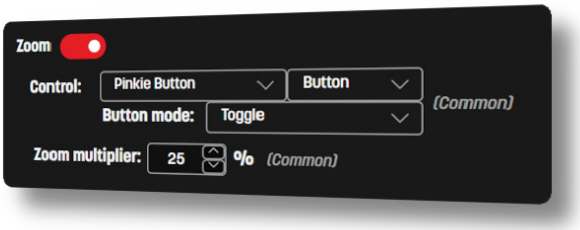
DeadZones setup allows you to set areas in which axes will not react to its movement. You can set all side areas as well as central for axes with a clearly defined central position.

4. SETUP DEVICE SCREEN

4.6 AXES

Sensitivity setup allows you to assign the modifying curve to the axis. You can select one of the curves currently stored in device memory or change them via the curve manager.
More information about curve manager can be found on the next page of this manual.

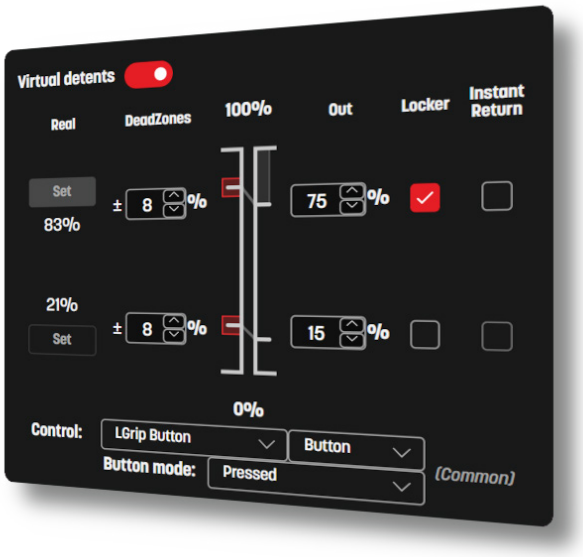




Zoom setup allows you to assign a certain button to enable zoom for the axis.
The zoom multiplier defines the proportion of scaling.

Virtual Detents setup is a unique setting for throttle axes. It gives the ability to adjust two virtual detent positions of the axis to the appropriate positions of the real physical detents of this axis (or any desired position if your throttle lacks them).

To adjust this setting up you should:
1. Turn the real axis to the desired position of detent and click **Set**.
2. DeadZone value makes this position wider.
3. Set Out value to the percentage you would like the axis to become in that position.



Lockers also allow you to forbid axes values to go into detent zones without pressing specified controls. **Instant Return** flags define whether the axis value should instantly return back to the available zone when control is released or stay until you turn the axis manually.



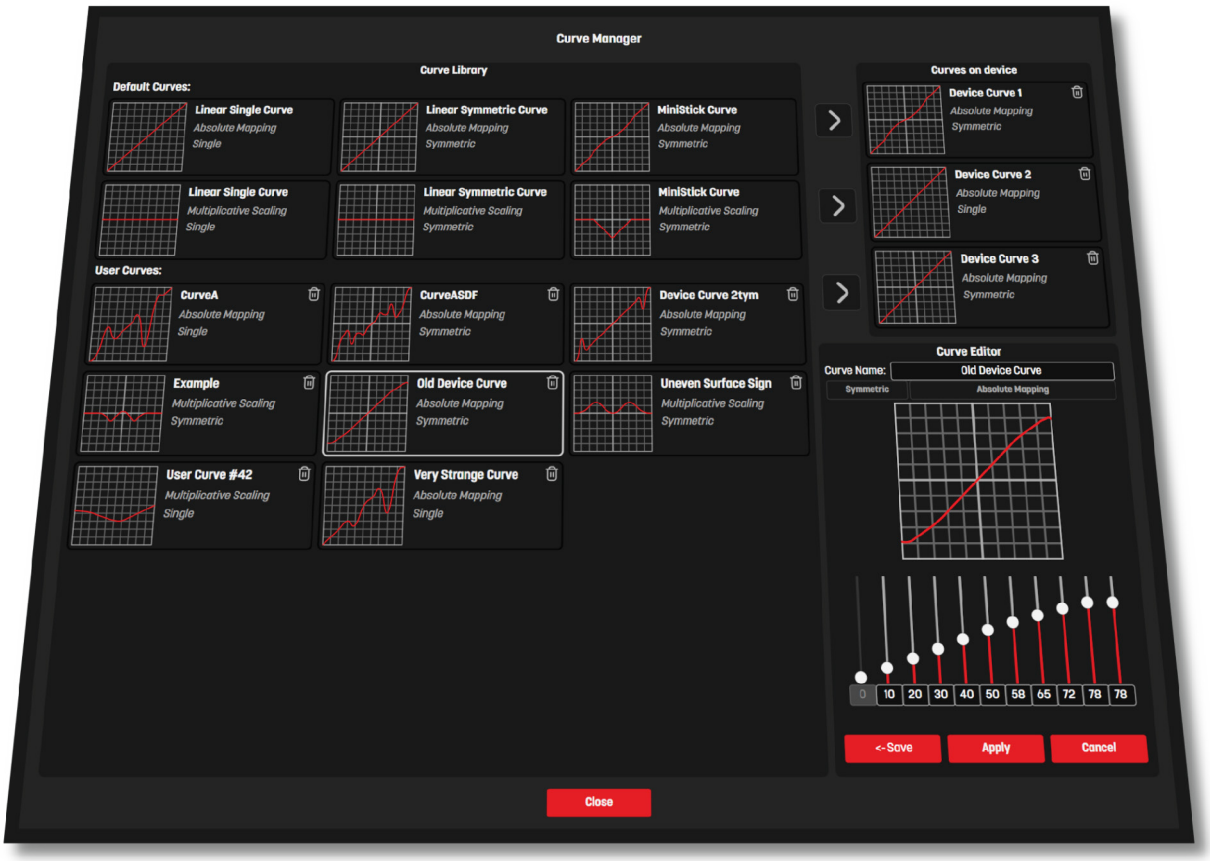
Emulate POV setup is a unique setting for MiniStick 2D-Axes that gives you an option to turn it into additional POV-hat.
Settings include disabling real axes output and a percentage threshold for the hat to trigger. Changing any of POV emulation settings **requires device restart**.

