



UGCX MANUAL PART 6

PUSHBACK TUTORIAL – MENU CONTROL

INTRODUCTION:

The heart of UGCX is its ability to perform pushbacks.

UGCX performs advanced calculations to deliver accurate pushbacks at all airports with your favorite aircraft.

Multiple user options are available to customize your pushback experience.

Pushbacks may be performed using either **Voice Control** or **Menu Control**.

This tutorial covers **Menu Control**.

Menu control is very easy because, unlike Voice Control, you do not need to speak to your computer or memorize any phrases.

PUSHBACK WALKTHROUGH USING “MENU CONTROL”:

Step 1:

Load the aircraft.

You **must be** at a parking spot. You cannot do a pushback sitting on the runway!



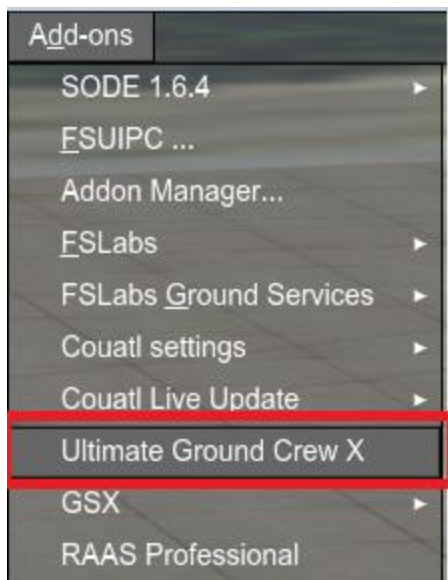
Step 2:

Open the UGCX menu.

There are **two possible ways** to open the UGCX menu:

1st Method:

You can open the UGCX menu via the **ADDONS** menu.



2nd Method:

You can use the key assignment you created for **TOW PLANE (REQUEST)** in your Flight Simulator controls assignments menu. In the example below, the 'T' key has been assigned to that event. Note that you can bypass this system and create your own custom event keys if you do not want to use the Tow Plane event. Please see **Manual 4 "Optional Key Assignments"** for information.

FSX:

Assignment list:

Event	Keyboard	Joystick	Repeat
Tow plane (request)	T		

P3D:

ToggleDesignator		<input type="checkbox"/>
Tow plane (request)	T	<input type="checkbox"/>

Please see the **OPTIONAL KEY ASSIGNMENTS** manual for more information.

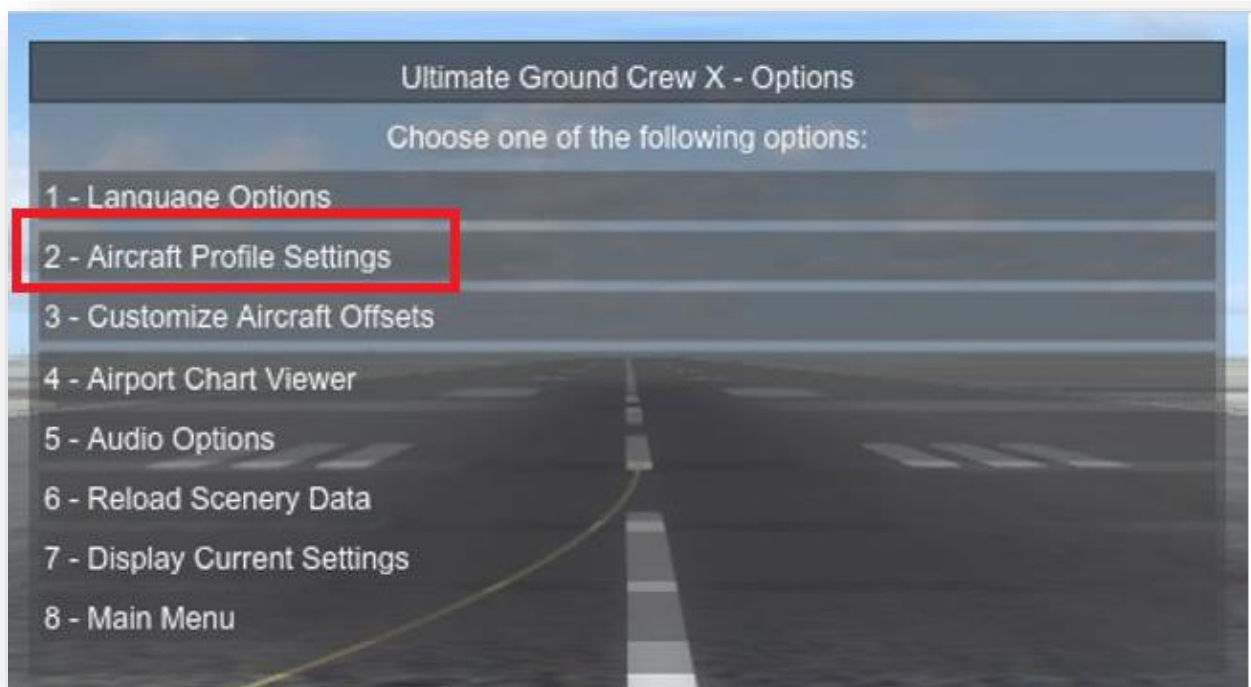
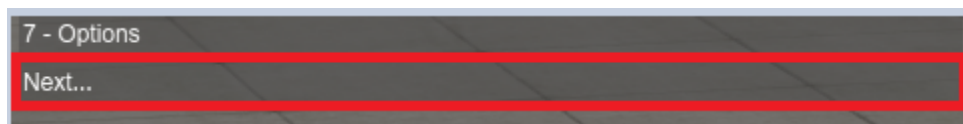
FSLabs Airbus Owners: If using the **2D cockpit** in the **FSLabs Airbus**, the UGCX Menu will appear “behind” the 2D panel. This is a quirk in the FSLabs Airbus 2D cockpit itself that also affects other programs that use the Simconnect Menu system. The VC cockpit presents no issues.

