

CH Pedals from CH Products

Ever felt like your control over a plane or car was lacking? Well, now you can have the full control and performance you wanted without using the keyboard. CH Products has come out with its budget priced Pedals.

Unlike the Pro Pedals, the standard Pedals are locked into one spot for control and comfort. The pedals are just a little too close together for my size, but for the average person they should be spaced just right. The control they offer is astounding. When using Nascar, which comes with the Pedals, the braking and accelerator functions were very fine on control. I could almost feel the car slowing down when I hit the brakes. Like wise, the accelerator was about as sensitive on my car, which is very sensitive!

The installation of the Pedals was quick and simple. The game card I am using has to support 2 sticks for the Pedals to work. This will not be a problem for most people, however CH has made sure that you understand this, and even offer their CH GameCard 3 Automatic as an option to buy if your Pedals don't work right. The Pedals use the X&Y axis of Joystick 2 to function. This will disable the Throttle on the CH Flightstick and Flightstick Pro, as well as most other throttle equipped cards. You plug the Pedals into the game port, then you plug the joystick into the Pedals. This in effect becomes a modified Y cable, the difference is it allows the Pro class sticks to have the extra buttons still work instead of disabling that as well.

Once installation is complete, you run the software for the setup and calibration of the Pedals. This, too, is simple. Very little in the way of changes are needed, you just make sure the pedals are centered in the display, then they are calibrated and work for just about everything you want. I found that they did not work with most of my games that I would like to have them work with. An example is EarthSiege. This game allows the use of the Phoenix from Gravis, but does not allow the use of Foot Pedals by anyone other than ThrustMaster. This is very frustrating since I can now control my Herc the way I would like, but the game wont support that. The same is true of MechWarrior 2. Matter of fact, most of the games I tried didn't respond to the pedals like I would like. I had to dust off some very old games that allowed a Joystick 2 to be used for rudder, such as Falcon, Chuck Yeager, Strike Eagle III. Most of these games are old enough to be close to archaic, but they did prove that the pedals did add a lot of control and comfort for dogfighting.

Once I found games that would use the pedals, I found my enjoyment of the games was greatly increased. I have been used to flying with ailerons to dogfight, well, with the addition of Rudder control, I could now line up my craft with just about pin point accuracy. I found I used up less ammo during dogfights, where as before with just aileron I could dump just about all my ammo on 2 planes! I really enjoy the pedals, I am hoping to find more games that are current that use the pedals other than driving games.

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Ratings:
Install : 95
Setup : 95
Fun Factor : 85

overall : 92