



UGCX MANUAL PART 8

ENGINE START AT STAND TUTORIAL

-NON-PUSHBACK SCENARIO-

INTRODUCTION:

Another unique feature of UGCX is its ability to simulate non-pushback scenarios. For the example, the aircraft starts its engines at the stand, and then taxi's away without being pushed back.

Two variations of the Non-Pushback scenario are modelled:

1. **Engine start at stand using HAND SIGNALS**
2. **Engine start at stand using the aircraft's INTERCOM system (audio comms).**

If using the **INTERCOM** option, two additional sub-variations are available:

1. **Voice Control**
2. **Menu Control**

NON-PUSHBACK (ENGINE START) WALKTHROUGH:

Step 1:

If you want to use the **INTERCOM – VOICE CONTROL** interface, ensure you've trained your voice. Please see the **CONFIGURING VOICE CONTROL** manual for more information.

If you do not want to use **Voice Control**, you can use **Menu Control**.

Step 2:

Load the aircraft.

You **must be** at a parking spot. The scenario cannot be started while sitting on the runway!



Step 3:

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 also open the UGCX menu using 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.

FSX:

Assignment list:

Event	Keyboard	Joystick	Repeat
Tow plane (request)	T		

P3D:

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

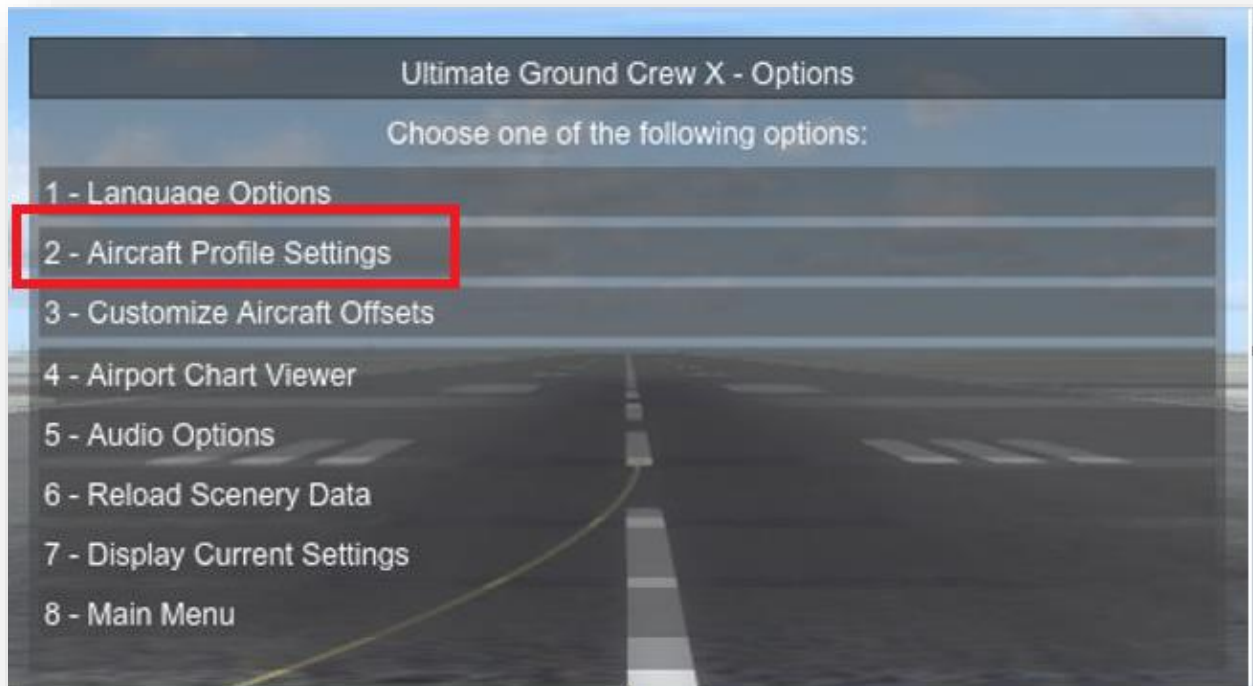
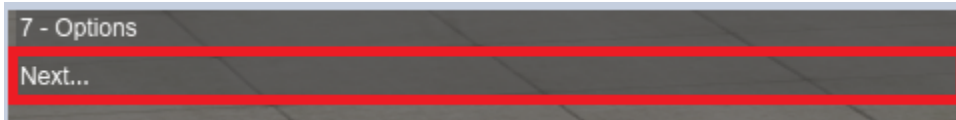
Please see the **OPTIONAL KEY ASSIGNMENTS** manual for more information.