Step 3:

After the UGCX menu has opened, locate the **AIRCRAFT PROFILE SETTINGS** menu.

It’s on the **2nd page** of the UGCX menu.

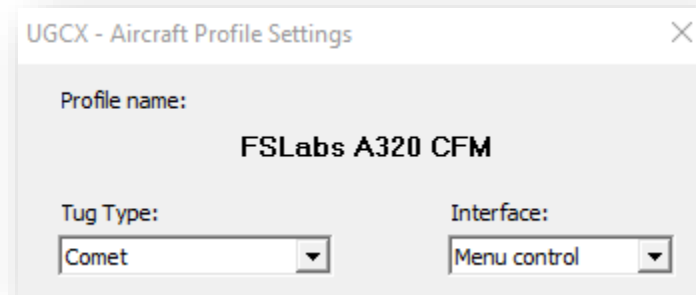
Click “**NEXT**” to get there.



Step 4:

On the **AIRCRAFT PROFILE SETTINGS** page, select **MENU CONTROL**.

You can choose between **Voice Control** or **Menu Control**.



You can also select your desired **Tug Type**:

- **Schopf (Large)**



- **TMX 150 (Medium Size)**



- **Wollard (Small Size)**



- **Comet (Smallest Size)**



Step 5:

Each aircraft has its own profile, so **each aircraft has its own available custom options**. Please make your desired selections.

Note that the profile can be saved, so you **do not** need to perform this step every time you fly.

UGCX - Aircraft Profile Settings

Profile name:

PMDG 747-400

Tug Type:

Comet

Interface:

Menu control

PMDG and Majestic Dash8 Q400 Control Method:

Freeze movements method

☒ Display ramp agent speech on green adventure bar

☐ Aircraft has bypass pin

☒ Use term "Facing" instead of "Tail" during pushback

☐ Ramp agents use crouching animation when removing pin

☐ Fast pace walking speed during pushback

☒ Show ramp agents in the simulation

☒ Use wing walkers during pushback

☒ Ramp agents enter tug after pushback

☐ Limit SimConnect updates to 30Hz

☒ Ramp agent signals "X" (Hold Position) when removing towbar

☐ Fire truck sprays foam when next to aircraft

☐ Enable Captain's voice (Menu control only)

☒ Enable regional sound set

☒ Display all detected speech in green bar

Save Settings

Cancel

Marshaller's POV Angle:

Very close

Far away

ByPass Pin Agent (Left Side) - Heading:

All left

In front

ByPass Pin Agent (Left Side) - Distance:

Very close

Far away

ByPass Pin Agent (Right Side) - Heading:

In front

All right

ByPass Pin Agent (Right Side) - Distance:

Very close

Far away

☒ Use airport map to select parking spot

☐ Disable Tow Plane Commands

☐ Suppress Hard and Soft mute keys

☐ Use pushback route names for menus

☐ Show Hard/Soft Mute alerts

☒ Automatically display map simulation view

- **PMDG and Majestic Dash8 Q400 Control Method:** If using the Dash 8, you must select the FREEZE method for pushback to work. You may, if desired, also use the FREEZE method when using a PMDG.
- **Display ramp agent speech on green adventure bar:** Displays ramp agent’s dialogue on green adventure bar located on the top of your screen.
- **Aircraft has bypass pin:** Select if your plane has a bypass pin.
- **Use term “Facing” instead of “Tail” during pushback:** Some regions use tail instead of facing. Choose which one you prefer.
- **Ramp agents use crouching animation when removing pin:** If the aircraft sits relatively low to the ground (i.e., a 737), select this option to have the ramp agent ‘crouch’ when removing the bypass pin.

- **Fast pace walking speed during pushback:** Controls speed of pushback. Fast pace is recommended.
- **Show ramp agents in the simulation:** Hide or show the ramp agents.
- **Use wing walkers during pushback:** Not all countries use wing walkers (for example, Germany), so choose if you want to use them or not.
- **Ramp agents enter tug after pushback:** When pushback complete, ramp agents jump in the tug and drive away.
- **Limit SimConnect updates to 30Hz:** Restricts UGCX - Simconnect updates to 30 times a second. Useful to prevent possible data packet loss (and any resulting improper tug / ground crew movements) if running multiple addons at the same time that employ Simconnect while using unlimited frame rates.
- **Ramp agent signals “X” (Hold Position) when removing tow bar:** Some regions have the ramp agent make an X sign to ensure the pilot doesn’t move the aircraft while the tow bar is being disconnected.
- **Fire truck sprays foam when next to aircraft:** Determines if the fire truck shoots foam or not.
- **Enable Captain’s voice (Menu control only):** If using Menu control, will hear the Captain talking to the Ramp agent.
- **Enable regional sound set:** UGCX can detect which country you are in based on the detected ICAO code of the closest airport, and use an appropriate sound set for the ramp agent voice. For example, if you are in Asia, the ground crew will have an Asian accent.

Note: The Ramp Agent will always speak in English with this option enabled, albeit accented. For example, English with a German accent if you are in Germany.

If you want to hear native German, French or Spanish, UNCHECK this option. But note that you will hear native German, French or French even in English speaking countries.