4. SETUP DEVICE SCREEN

4.6 AXES

CURVE MANAGER

In this window you can manage curves stored in your local library, change them in editor and add them into your device's memory.



The Curve Manager is split vertically: on the left there is a local PC curves library and on the right there is a list of curves stored inside the flightstick profile as well as the curve editor.

Upon the first launch the library will contain only a few curves, made by **VIRPIL Controls** and used in some of our default profiles, but during setup you can decide to create your own curves and save it for further usage.

Custom curves are stored at %AppData%\VPC_Configurator\CurvesLibrary (OS Windows)

To upload a local curve into your flightstick you should first select it. There are three buttons that will appear in front of the device curve slots. Clicking any will instantly upload the selected curve into the device profile.

Read further to learn about curves and how they vary.

4. SETUP DEVICE SCREEN

4.6 AXES

CURVES

The curve is a modifier for the axis. Between reading raw data from a sensor and sending it to a PC a device can change it. Curve serves as a ruleset for it.



As well as its form, the curve that is stored on a PC is also named. Curves stored inside the flightstick are not named - it is replaced with **Device Curve** and the number of the slot.

Some curves can be deleted. Deleting the curve from the library will erase it from the PC. Deleting the curve from the device will replace it with the default setting.

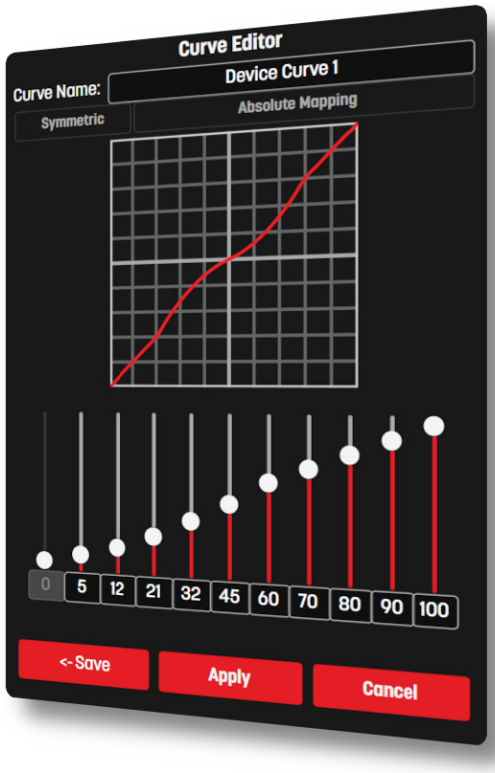
Next there is the algorithm of the curve. Our devices support two algorithms:

- **Absolute Mapping** - at the certain input point (horizontal) curve directly defines a certain output value (vertical).
- **Multiplicative Scaling** - curve multiplies certain initial input value (horizontal) to a defined deviation (vertical).

The final value is curve symmetry. Although any curve can be used for any axis, Symmetric curves are better suited for axes with a clearly defined center position, while single curves are for axes without it.

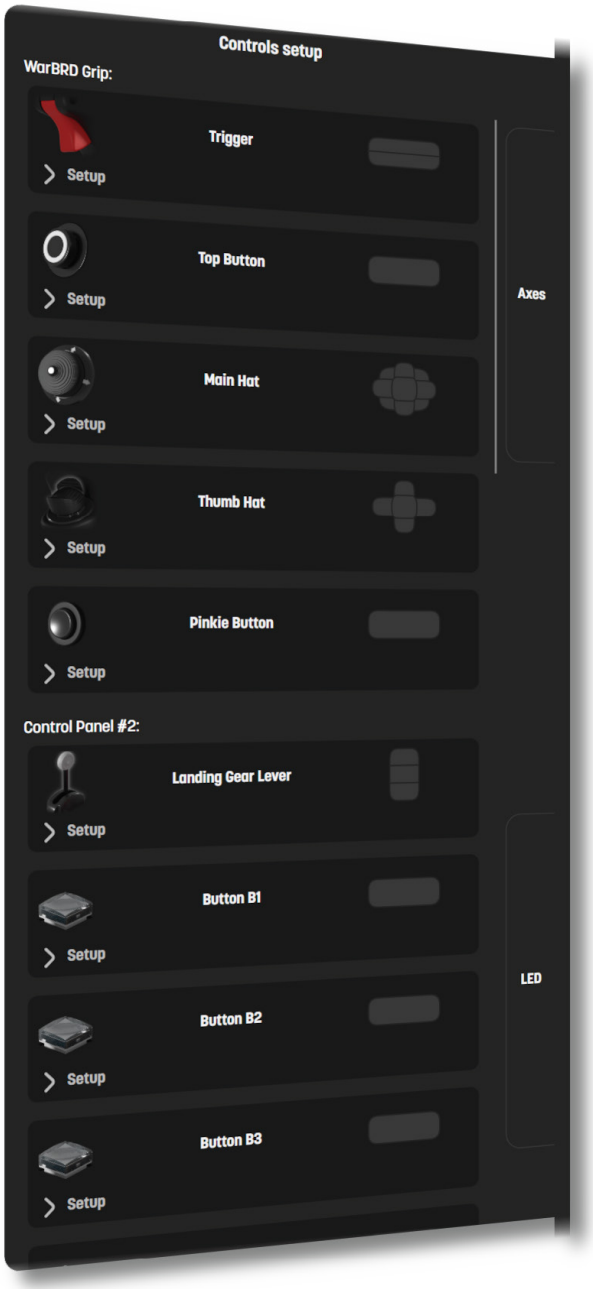
It is possible to create new or change existing curves.
Select any curve and it will appear within the curve editor.
At the top of the editor you can change the curve's name, switch its algorithm and enable symmetry.
Then you can adjust the curve by moving the gauges or by typing the desired numbers below.
Finally there are three buttons at the bottom of the Editor.

