



UGCX MANUAL PART 5

CONFIGURING VOICE CONTROL

SETTING UP SPEECH RECOGNITION:

Not everyone wants to use the Menu Control.

Some people want to use Voice Control to talk with the ground crew.

A major and very unique feature of UGCX is its ability to accommodate speech recognition in languages other than English.

If you are, for example, a German, you may speak in native German rather than English.

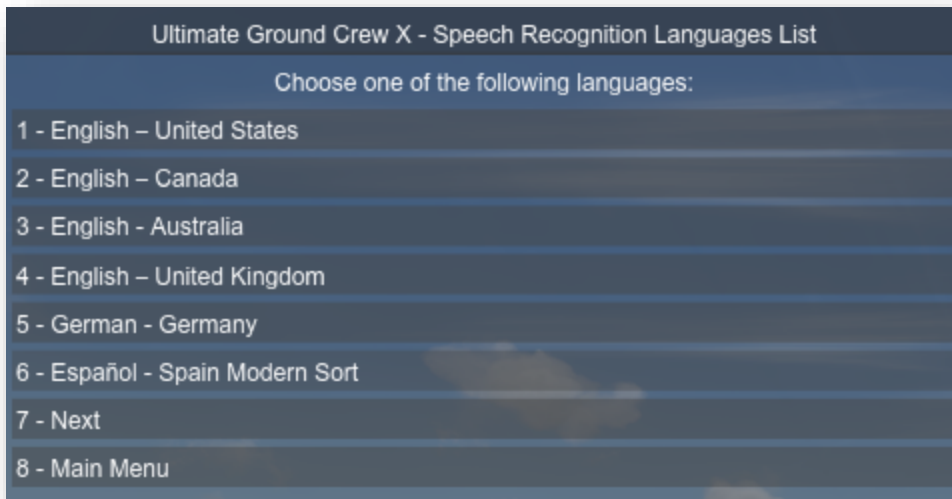
The same applies for native French and Spanish speakers.

With Windows 10, setting up Voice Control (Speech Recognition) is easy.

UGCX supports Speech Recognition in the following languages:

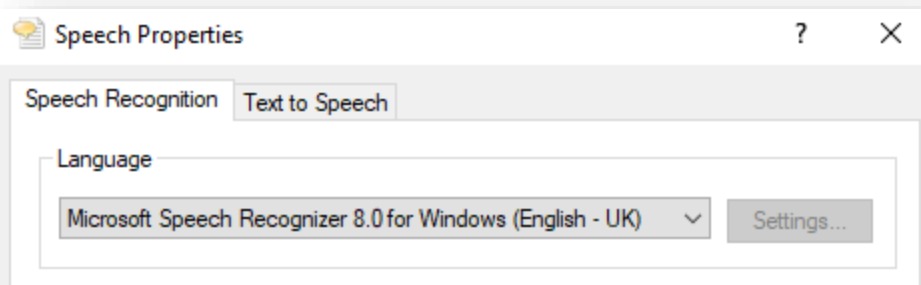
- **ENGLISH – US**
- **ENGLISH – CA**
- **ENGLISH – AU**
- **ENGLISH – UK**
- **GERMAN**
- **FRENCH**
- **SPANISH**

IN SUMMARY, MOST USERS WILL **NOT** NEED TO SET THEIR SPEECH RECOGNIZER TO **ENGLISH – US**. MOST NON-AMERICAN USERS WILL BE ABLE TO KEEP THEIR ORIGINAL LANGUAGE SETTING, SUCH AS **ENGLISH – UK, GERMAN, FRENCH, ETC**, AS PER THE ABOVE LIST.

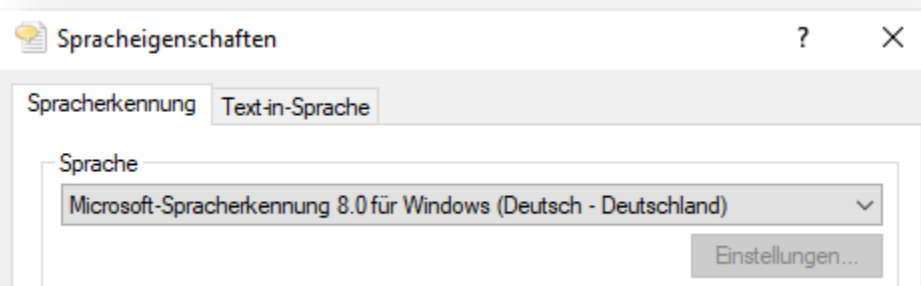


UGCX LANGUAGE OPTIONS screens. Here you can select your desired language. If using **VOICE CONTROL**, your speech recognizer must **MATCH** your language selection.