- **Display all detected speed in green bar:** Displays all detected speech in green bar. While the log also saves all detected speech, the option allows you to instantly see what the speech recognition system is “hearing”.

- **Marshalls POV Angle:** Select to adjust Marshalls angle. **The aircraft must be at a gate or parking spot location for this slider to work.**
- **ByPass Pin Agent Position:** Select to adjust the ByPass Pin Agents values. **The aircraft must be a location OTHER than the parking spot or gate for this function to work.**
- **Use airport map to select parking spot:** If towing, the airport map will automatically pop-up. Click on the desired parking spot to select it and be towed to that location.
- **Disable Tow Plane Commands:** Select if you want to disable the Tow Plane events used for key presses with UGCX. Users of software called “WAMA” should select this option.
- **Suppress Hard and Soft mute keys:** Select if you want to disable hard and soft mute keys.
- **Use pushback names for menus:** Use custom route names in the UGCX menus.
- **Show Hard/Soft Mute alerts:** Show hard/soft mute alerts in the Green Adventure Bar.
- **Automatically display map simulation view:** Automatically display top down map view when creating a custom route.

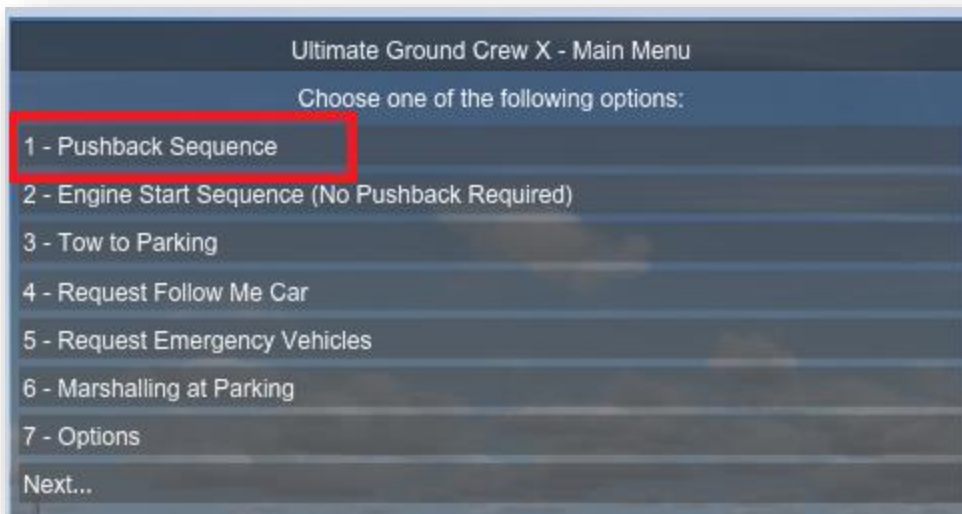
Step 6:

We are now setup and ready for pushback.

There are **two ways** you can trigger the pushback events:

1st Method

Select “**PUSHBACK SEQUENCE**” in the UGCX menu.



2nd Method:

Press whichever keyboard or joystick button you assigned to the **TOW PLANE (RELEASE)** event.

See the **OPTIONAL KEY ASSIGNMENTS** manual for more information.

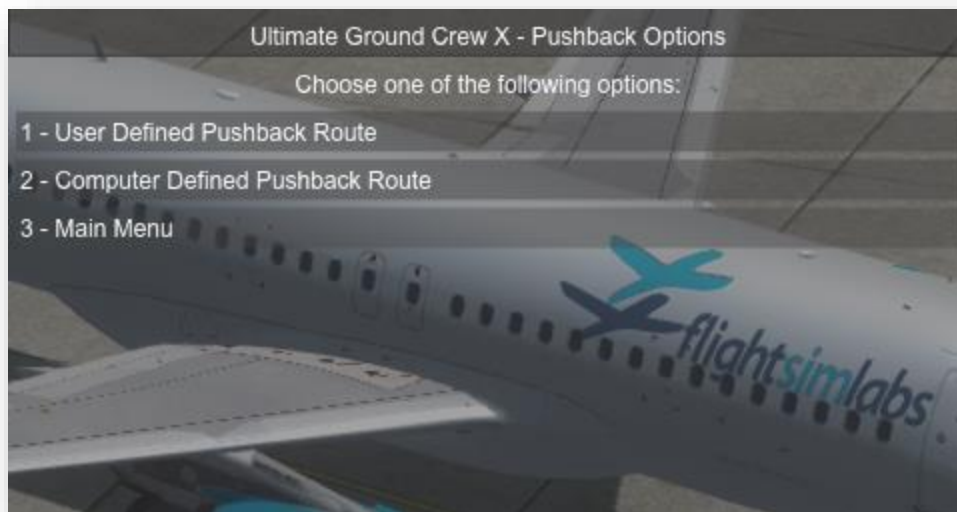
Note: If you select this method, you are limited to a **COMPUTER DEFINED PUSHBACK ROUTE**, meaning that you cannot create a custom route on the fly.

Step 7:

We are now setup and ready for pushback!

If using Menu Control, select the **COMPUTER DEFINED PUSHBACK ROUTE** to keep things simple.

If you want to create or edit a custom route, please see the **MANAGE CUSTOM PUSHBACK ROUTES** manual.



REMINDER: If you are using your keyboard or joystick button to trigger the pushback, the screen above will be skipped, and you will automatically go into **COMPUTER DEFINED PUSHBACK ROUTE** mode.