Step 4:

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

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

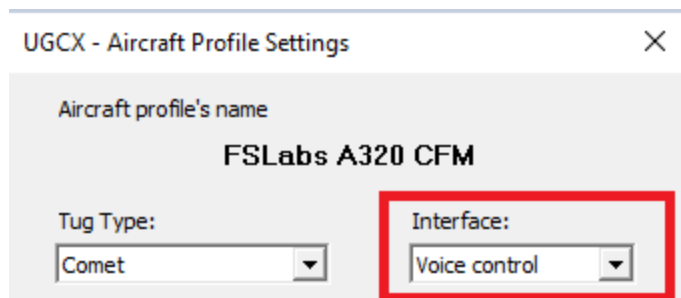
Click "**NEXT**" to get there.



Step 5:

On the **AIRCRAFT PROFILE SETTINGS** page, select your desired **INTERFACE** method.

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



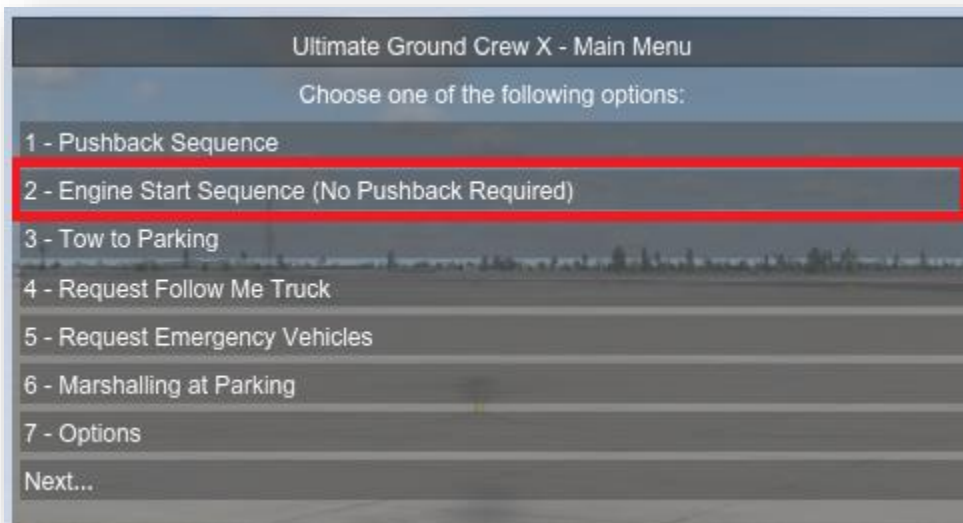
Step 6:

We are now to start the engines at the stand without pushing back.

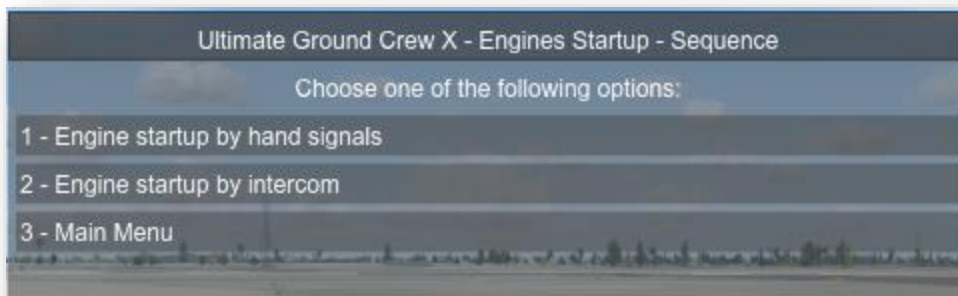
There are **two ways** to trigger this scenario:

1st Method

Select “**ENGINE START SEQUENCE (NO PUSHBACK REQUIRED)**” in the UGCX menu.



Then choose if you want to use **hand signals** or the **intercom**:



2nd Method

You can skip the UGCX main menu by using keyboard or joystick buttons.