- **Save** will save the changed curve as a new to the library.
- **Apply** will save all changes right into the selected curve.
- **Cancel** will not save any changes and will close the editor.



4. SETUP DEVICE SCREEN

4.7 CONTROLS



In the controls setup panel you can change the behavior of each device input method and the amount of its logical buttons.

A logical button is a singular input value OS can receive from a flightstick that can be turned **On** or **Off**.
Each control can contain multiple logical buttons.

Example:
You have a 3-positioned tumbler switch on your throttle. It is a single control, but it contains 3 logical buttons - one for upper position, one for middle and one for bottom.

Controls on the setup panel are similar to axes divided by its owner component.
Each control has an icon, name and a type.
Currently there are approximately two dozen control types that can be encountered in **VIRPIL Controls** devices. Each has its own preview and setup page.
The setup page is individual for each control and can be unfolded by clicking on the corresponding button under the controls icon.
Many have similar settings; read the following pages to learn about the most common control input types.

On certain devices you can also encounter **Shift** settings. It is an advanced parameter which will be discussed at the end of this section.

4. DEVICE SETUP SCREEN

4.7 CONTROLS

BUTTONS

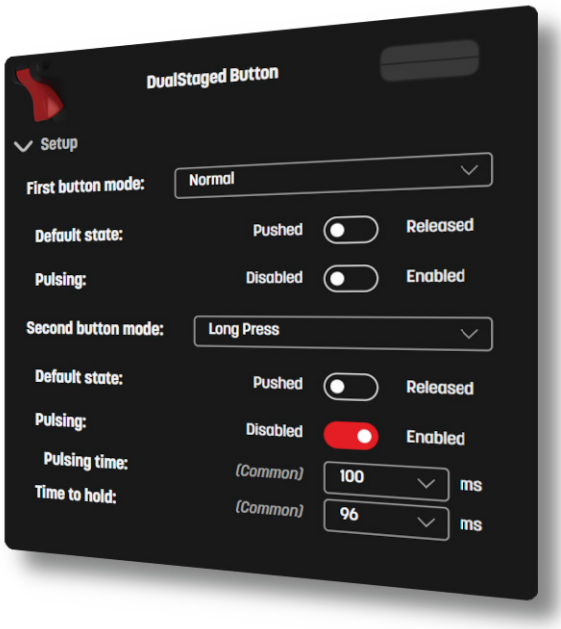
Buttons are the most basic type of control, and the most common type found on **VIRPIL Controls** devices.
The main setting to be selected here is a Button mode.
It depicts a way how the button will react to interaction.
There are 5 button modes:



Off	This turns the button off. **Note:** turning buttons on and off changes the flightstick representation for OS and will require device restart.
Normal	This mode makes the button work how you usually expect it to work. It also gives you following additional settings: **Default state** - button can emit signal when pressed or released. **Pulsing** - button signal will pulse within a certain interval of time.
Toggle	This mode makes the button signal change its state each time the button is interacted. **Trigger On** allows you to select whether it will be triggered when the button is pushed or released. There is also a Pulsing option.
Click	This mode makes the button emit a signal as a short flash upon interaction. The **Trigger On** setting allows you to select whether it will be triggered when the button is pushed, released or both times.
Long Press	This mode works similar to normal mode, except the button will be triggered only in cases when it was held for a certain amount of time. It also gives you a Default state and Pulsing settings.

DUALSTAGED BUTTONS

DualStaged buttons are used when a button can be pressed twice: first lightly and then again with a small amount of force.
Examples of DualStaged buttons are triggers on our grips.
The setup page for this type of control contains two sets of single button settings.



4. DEVICE SETUP SCREEN

4.7 CONTROLS



ENCODERS

Encoders are special controls that can be infinitely rotated both sides and will trigger a click each time you turn it to a few degrees.

Encoder clicks take some time and by default it triggers only while you are rotating it. It may lose some clicks if rotated too quickly.

For those who wish for each click to be accounted for, there is a buffering option.
It will buffer all clicks and send them sequentially, even after rotation has stopped, until the buffer is empty.

There is also a setting to determine time between clicks that allows you to increase or decrease delay.