Attention NON-ENGLISH users: If you wish to speak in a language other than English, please consult **MANUAL #10** for the correct speech commands in your language.



Step 8:

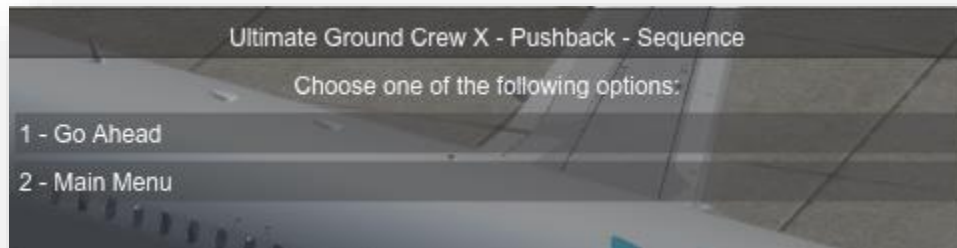
After you have triggered the pushback, the tug will connect to the aircraft and the ramp agents will take their position.

This can take a few moments, so be patient.

When the ramp agents are in position, the ramp agent will contact you.

RAMP AGENT: "GROUND TO FLIGHT DECK"

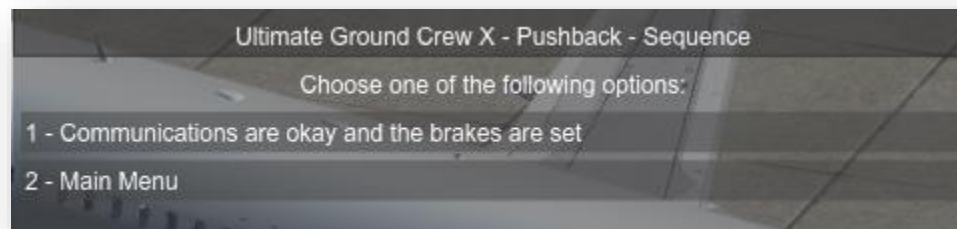
On the UGCX menu select **"GO AHEAD"**.



Step 9:

The ramp agent will ask you to do a communications check.

RAMP AGENT: "COMMUNICATION CHECK PLEASE AND CONFIRM THE BRAKES ARE SET"



Select **OPTION 1**.

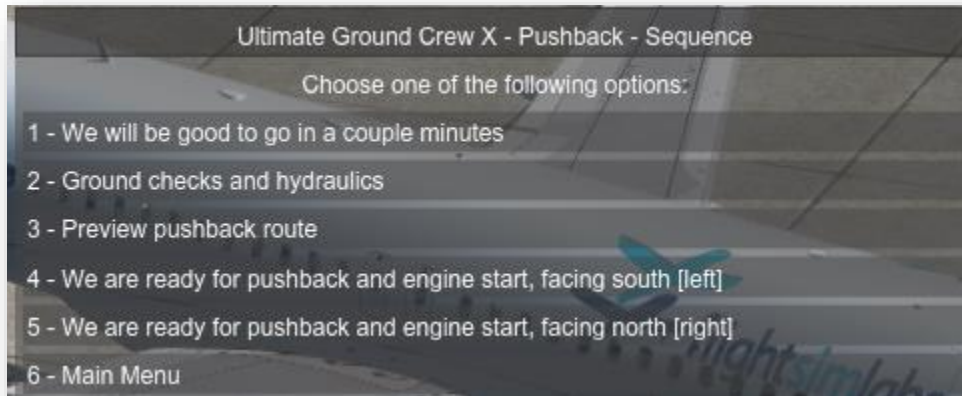
The ramp agent will respond **"THANKS"** and then the ramp agents move into position and await your further instructions.

At this point, you will need to contact the ramp agents when desired.

The agents will NOT contact you. You will need to open the UGCX menu to proceed.

Step 10:

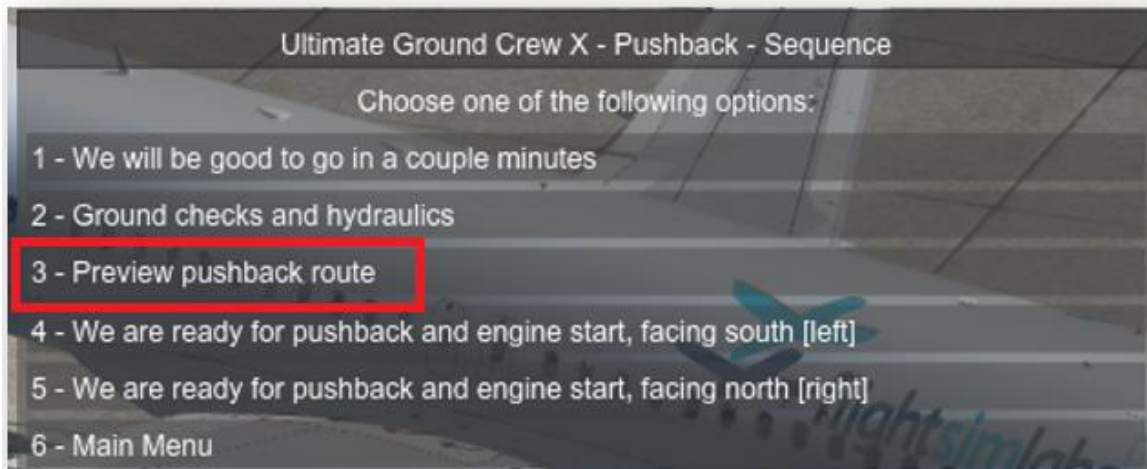
Prior to pushback, you can communicate with the ramp agent to update him on your status or request ground checks and clearance to pressurize the hydraulics.



