



UGCX MANUAL PART 4

KEY ASSIGNMENTS (OPTIONAL)

PREFACE

Optional key assignments are available to control select UGCX functions. These assignments are not required as you can interface with UGCX using your mouse, but they can be handy time savers or useful if you are using a home cockpit with limited access to a mouse and keyboard.

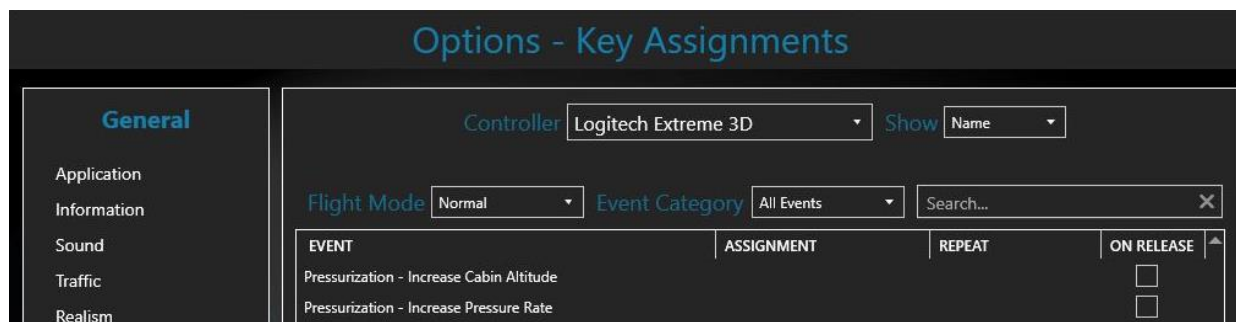
Key assignments are created by connecting UGCX commands to “Events” in the FSX and P3D key assignments menus as shown below.

These “events” have no impact on the simulation since, for example, you’ll never be pushing back a glider or a tail dragger, so they can be safely used.

FSX: SETTINGS – CONTROLS MENU:



P3D: OPTIONS – KEY ASSIGNMENTS



When creating a key assignment, it's **highly recommended to use a simple single letter for the assignment**. Do not use periods or commas or obscure characters or complex combinations.

For example, we suggest using the “T” key for the event used to open and close the UGCX menu.

Keep it simple!

FSX:

Assignment list:

Event	Keyboard	Joystick	Repeat
Tow plane (request)	T	.	.

P3D:

ToggleDesignator	
Tow plane (request)	T

If desired, you can also connect the key assignment to a joystick button.

If using a complex joystick, you may need to use FSUIPC connect the event to your joystick button.

If you find that your key assignment doesn't work, try using a different key. And, again, use a simple key assignment.

KEY ASSIGNMENTS LIST

The UGCX command is highlighted in grey.

The associated FSX/P3D event is indicated by the arrow symbol.

OPEN / CLOSE MENU:

- TOW PLANE (REQUEST)

REQUEST PUSHBACK (COMPUTER DEFINED ROUTE):

- TOW ROPE(RELEASE)

REQUEST ENGINE STARTUP (NON-PUSHBACK) USING HAND SIGNALS:

- TAIL WHEEL (LOCK/UNLOCK)

REQUEST ENGINE STARTUP (NON-PUSHBACK) USING VOICE COMMUNICATIONS:

- LAUNCH BAR (EXTEND/RETRACT)

HARD MUTE (VOICE CONTROL ONLY):

- ALTERNATE STATIC SOURCE (ON/OFF)

SOFT MUTE (VOICE CONTROL ONLY):

- PROPELLER SYNC (ON/OFF)

HARD AND SOFT MUTE NOTES:

Hard and Soft Mute are only used in Voice Control.

HARD MUTE:

Hard Mute will prevent the speech recognition system from acting on any detected speech input. It functions like an on/off switch.



SOFT MUTE:

Soft Mute is useful for users flying in an on-line ATC environment. Have your soft mute key assignment share your Push-to-talk key assignment to prevent UGCX from acting on speech inputs made while talking to ATC.