If you want to use **HAND SIGNALS**:

➔ Press the key or joystick button you assigned to **TAIL WHEEL (LOCK/UNLOCK)**.

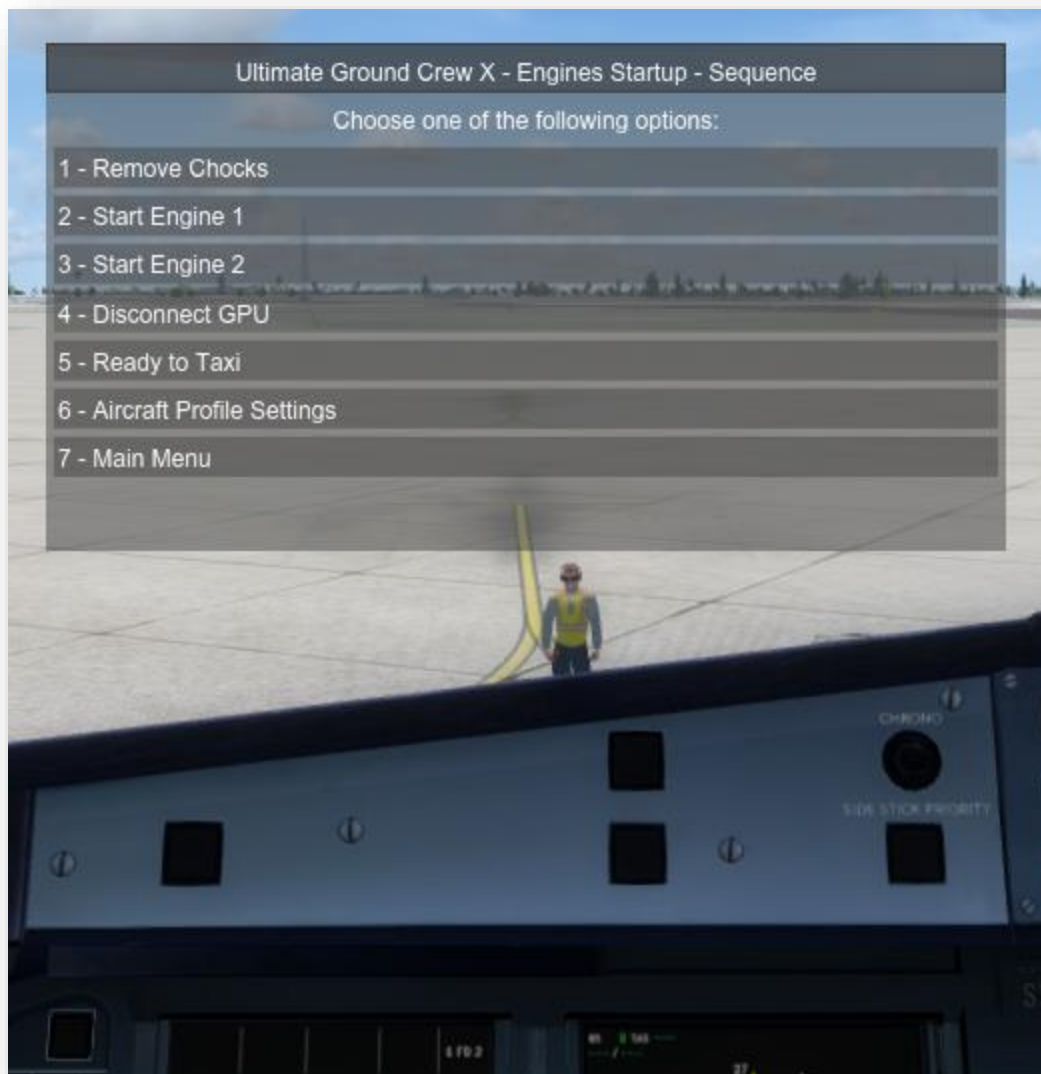
If you want to use the **INTERCOM**:

➔ Press the key or joystick button you assigned to **LAUNCH BAR (EXTEND/RETRACT)**

See the **OPTIONAL KEY ASSIGNMENTS MANUAL** for more information on how to setup these assignments.

