



UGCX MANUAL PART 14

EXTERNAL CAMERA'S VIEWS

NEW FEATURE (PREPAR3D V4 ONLY):

This feature is basically a collection of cameras installed around the ground crew, so you can see the ground operations from different points of view and angles, as if you were part of the scene. You can cycle between these views using a hot key assignment that is configured in the UGCX initialization file.

The external camera's views are a feature that is **only available starting from Prepar3D v4. This feature is not available in FSX.**

You can enjoy this new feature without the need to use any third-party camera's add-ons like: **Ezdok** neither **Chaseplane**.

Also, you need to know that there is currently no way of changing the external camera's position and orientation, but that may change in a future version.

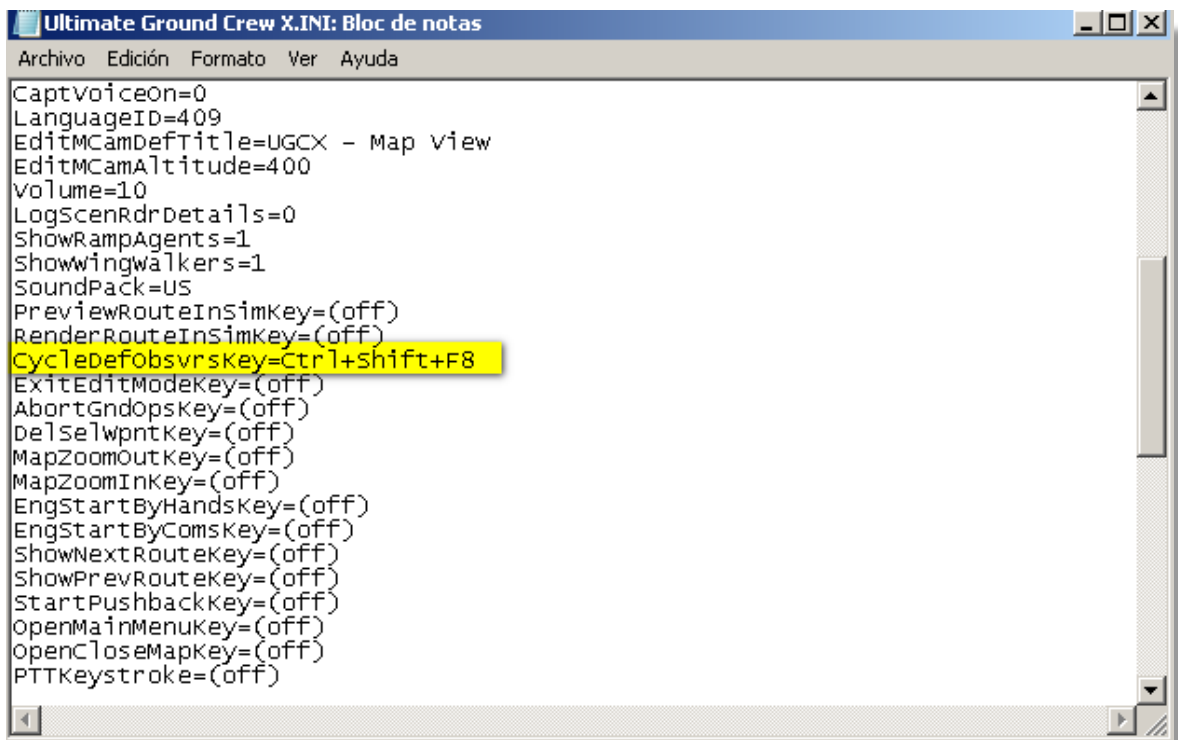
IMPORTANT: You are able to cycle between the different ground crew's external cameras only during UGCX ground operations, that means, when UGCX's ramp agents and tug are present in the simulation. You also need to have configured the "**CycleDefObsvrsKey**" entry in your "**Ultimate Ground Crew.ini**" file.