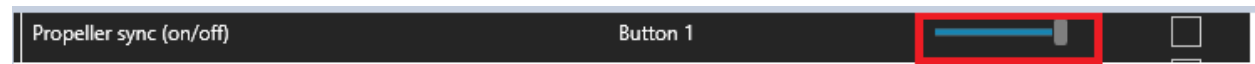


If using a **joystick button** for Soft Mute, you must set the **REPEAT SLIDER** to **FULL RIGHT** in the FSX/P3D event assignments menu.

FSX:



P3D:



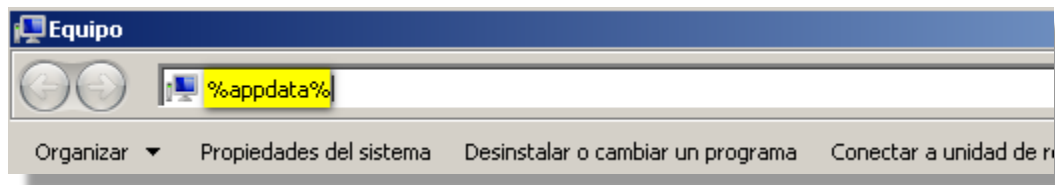
CUSTOM KEY EVENT ASSIGNMENTS:

For most users, the stock glider and carrier operations key events are acceptable. However, some users may find these key event assignments problematic because they perform glider and/or carrier operations in the simulation.

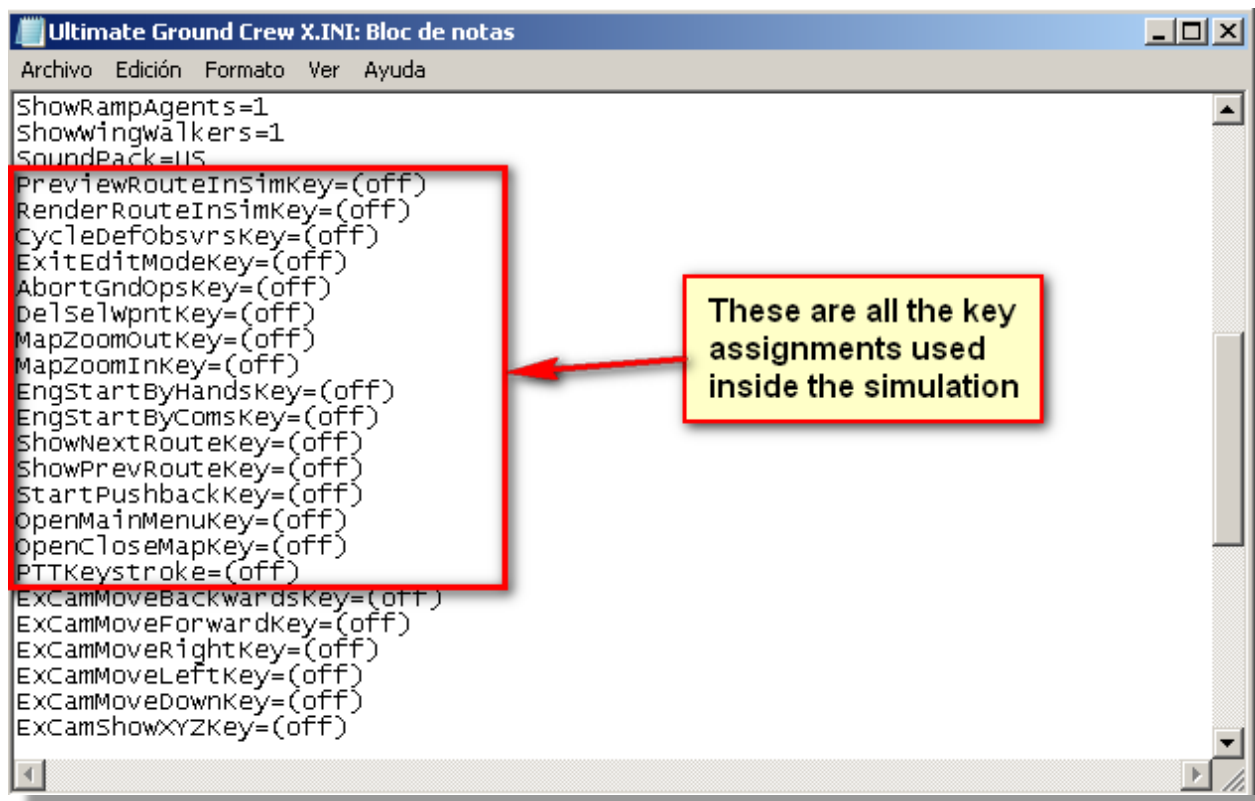
In these cases, UGCX provides a custom key assignment option: users can **“decouple”** glider and carrier key events from UGCX. To assign custom key events, the user must modify the **“Ultimate Ground Crew.ini”** file located in the **“AppData”** folder:

C:\Users\<Your account's username>\AppData\Roaming\Ultimate Ground Crew

Tip: If you don't know how to locate your **“AppData” folder, you can write **“%appdata%”** in Windows Explorer, then hit **Enter** on your keyboard:*



The initialization file can be edited using the Windows Notepad or any text editor application. These are the custom key events assignments:



These key assignments by default are turned **OFF**, meaning that they are either disabled or mapped to simulation's glider and carrier operation events. If you have an issue with these tied events because you need to "decouple" or separate the glider and carrier operations events from UGCX events, you can create your own key assignments by editing these key assignments in the Ultimate Ground Crew initialization file.

The following table describes all the custom key assignments shown the above graphic.

UGCX - Custom Key Events Assignments	
Initialization File's Entries	Description
OpenMainMenuKey	Open and close the UGCX main menu
OpenCloseMapKey	Open and close the airport map
MinRestMapWindow	Minimize/restore the airport's map window
PTTKeyStroke	Push-To-Talk key (for voice control)
StartPushbackKey	Start (or call) the pushback ground service (computer defined route)
EngStartByHandsKey	Start (or call) the engine startup at stand using hands signals (no pushback)
EngStartByComsKey	Start (or call) the engine startup at stand using the intercom (no pushback)
AbortGndOpsKey	Abort (or kill) any active ground service
DelSelWpntKey	Deletes the current selected waypoint when editing the custom pushback route directly in the simulation (top-down view)
MapZoomOutKey	Zooms out the UGCX airport map
MapZoomInKey	Zooms in the UGCX airport map
ShowNextRouteKey	Show the next custom pushback associated to the current selected parking spot
ShowPrevRouteKey	Show the previous custom pushback associated to the current selected parking spot
ExitEditModeKey	Exit from the edit custom pushback mode. This only works when editing the custom pushback route directly in the simulation (top-down view)
CycleDefObsvrsKey	Show the next external camera attached to the tug or ramp agent in the simulation. (Prepar3D v4 ONLY)
PreviewRouteInSimKey	Shows (or hides) the preview of the current pushback route in the simulation
RenderRouteInSimKey	Updates (or refreshes) the current custom pushback preview in the simulation
ExCamZoomOutKey	Zooms out the current external camera attached to the tug or ramp agent in the simulation (Prepar3D v4 ONLY)
ExCamZoomInKey	Zooms in the current external camera attached to the tug or ramp agent in the simulation (Prepar3D v4 ONLY)

Each of these custom key events must be assigned using the following rule (or syntax):

