

For users with the new AVA base with F16 or F18 sticks, your old scripts will not work unless you change the following in your scrips:

Original script worthog base:

```
int initJoystickAxis() {  
    if (VerboseOutput) printf("Initialising Joystick Axis... ");  
    MapAxis(&Joystick, JOYX, DX_X_AXIS, AXIS_NORMAL, MAP_ABSOLUTE);  
    SetSCurve(&Joystick, JOYX, 0, JS_DEADZONE, 0, 0, 0);  
    MapAxis(&Joystick, JOYY, DX_Y_AXIS, AXIS_NORMAL, MAP_ABSOLUTE);  
    SetSCurve(&Joystick, JOYY, 0, JS_DEADZONE, 0, 0, 0); }  
}
```

Need to change all instances of : &Joystick to

&AVA_F16 or &AVA_F18 Depending on which stick you have the AVA Base connected to.

See below for example:

New Modiffied script with AVA base with F16 stick:

```
int initJoystickAxis() {  
    if (VerboseOutput) printf("Initialising Joystick Axis... ");  
    MapAxis(&AVA_F16, JOYX, DX_X_AXIS, AXIS_NORMAL, MAP_ABSOLUTE);  
    SetSCurve(&AVA_F16, JOYX, 0, JS_DEADZONE, 0, 0, 0);  
    MapAxis(&AVA_F16, JOYY, DX_Y_AXIS, AXIS_NORMAL, MAP_ABSOLUTE);  
    SetSCurve(&AVA_F16, JOYY, 0, JS_DEADZONE, 0, 0, 0); }  
}
```

You will need to go through your whole script and do this, replacing all instances of &Joystick.

Other commands if included in your script:

If(!joystick -> if(!AVA_F16

If(joystick -> if(AVA_F16

I would use Notepad++ and do a blanket replace of &Joystick with &AVA_F16