Usually encoders on our devices are conjugated with buttons or even DualStaged buttons.
For those instances we also have corresponding setup pages with already familiar sets of parameters.

4. DEVICE SETUP SCREEN

4.7 CONTROLS

TOGGLE SWITCHES

Toggle switches are controls that have multiple positions with only one active at a time.

Switches can be arranged vertically or horizontally. It doesn't change the setup - only its representation in preview.

Each position represents a separate button with corresponding settings. Their only difference is that switch positions don't have toggle mode as that is its normal function.

Most of our switches falls into one of three types:

- **2-Positional switch** - This switch always holds either of its two side states, making it active.
- **3-Positional switch** - This switch also has a central position.
- **On-Off-On switch** - This switch is similar to the previous, but the central position doesn't emit any signal. However, it can be emulated.

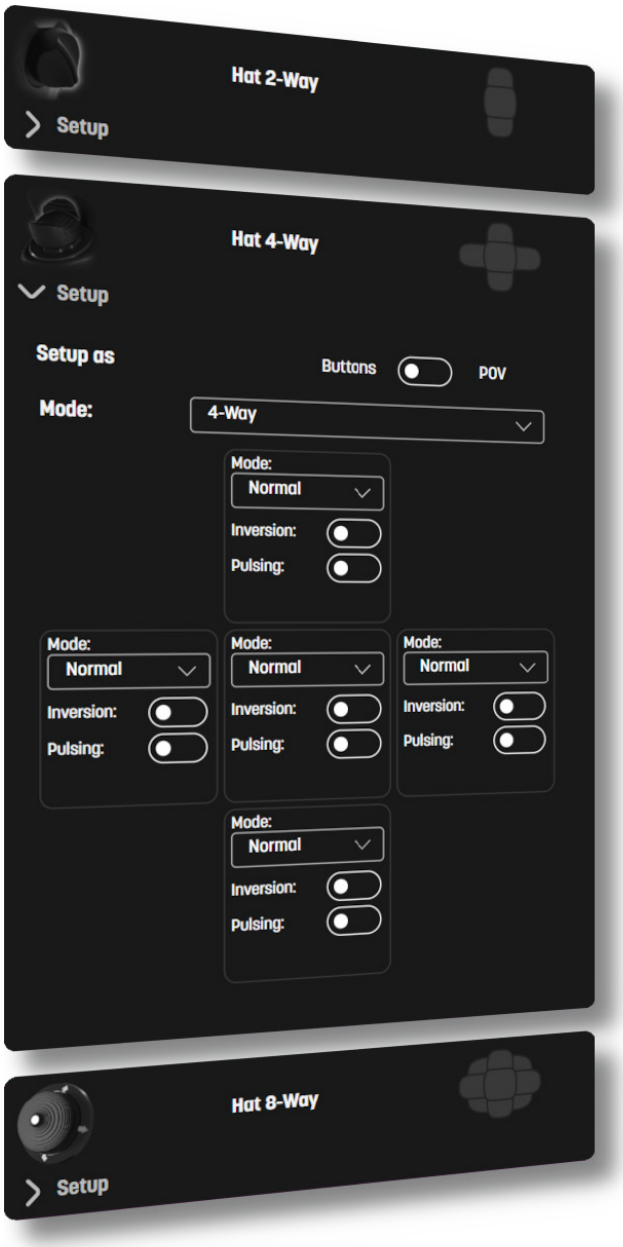


ROTATORS

On some throttles and panels we have Rotator controls.
Visually, it is a different control, but technically, it's just a large five position switch control.

4. SETUP DEVICE SCREEN

4.7 CONTROLS



HATS

Hats are multi-positional multi-directional controls.

Hats can vary by amount of directions:

- It can be a horizontal or vertical 2-Way hat.
- It can be a 4-Way hat with only horizontal and vertical positions.
- It can also be a 4-Way hat with diagonals where you can push two neighbor sides simultaneously.
- Or it can be a full 8-Way hat with separate buttons for each side and diagonal.

You can choose whether or not a hat has a pushable center.
Each hat position has its own set of button settings.
4-Way hats with diagonals have a “Mode” option to enable or disable it.
There is also one important setting named “Setup as Buttons/POV”.
For OS and games, a hat that was set up as buttons will result in an assortment of numbered buttons.
Although that was set up as POV it will be turned into a directional POV-hat and will not show up in the buttons array.

Note: The central position of the hat will always be a button, no matter which mode you will choose.

A benefit of POV-hats is that buttons don’t occupy a limited amount of flightstick buttons.
It’s also easier to understand which button you should press when directed in-game, for example, to “Press POV2-Up”, than to “Press button 23”.
However, POV-hats doesn’t support button behavior settings, so directional buttons can only work in its Normal mode.

4. SETUP DEVICE SCREEN

CONTROLS SHIFTING

Shifting is an advanced feature that you can encounter in devices like the MongoosT-50 Throttles, Control Panel #3, CDT-AEROMAX Flightstick or CDT-AERO Grips in “N-Way Modes” (see Profile Panel).

The main feature of this mode is that one of the controls (usually a rotator) is now switching the flightstick’s shifting state.

Shift allows you to multiply the amount of logical buttons for each supported control by the amount of shifter’s own states.