EXAMPLE: If selecting “**ENGLISH – UNITED KINGDOM**,” you must have **ENGLISH UK** selected in the Window Speech Recognizer, as shown below:



If you want to speak in GERMAN, your Windows Speech Recognizer setting would need to look like this:



IMPORTANT! If for example you select GERMAN for the language, and you select VOICE CONTROL in your AIRCRAFT PROFILE.... BUT.... your Windows speech recognizer is set to a language OTHER than GERMAN, UGCX will force the system back into your ORIGINAL language.

This logic only applies to VOICE CONTROL. In MENU CONTROL, your speech language setting does not matter.

We cannot offer speech recognition in other languages, for example Italian or Russian, because Microsoft does not support speech recognition for these and most other languages.

Moreover, please note that if you are using an **'FS2Crew' voice-controlled flight crew program** at the same time as UGCX, FS2Crew is limited to using the **ENGLISH-US** setting. So, if you want to keep using FS2Crew, you must stick with ENGLISH-US.

To see which Language your speech recognizer is set to, please locate the **"Advanced speech options"** panel in Windows:

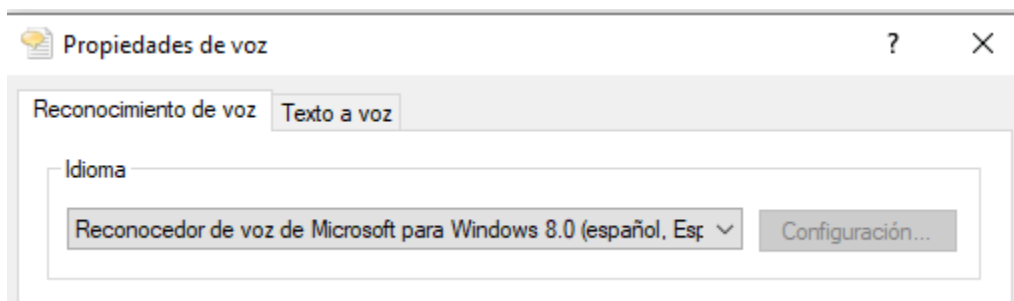
It's located in:

Control Panel\Ease of Access\Speech Recognition -> Advanced speech options



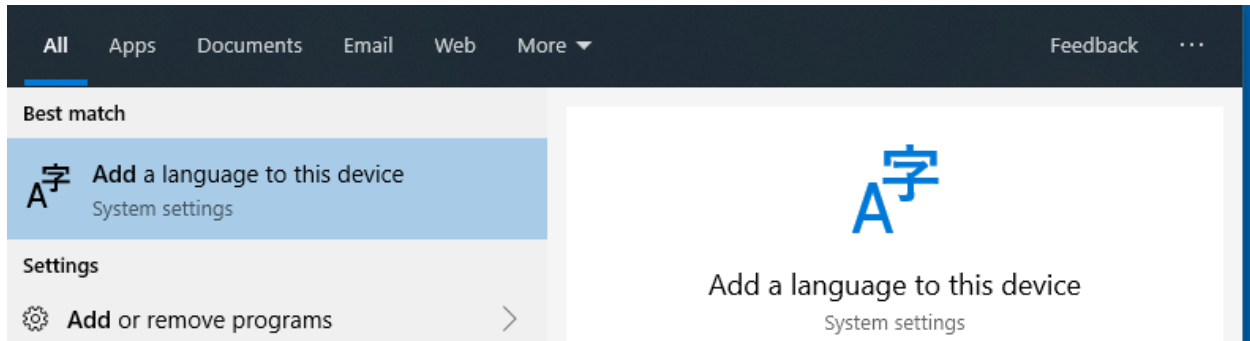
In the example above, the Speech Recognizer language is set to **ENGLISH – US**.

In the example below, the Speech Recognizer is set to Spanish (**ESPAÑOL**), and the user would be able to speak in Spanish.



HOW TO INSTALL ‘ENGLISH – US’, OR ANOTHER SUPPORTED LANGUAGE:

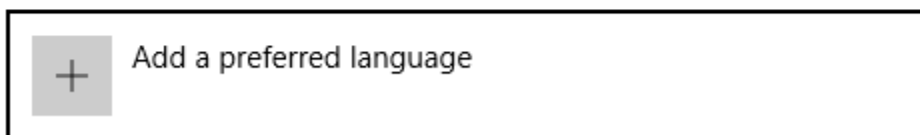
Step 1:



Using **Windows search**, type “**Add a language to this device**”.