Step 11:

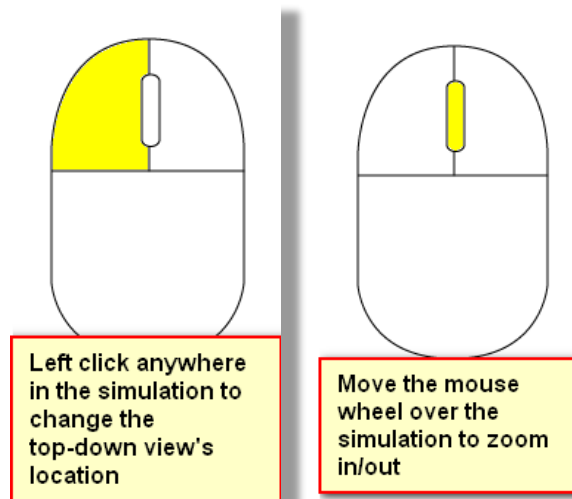
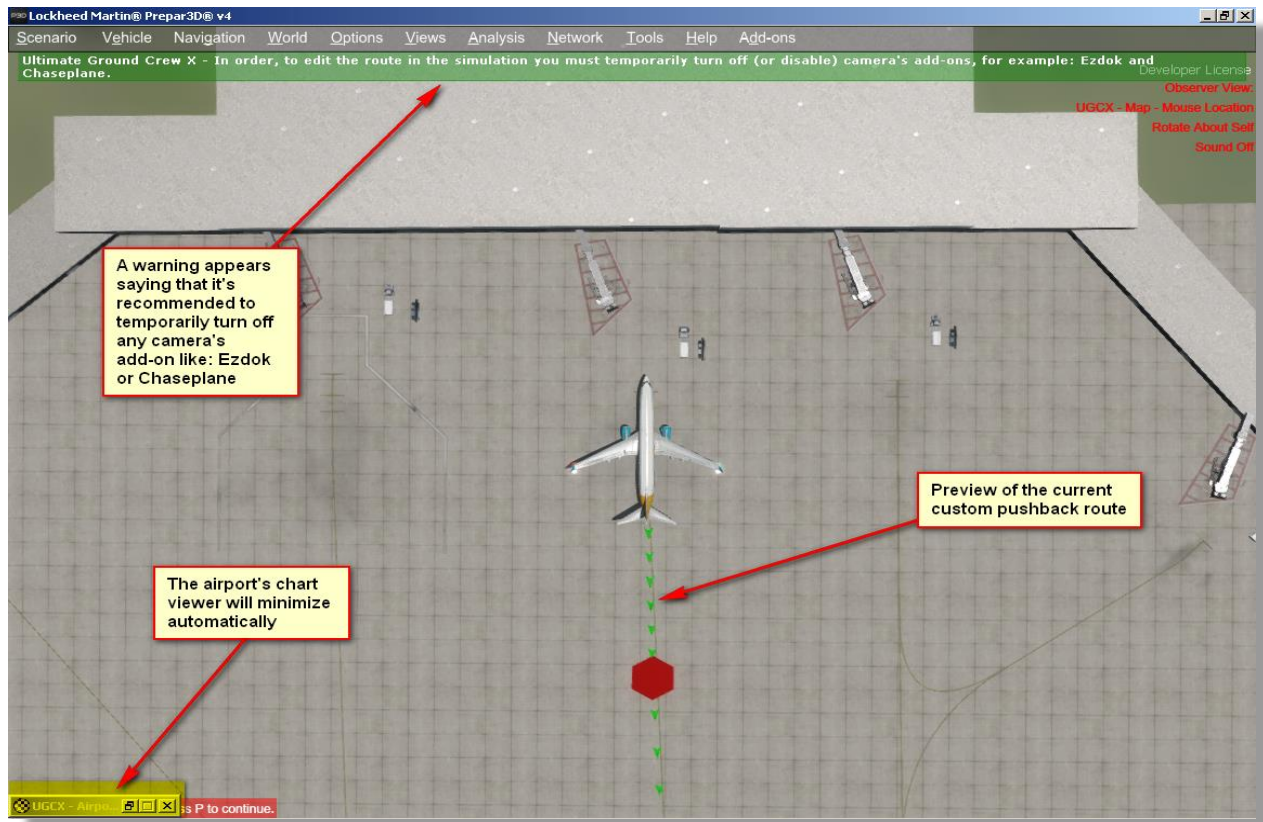
Prior to pushback, you may **preview** your pushback route and, if desired, select from a custom user created pushback route.

➔ **Menu Control** -Open the UGCX Menu, select **PREVIEW PUSHBACK ROUTE**.



After selecting "**Preview Pushback Route**" the "**Airport's Chart Viewer**" window will be shown and suddenly minimized automatically.

IMPORTANT: A warning is displayed saying that if you have any camera's add-on installed, like Ezdok, or Chaseplane, **you must temporarily disable (or turn it off)**. This is because the UGCX's custom top-down view could be affected as these camera's add-ons modify the camera view location.