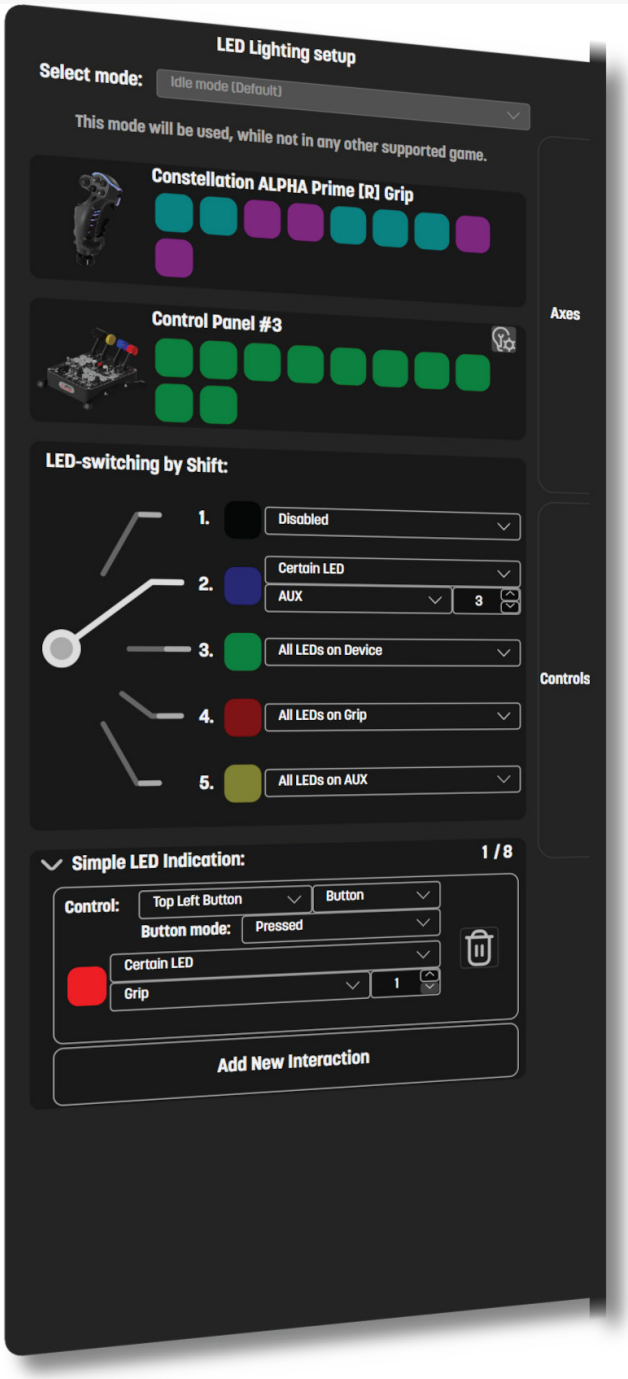
Shift-able controls can be distinguished by the gray line at the right side with a current shifting state indicator.

The setup page for these controls will also be extended by the shifting state selector, which can be used to switch between state settings during the setup process.



4. DEVICE SETUP SCREEN

4.8 LEDS



The LED Lighting Setup panel is where all settings for a device's LEDs can be found.

In a future version there will be setup pages for a few different behavior modes, but right now only idle mode settings are available.

IDLE MODE LEDS SETUP

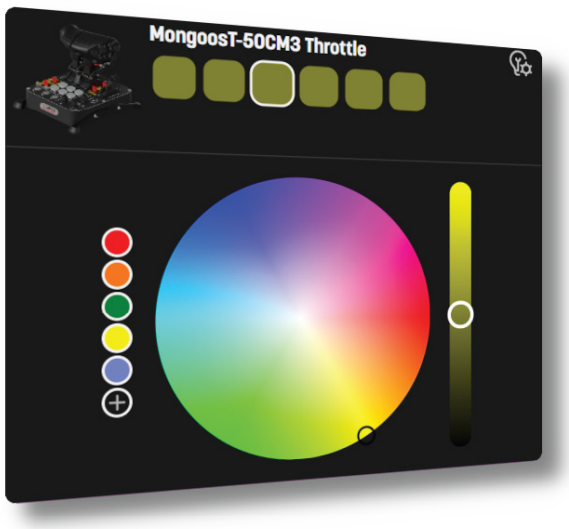
Idle mode is the default mode for devices in which it stays, while no other mode is activated by PC (not yet available).

All settings in the idle mode page are parameters that are stored inside the flightstick. This means that after setting these parameters you can connect your flightstick to any other PC and the LED settings will be retained.

The following explains the available settings.