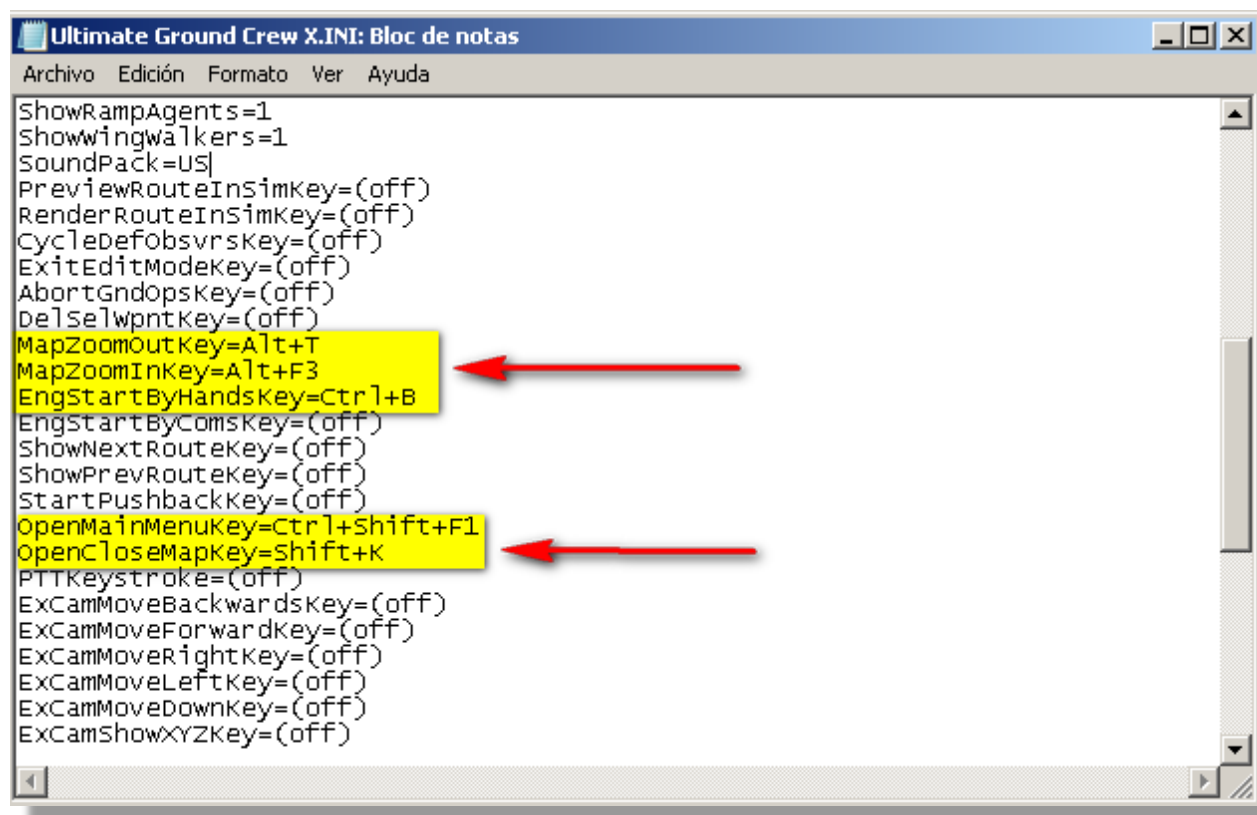
[Modifier(s)] + [Keyboard key]

What is a **"modifier"**? A modifier is either: **Ctrl**, **Shift**, or **Alt**, or (*a combination of them*). A keyboard key is any letter: **A, B, C, D....Z** or **F1, F2, F3..., F12**. The modifiers and key letters must be separated using a **"+"** (*plus sign*). Using this syntax, you can assign keystroke combinations like these examples:

- OpenMainMenuKey=**Ctrl+Shift+F1**
- OpenCloseMapKey=**Shift+K**
- MapZoomInKey=**Alt+F3**
- MapZoomOutKey=**Alt+T**
- EngStartByHandsKey=**Ctrl+B**

To use a joystick button, use this example syntax: **joystick:0:button:1**

Note that joystick button index's start with 0, so if you want to assign button #2 you need to insert 1.



END OF TUTORIAL