CONFIGURING THE HOT KEYS:

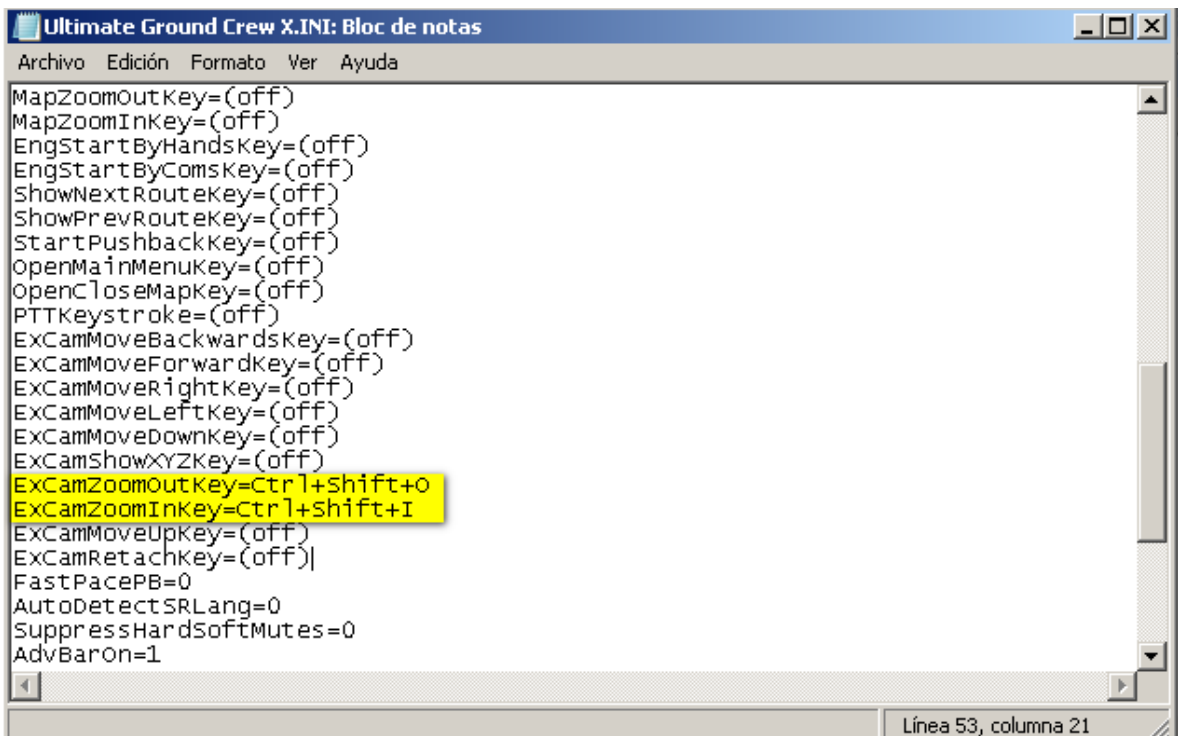
To configure a key to cycle between the different ground crew's external cameras, you must assign a keystroke combination to the "**CycleDefObsvrsKey**", "**ExCamZoomOutKey**" and "**ExCamZoomInKey**" entries in your "**Ultimate Ground Crew.ini**" file.

- **CycleDefObsvrsKey:** Navigate (or cycle) between the different external camera attached to the tug or ramp agent in the simulation.
- **ExCamZoomOutKey:** Zooms out the current external camera.
- **ExCamZoomInKey:** Zooms in the current external camera.

For more information, check out the "**UGCX Manual Part 4 - Optional Key Assignments**" manual on [page 5](#). Your initialization file should look like the example below, after you assign a keystroke combination to the "**CycleDefObsvrsKey**", "**ExCamZoomOutKey**" and "**ExCamZoomInKey**" entries:

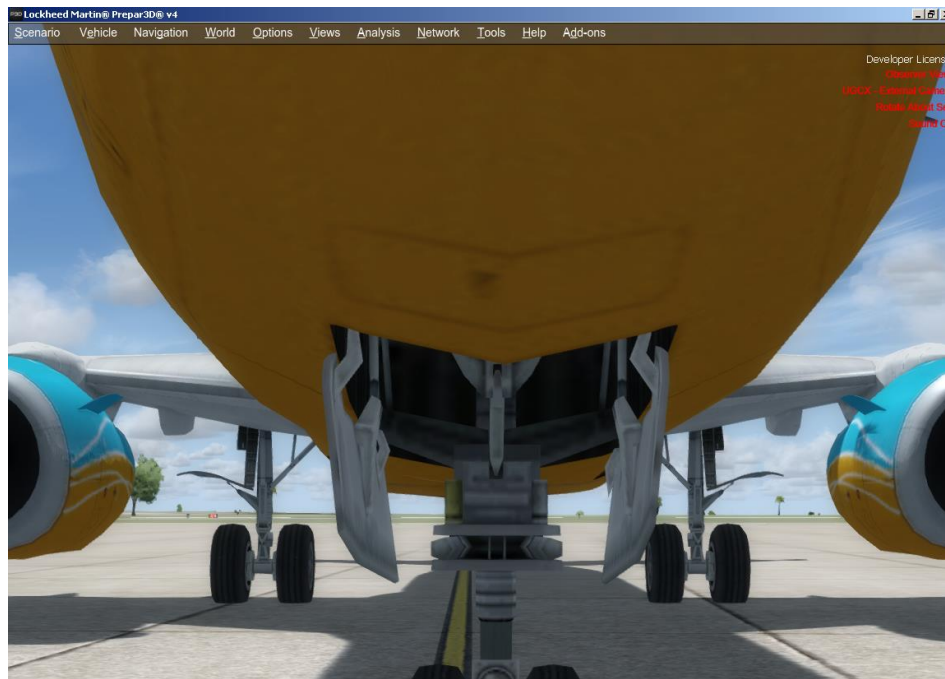


```
Ultimate Ground Crew X.INI: Bloc de notas
Archivo Edición Formato Ver Ayuda
CaptVoiceOn=0
LanguageID=409
EditMCamDefTitle=UGCX - Map view
EditMCamAltitude=400
Volume=10
LogScenRdrDetails=0
ShowRampAgents=1
ShowWingwalkers=1
SoundPack=US
PreviewRouteInSimKey=(off)
RenderRouteInSimKey=(off)
CycleDefObsvrKey=Ctrl+Shift+F8
ExitEditModeKey=(off)
AbortGndOpsKey=(off)
DeSelWpntKey=(off)
MapZoomOutKey=(off)
MapZoomInKey=(off)
EngStartByHandsKey=(off)
EngStartByComsKey=(off)
ShowNextRouteKey=(off)
ShowPrevRouteKey=(off)
StartPushbackKey=(off)
OpenMainMenuKey=(off)
OpenCloseMapKey=(off)
PTTKeyStroke=(off)
```