DEFAULT LED COLORING

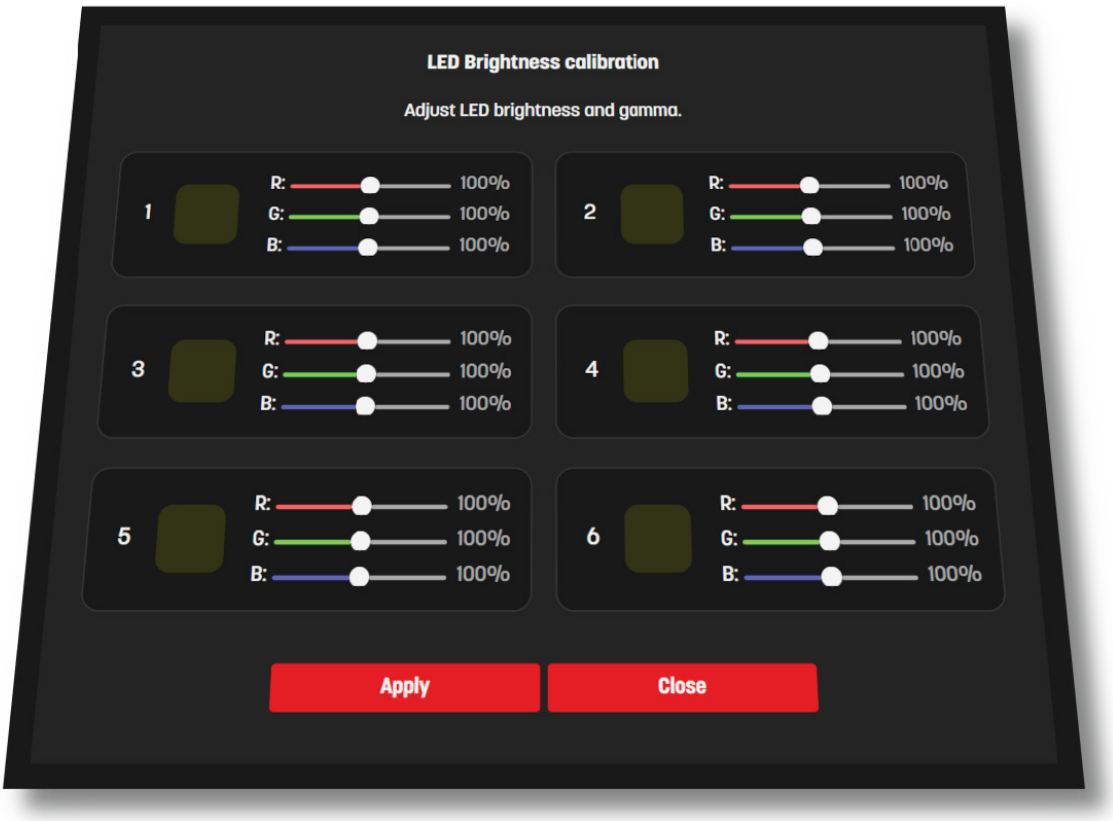
The first panels are basic LED color settings. This is a color that will be lit by default if no other following settings take effect.



Select LED to open the color picker. Favorite colors can be saved to the palette by pressing the + button and can be removed with a left click.

4. DEVICE SETUP SCREEN

4.8 LEDS



LED BRIGHTNESS CALIBRATION

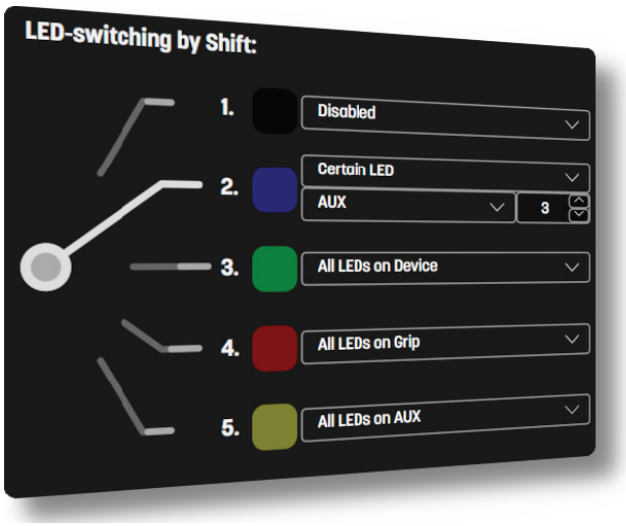
By default our devices are supplied with pre-calibrated LED brightness. But if for some reason LED Calibration were flashed out, you can recalibrate it yourself.
This can be done by clicking on the settings icon to the right of the default LEDs color setup for a primary device component.

Brightness calibration is available only for primary device components and only for its OnBoard LEDs. You can't calibrate it for Grips. AUX components also can't be calibrated until you reconnect it directly to PC as a Primary.

To calibrate the brightness of a certain LED, observe the color it emits on your device, adjust its RGB-values to a desired color and click **Apply**. Repeat if necessary for desired effect.

4. DEVICE SETUP SCREEN

4.8 LEDS



LED-SWITCHING BY SHIFT

If shifting is enabled in your device profile then you will be able to set up color switching rules for each shifting state.

You will need to select the desired color and LEDs to which it will be applied.

There are the following LED choices:

- **Disabled** means that this Shifting state will not affect any LEDs colors.
- **Certain LED** allows you to precisely select any one LED from this device.
- **All LEDs on Device** will apply the selected color to all LEDs on this device.
- **All LEDs on Primary/Grip/AUX** will apply the selected color to all LEDs of chosen component.

4. DEVICE SETUP SCREEN

4.8 LEDS

SIMPLE LED INDICATION

This feature allows you to add up to 8 interactions per joystick that will switch LED colors by pressing certain selected buttons.