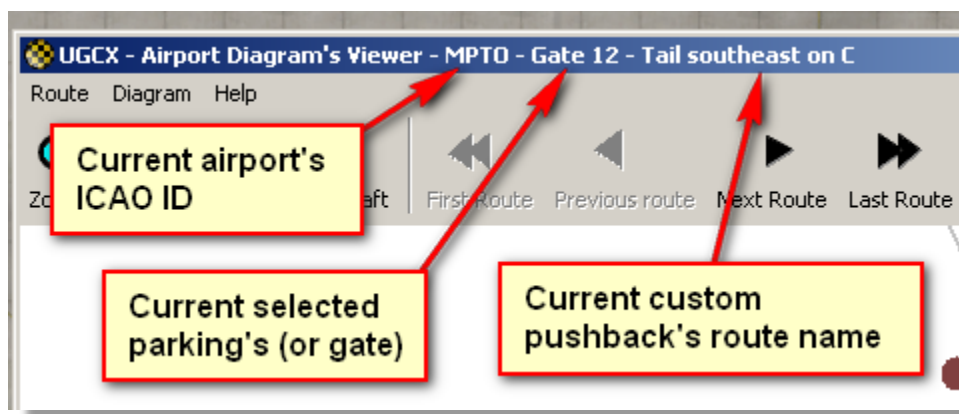
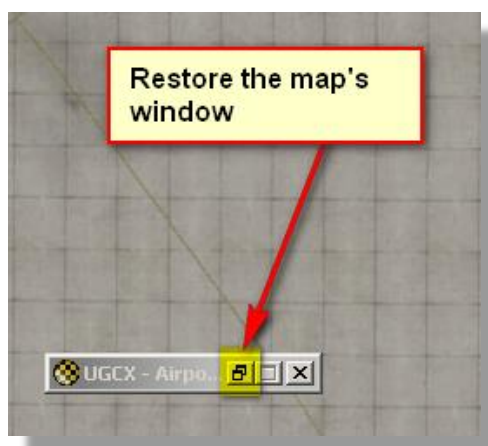


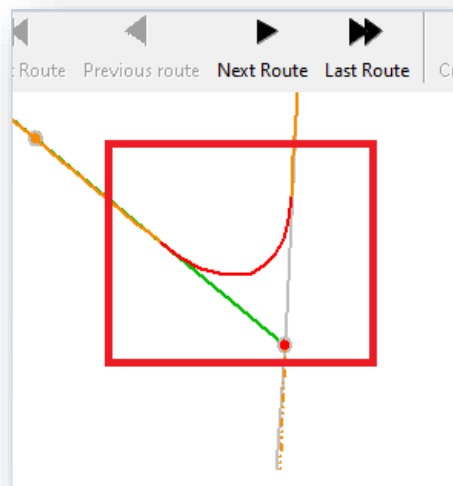
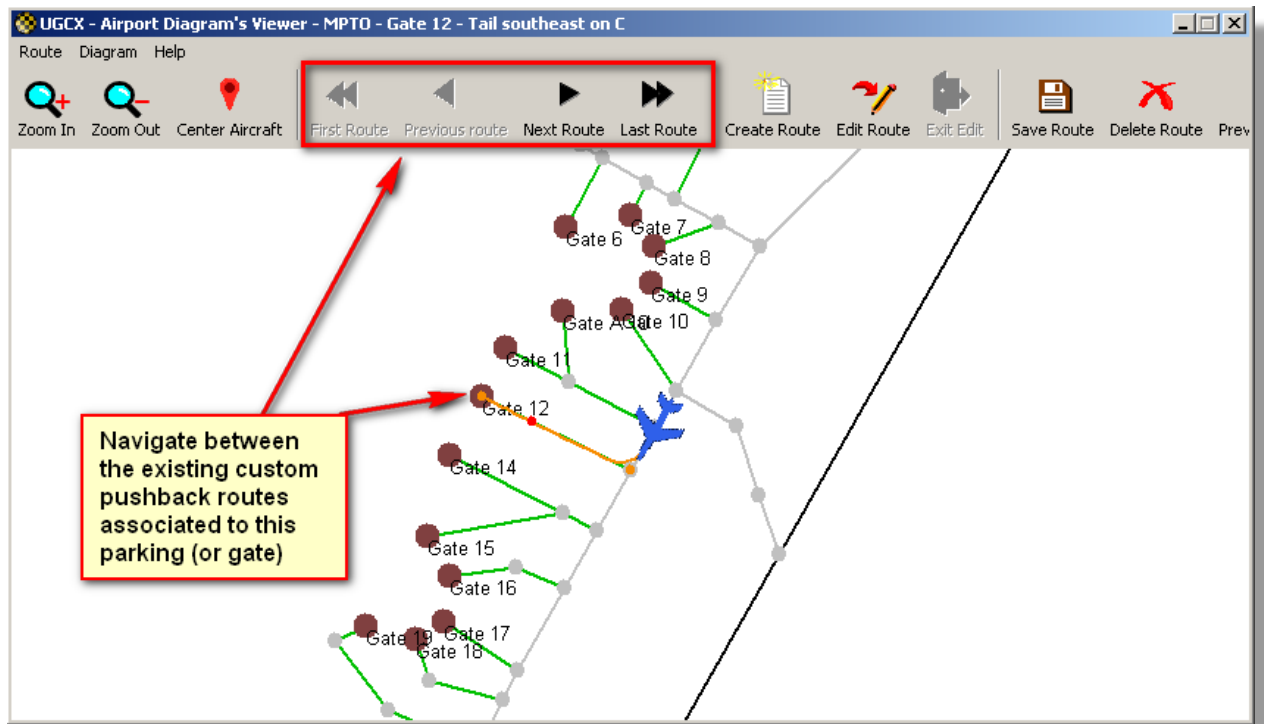
At this point you can navigate through the existing custom pushback routes associated with the selected parking spot by using the UGCX's hot keys. For more information, check out **Page 5** in the "**UGCX Manual Part 4 - Optional Key Assignments**" manual.