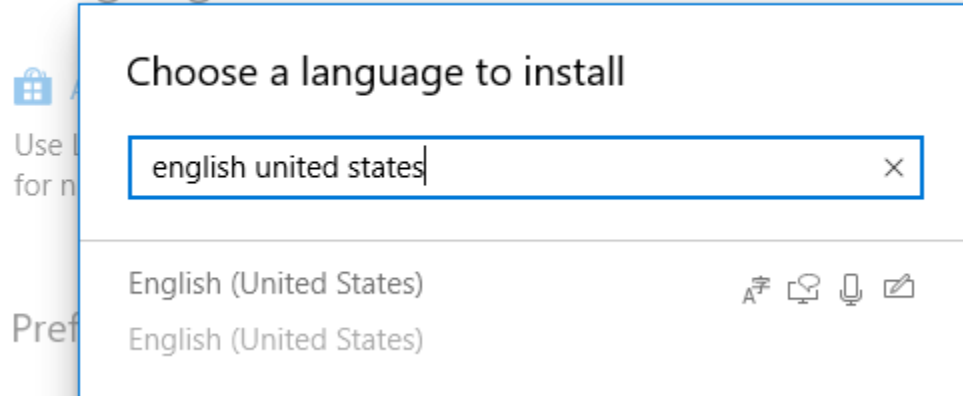
Preferred languages

Apps and websites will appear in the first language in the list that they support. Select a language and then select Options to configure keyboards and other features.



Search for “**ENGLISH UNITED STATES**”.

Language



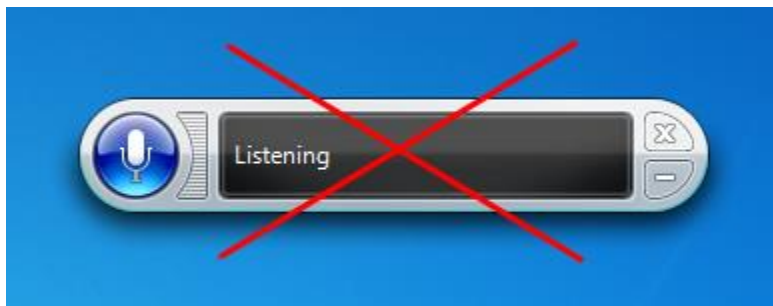
Click “**INSTALL**”.

You may need to reboot your computer before **ENGLISH US** is available in the Speech Recognition ‘Language’ drop down menu on the Speech Properties page.

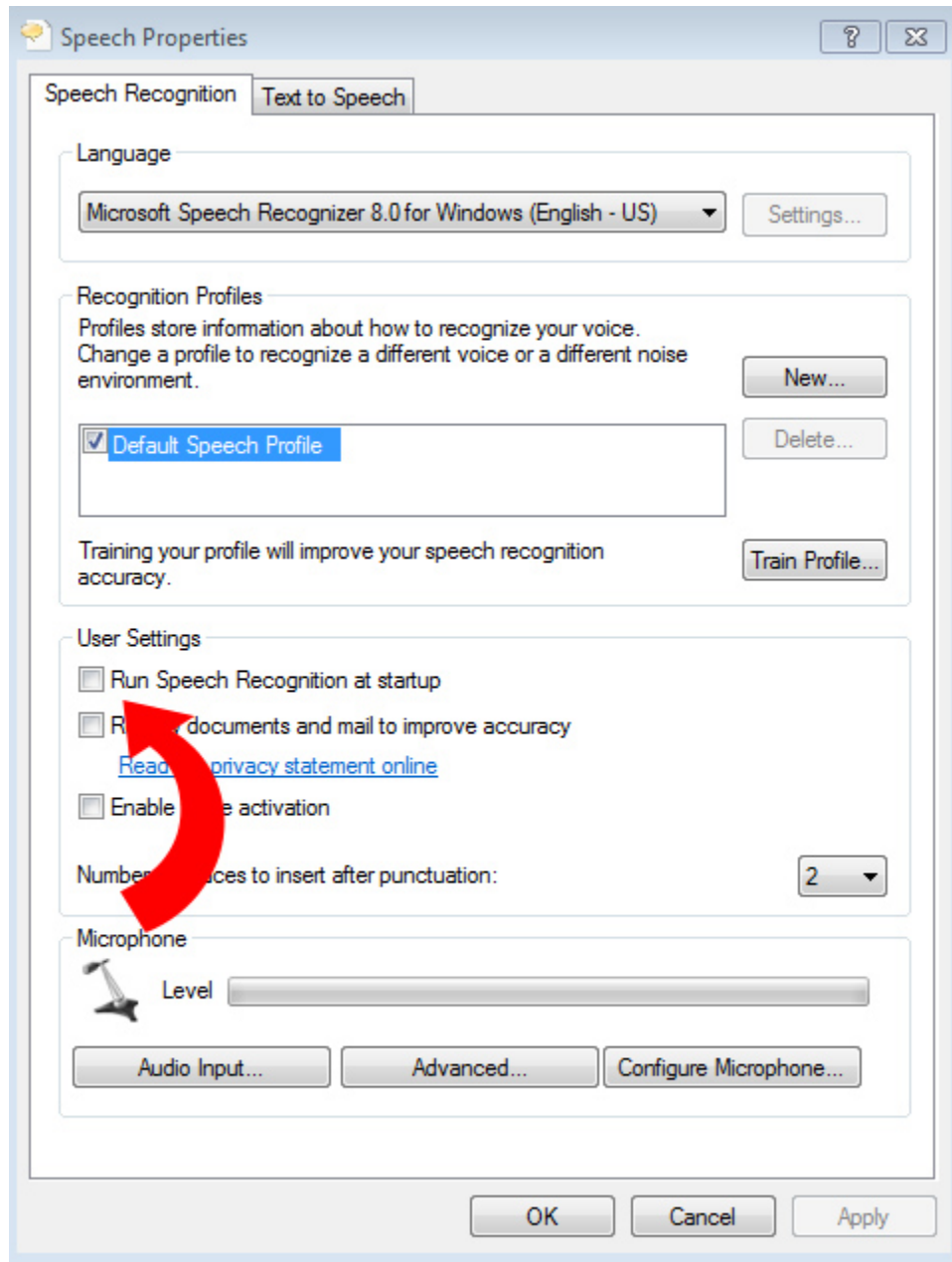
You may also need to set your **DISPLAY LANGUAGE** to **ENGLISH US** before ENGLISH US is available in the drop menu. Once ENGLISH US has been set, you can try setting your display language back to its original language.