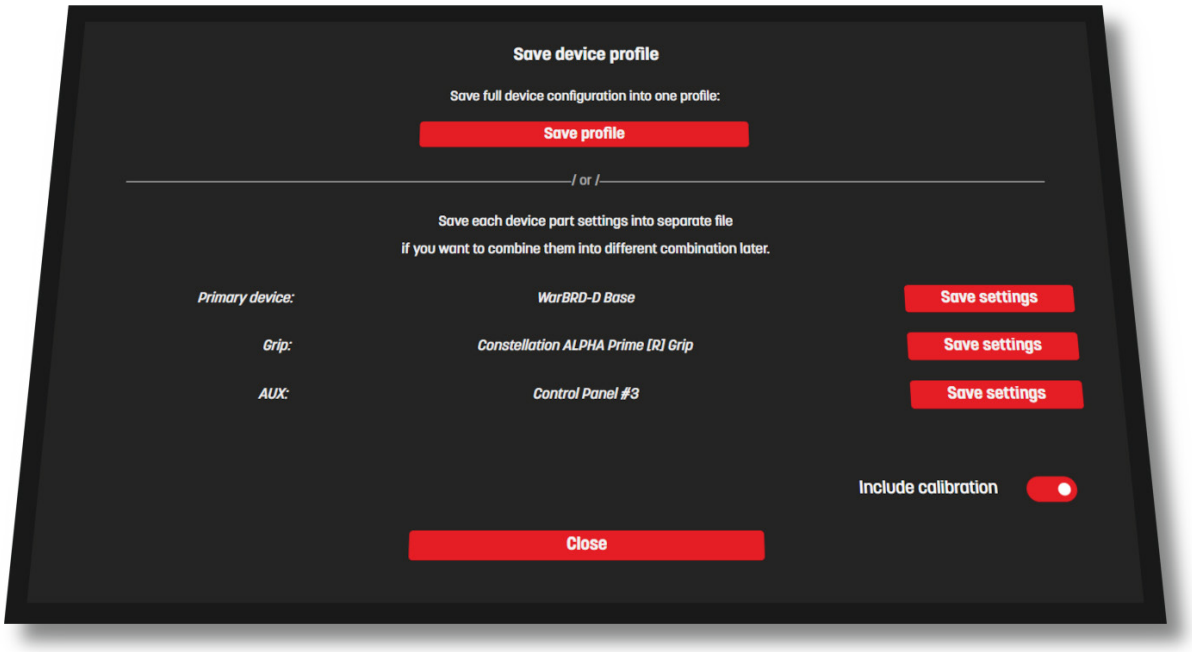
The same LED can be used in a few different interactions.

The device checks the rules for the LED one by one, in descending order. The color from the last rule that works is the one that will be shown.

You can switch the order by clicking the arrows at the right side, as well as remove any unwanted interactions.



5. SAVE/LOAD PROFILE WINDOW



Whether you want to update your device's firmware, change your setup, or experiment with settings before reverting to the previous profile settings, you will need to store it outside the device's memory.

You can save either existing devices or the Virtual Device Constructor's profile to PC as a special file via the save device profile window.

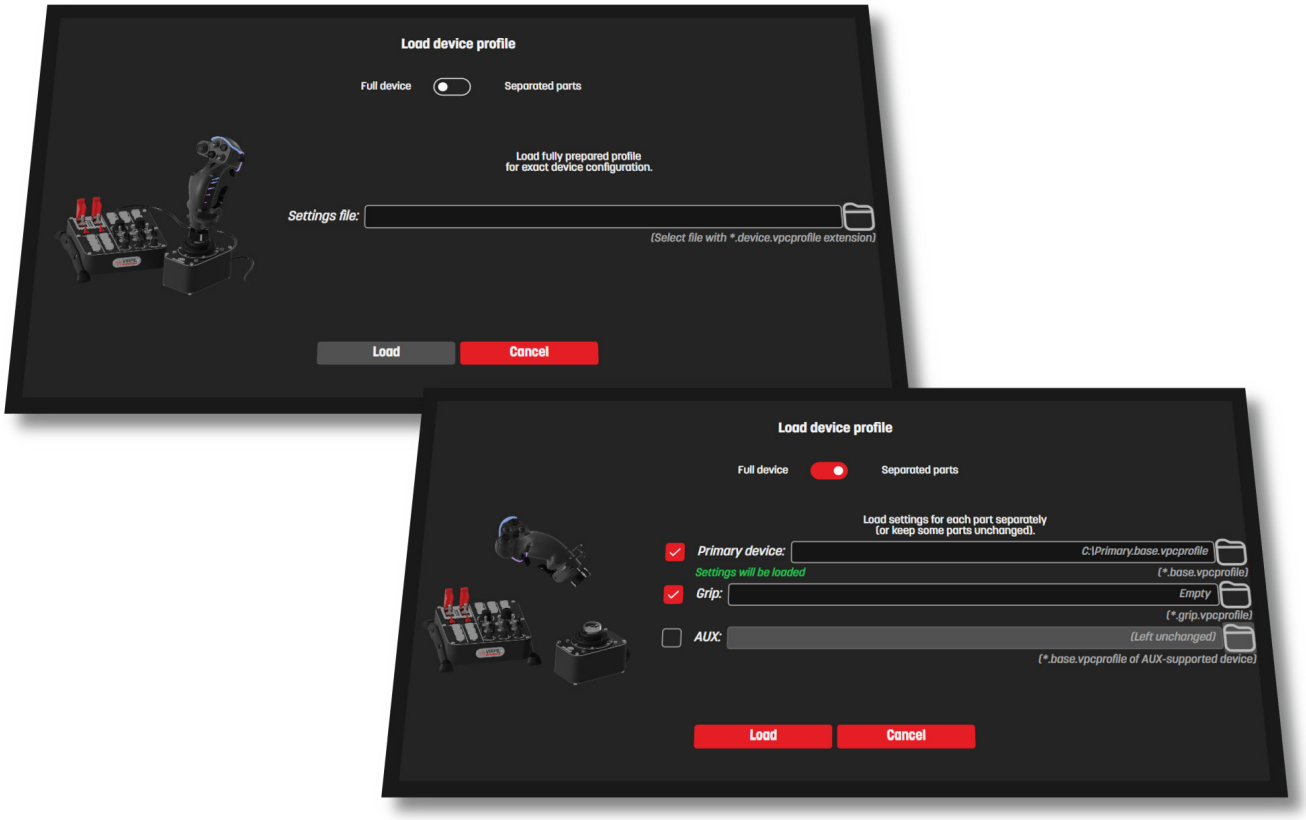
You can either save the full flightstick profile, or you can save separate components' profiles individually.
The first option is convenient when you don't intend to change your device's assembly, while the latter can be useful if you are switching grips often as other settings remain unchanged.