Step 5A – IF USING HAND SIGNALS:

If you selected **HAND SIGNALS**, the scenario will begin with the ramp agent moving to the front of the aircraft.



Then it's just a matter of making your selections on the menu.

The ramp agent will use the appropriate real-life hand signals in response to your request.

Please watch the **UGCX Training Videos** for more information on the animated hand signals.

<https://www.youtube.com/c/UltimateGroundCrewXOfficial>

NOTE: Due to interface limits, the ramp agent CANNOT physically remove the chocks or GPU from 3rd party aircraft. For now, you will need to do that on your own.

When you're ready to taxi, select "**READY TO TAXI**".

The ramp agent will salute you and exit the area.

Step 5A – IF USING THE INTERCOM (MENU & VOICE CONTROL):

If you selected **INTERCOM**, the ramp agent will move to the right front side of the aircraft. He can't go too far from the aircraft because his headset is attached to the aircraft (cord not modeled).

Instead of using hand signals to communicate with the ramp agent, you will use audio communications via the aircraft's intercom system.



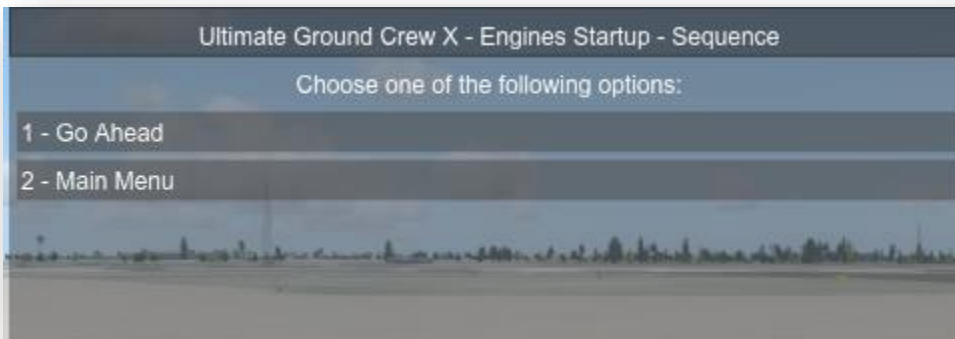
Attention NON-ENGLISH users: If you wish to speak in a language other than English, please consult MANUAL #10 for the correct speech commands in your language.



RAMP AGENT: "GROUND TO FLIGHT DECK"

Open the UGCX menu and select "GO AHEAD".

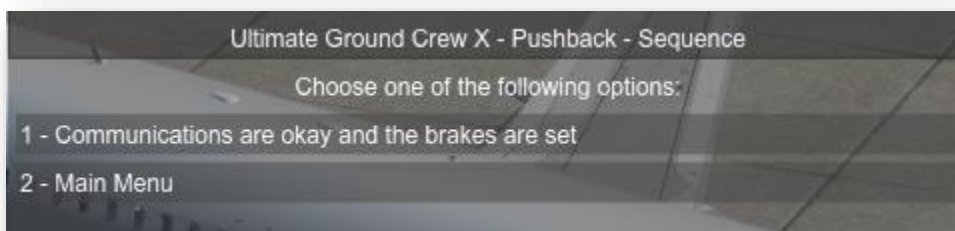
- ➔ **Voice Control** -Speak: "GO AHEAD"
- ➔ **Menu Control** - Open the UGCX menu and select "GO AHEAD".



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

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

- ➔ **Voice Control** -Speak: "COMMUNICATIONS ARE OKAY AND THE BRAKES ARE SET"
- ➔ **Menu Control** - Open the UGCX menu and select "COMMUNICATIONS ARE OKAY AND THE BRAKES ARE SET".



Prior to engine start, you can communicate with the ramp agent to update him on your status.
This is purely optional!