EXTRA THINGS TO KNOW:

The ‘Windows Speech Recognition’ system must be **OFF**, or your voice commands may start controlling Windows itself.



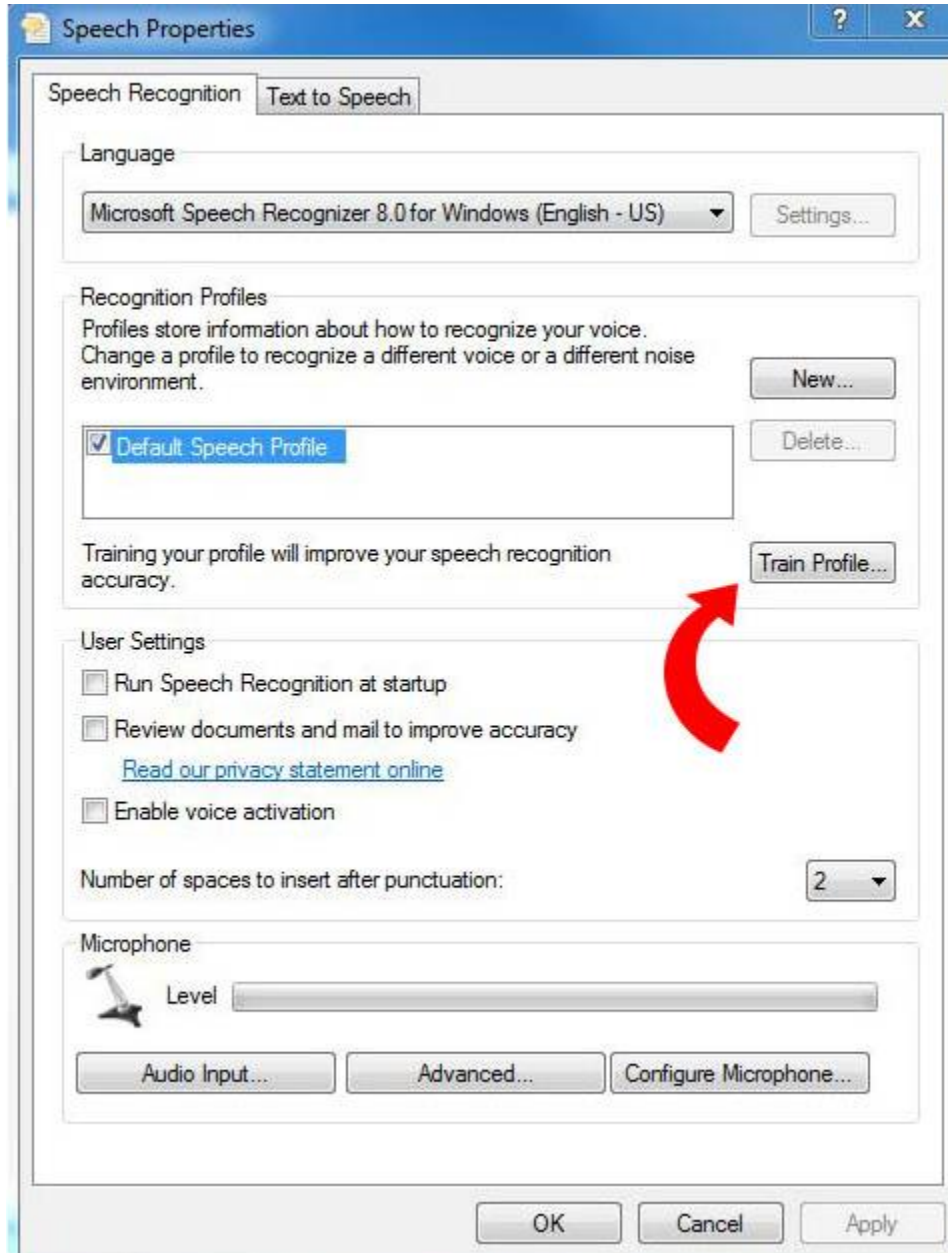
To ensure Windows Speech Recognition does NOT load on Windows Startup, ensure “RUN SPEECH RECOGNITION” at startup is unchecked.