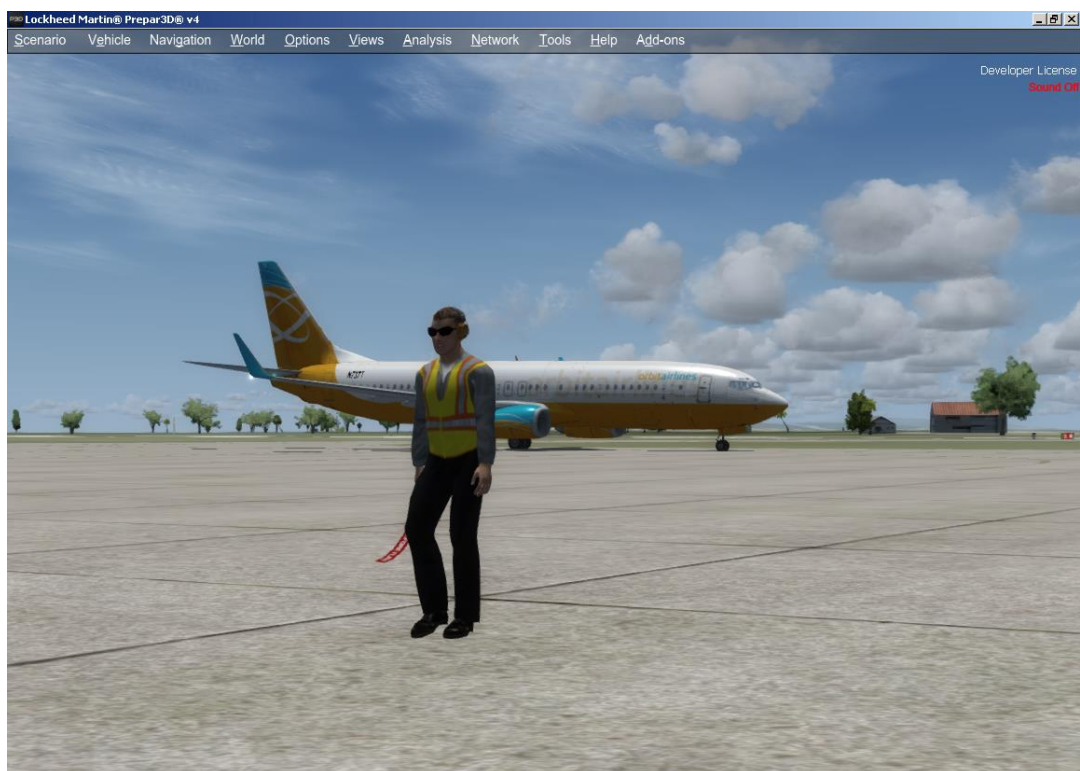
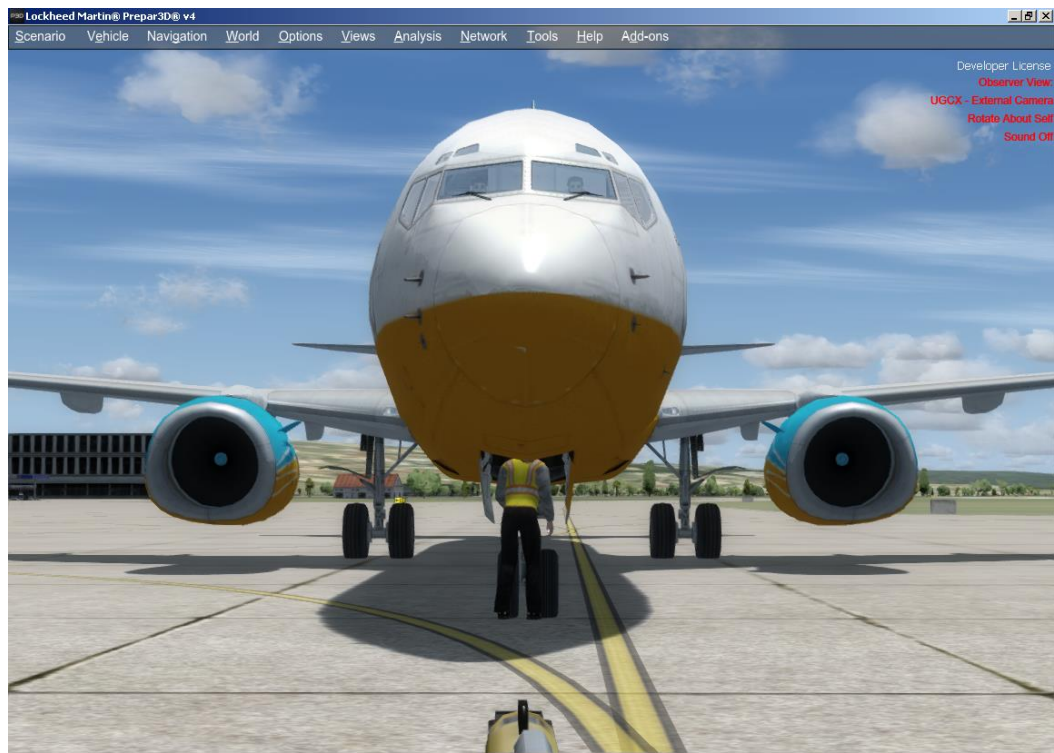


```
Ultimate Ground Crew X.INI: Bloc de notas
Archivo Edición Formato Ver Ayuda
MapZoomOutKey=(off)
MapZoomInKey=(off)
EngStartByHandsKey=(off)
EngStartByComsKey=(off)
ShowNextRouteKey=(off)
ShowPrevRouteKey=(off)
StartPushbackKey=(off)
OpenMainMenuKey=(off)
OpenCloseMapKey=(off)
PTTKeyStroke=(off)
ExCamMoveBackwardsKey=(off)
ExCamMoveForwardKey=(off)
ExCamMoveRightKey=(off)
ExCamMoveLeftKey=(off)
ExCamMoveDownKey=(off)
ExCamShowXYZKey=(off)
ExCamZoomOutKey=Ctrl+Shift+O
ExCamZoomInKey=Ctrl+Shift+I
ExCamMoveUpKey=(off)
ExCamRetachKey=(off)
FastPacePB=0
AutoDetectSRLang=0
SuppressHardSoftMutes=0
AdvBaron=1
Línea 53, columna 21
```

EXTERNAL CAMERAS SCREENSHOTS:









END OF TUTORIAL