➔ **Voice Control** -Speak either of these phrases:

“GROUND FROM COCKPIT”

“GROUND FROM FLIGHT DECK”

“FLIGHT DECK TO GROUND”

After the ramp agent says, “GO AHEAD”, choose from the following optional phrases:

“WE WILL BE READY IN A FEW MINUTES”

“WE WILL BE READY SHORTLY”

“WE WILL BE GOOD TO GO IN A COUPLE MINUTES”

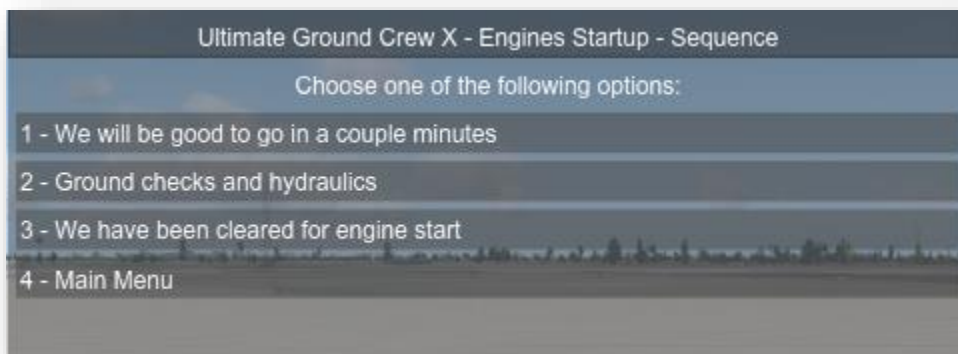
“WE WILL BE READY IN A MINUTE”

If you want clearance to pressurize the hydraulics:

“CONFIRM ALL GROUND CHECKS COMPLETE AND WE’RE CLEARED TO PRESSURIZE THE HYDRAULICS”.

The ramp agent will reply accordingly.

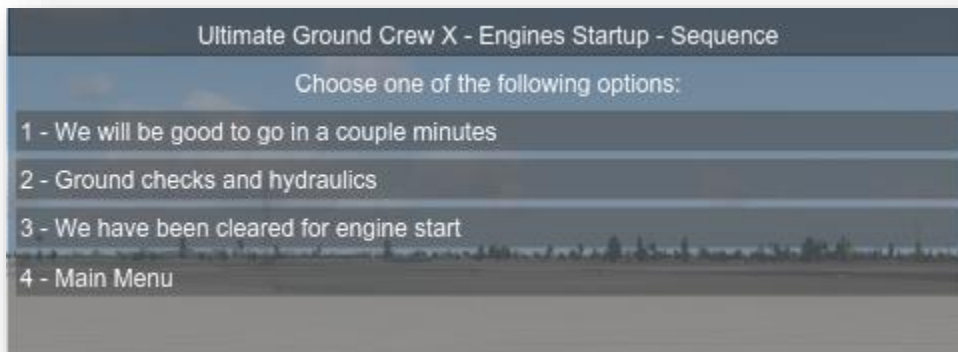
➔ **Menu Control** -Choose from the menu:



When ready for engine start:

➔ **Voice Control** -Speak: “WE HAVE BEEN CLEARED FOR ENGINE START”

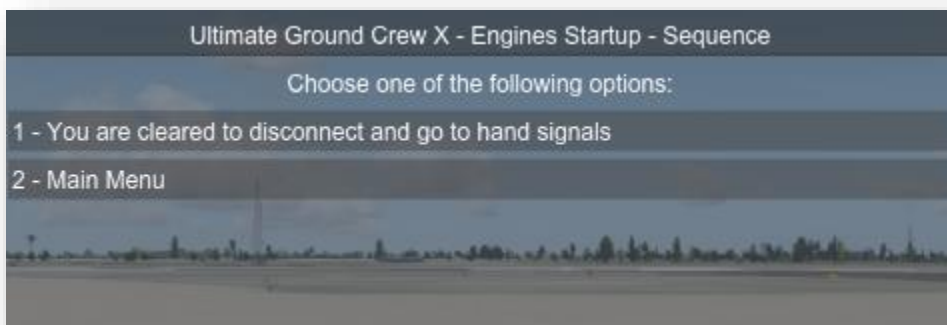
➔ **Menu Control** - Open the UGCX menu and select “WE HAVE BEEN CLEARED FOR ENGINE START”.



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When engine start has completed:

- ➔ **Voice Control** -Speak: **"YOU ARE CLEARED TO DISCONNECT AND GO TO HAND SIGNALS"**
- ➔ **Menu Control** - Open the UGCX menu and select **"YOU ARE CLEARED TO DISCONNECT AND GO TO HAND SIGNALS"** when the engine start sequence is complete.



The ramp agent will salute you and exit the scene.



END OF TUTORIAL