The second option is preferred if you want to share your profile with other users as their device setup can contain other different components.

It is also preferable to exclude calibration data from shared profiles as each device's calibration data is unique and other users would need to recalibrate their axes after each time the profile loads.

Each opened in Configurator Joystick automatically saves its profile as a temporary backup file to %AppData%\VPC_Configurator\ProfilesBackups
It will be stored there for a week.

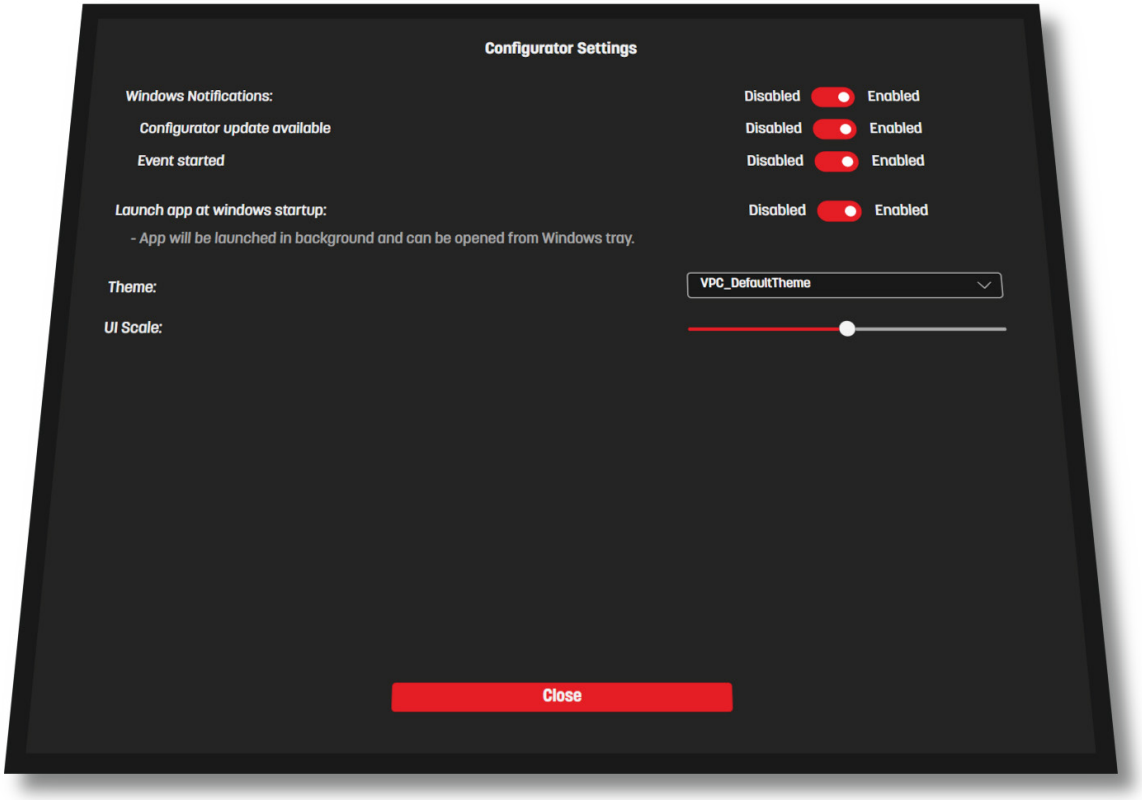
5. SAVE/LOAD PROFILE WINDOW



The load device profile window splits accordingly to full and separated components profiles loading pages.
To load the profile to the device select the folder icon to choose previously saved files.
The configurator will check if the loading profile is both correct and compatible with the current device's hardware.
If loading a profile in separate parts it will also check other components' availability to prevent loading impossible configurations.
When the new profile successfully passes all necessary checks the **Load** button will be highlighted allowing you to load this profile to your device.
Once the new profile is loaded the flightstick will be automatically restarted and ready for use.

Profiles can not be changed by manual file editing - it can only be saved via the configurator.

6. CONFIGURATOR SETTINGS



This window is where all the program settings reside.

- **(WIP) Windows Notifications** - This setting allows you to enable or disable windows notifications about various events. Each event type has its own tumbler so you can enable only those notifications you interested in.
- **Launch app at startup** - To handle all kinds of events and communications related to joysticks, the background service should be started by your PC. It can be found in a system tray. This tumbler enables its automatic launch during system startup.
- **Theme** - You can select the configurator's color theme here.
- **UI Scale** - User interface size can be adjusted here.