The initialization file entries that need to be configured are:

- **ShowNextRouteKey:** Show the next custom pushback route associated link to the currently selected parking spot.
- **ShowPrevRouteKey:** Show the previous custom pushback route associated with the currently selected parking spot

Or, if desired, you can restore the "**Airport's Chart Viewer**" window, and click on the toolbar's navigation buttons as shown below:



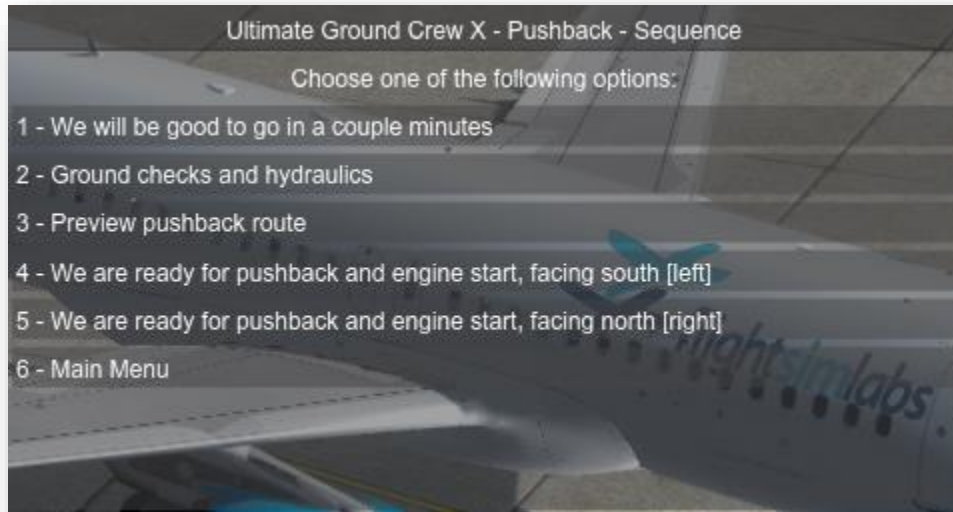


The RED CURVE indicates that the turn will be exceptionally tight. You may want to consider creating a CUSTOM ROUTE. The aircraft may overshoot the turn by a small margin.

Step 12:

We are now ready to start pushback!

It's easy! Just select the **OPTION 4** or **5** on the menu:

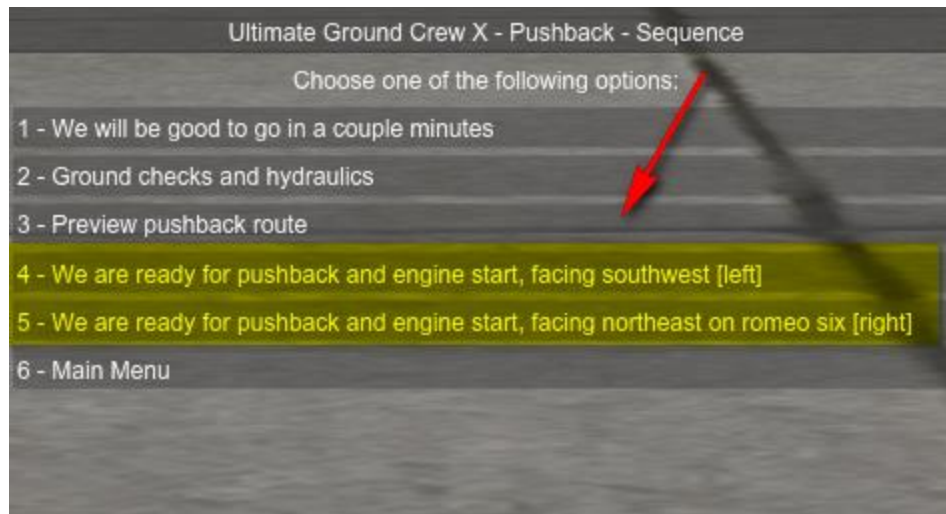


LONG AND SHORT ROUTE OPTIONS FOR MENUS:

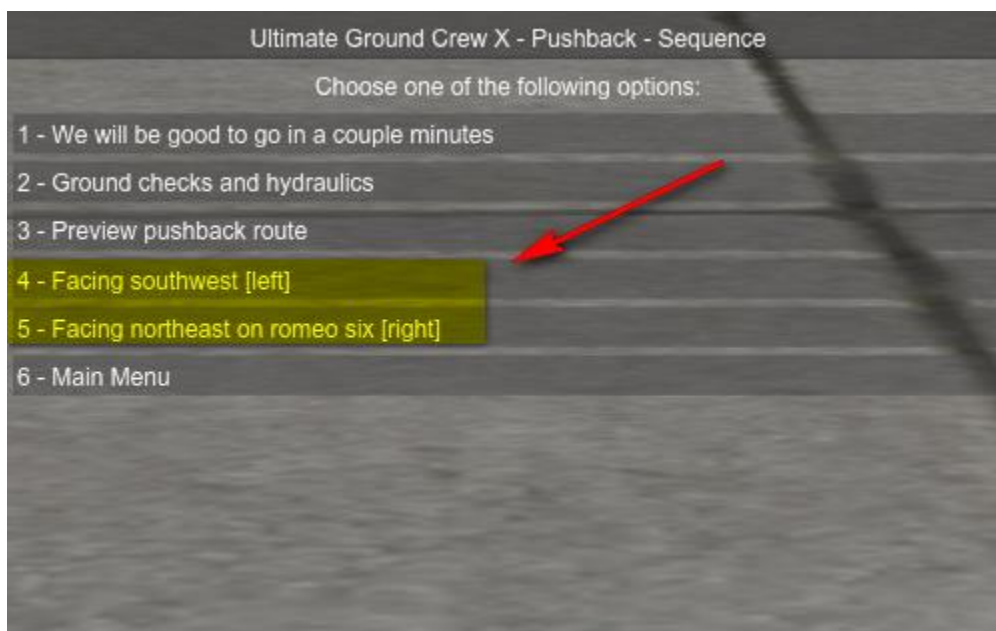
From version 1.7, there's a new option in the "Aircraft Profile Settings" window, named "Use pushback route's name for menus". This option shortens the display name in the menus.

☒ Use pushback route's names for menus

When the "Use pushback route's name for menus" option is unchecked, you will see something like this:



When the "Use pushback route's name for menus" option is checked, you will see something like this:



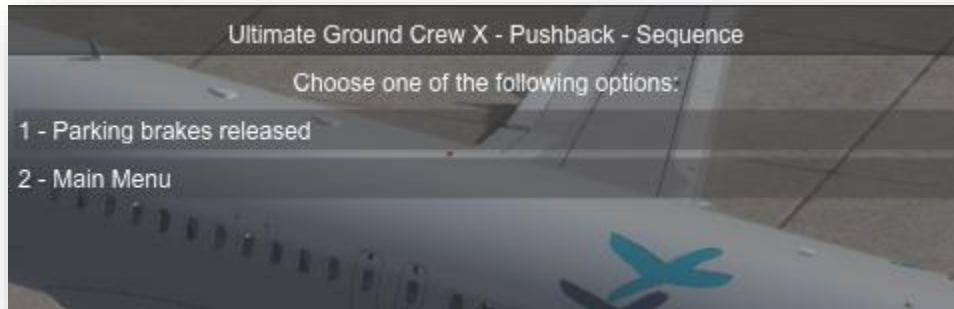
Step 13:

The ramp agent will confirm the direction, then tell you to release brakes.

RAMP AGENT: "RELEASE BRAKES".

After you've released the parking brakes:

Select **"PARKING BRAKES RELEASED"**.



VERY IMPORTANT – IF THE TUG FLIPS OVER THE PLANE!

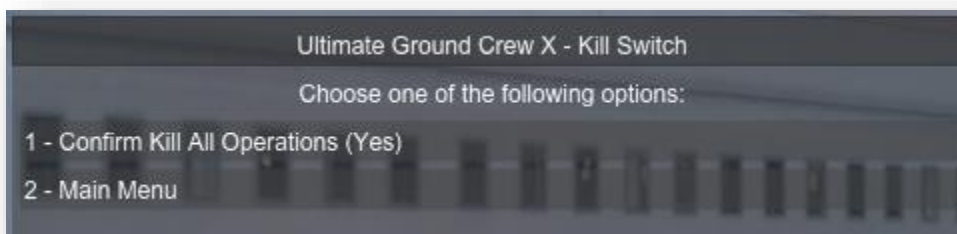
IF USING A MODEL THAT HAS **CHOCKS** (MOST PMDG'S, FS LABS, AEROSOFT AIRBUS, ETC),
DOUBLE CHECK THAT THE **CHOCKS ARE REMOVED** OR THE **TUG WILL FLIP YOUR PLANE OVER.**

ALSO ENSURE YOUR PARKING BRAKE IS OFF, OR THE PLANE WILL ALSO FLIP OVER!

If that happens, you must KILL all UGCX Operations and start over.

To **TERMINATE** all UGCX Operations:

➔ **Menu Control** -Locate the Kill Switch.



Step 14:

And the pushback commences!



Step 15:

When the pushback stops:

RAMP AGENT: “PUSHBACK COMPLETE, SET PARKING BRAKES PLEASE”

Select **BRAKE SET** in the menu.

The ramp agent will then disconnect the tug from the aircraft.

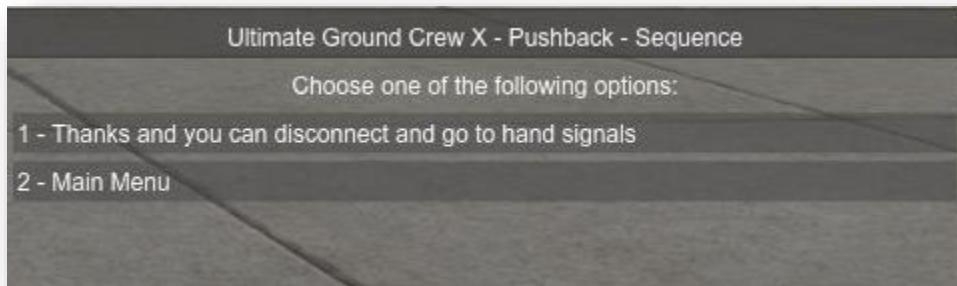


Step 16:

After the tow bar has been disconnected:

RAMP AGENT: "OKAY, THE TOW BAR IS DISCONNECTED AND THE EQUIPMENT IS CLEAR. WE WILL SEE ON THE LEFT / RIGHT SIDE WITH THE PIN"

Select **OPTION 1**.



The ramp agent will reply and tell you to have a safe flight.

The ramp agent will then display the bypass pin (if used) and he along with the rest of the ground crew will exit the area.



END OF TUTORIAL