Make Sure 'Run Speech Recognition at start-up' is UNCHECKED!

Run the Voice Training.

This is critical step!



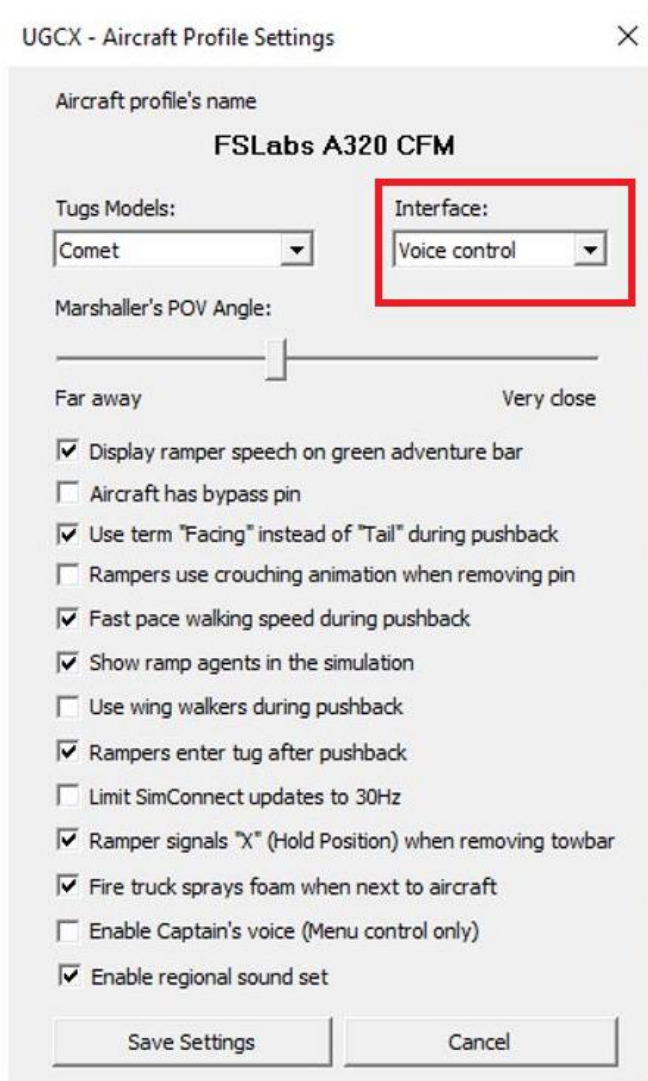
ENABLING VOICE CONTROL IN UGCX:

The desired interface method (**VOICE** or **MENU CONTROL**) is connected to each **AIRCRAFT PROFILE**.

There is **NO** universal setting. Each aircraft has its own interface method setting.

To activate VOICE CONTROL in UGCX for your specific aircraft, do the following:

1. Open the **UGCX Menu** via the ADDONS menu or the keyboard shortcut.
2. Select the **AIRCRAFT PROFILE SETTINGS**



3. Select the desired **INTERFACE** method in the drop-down menu.

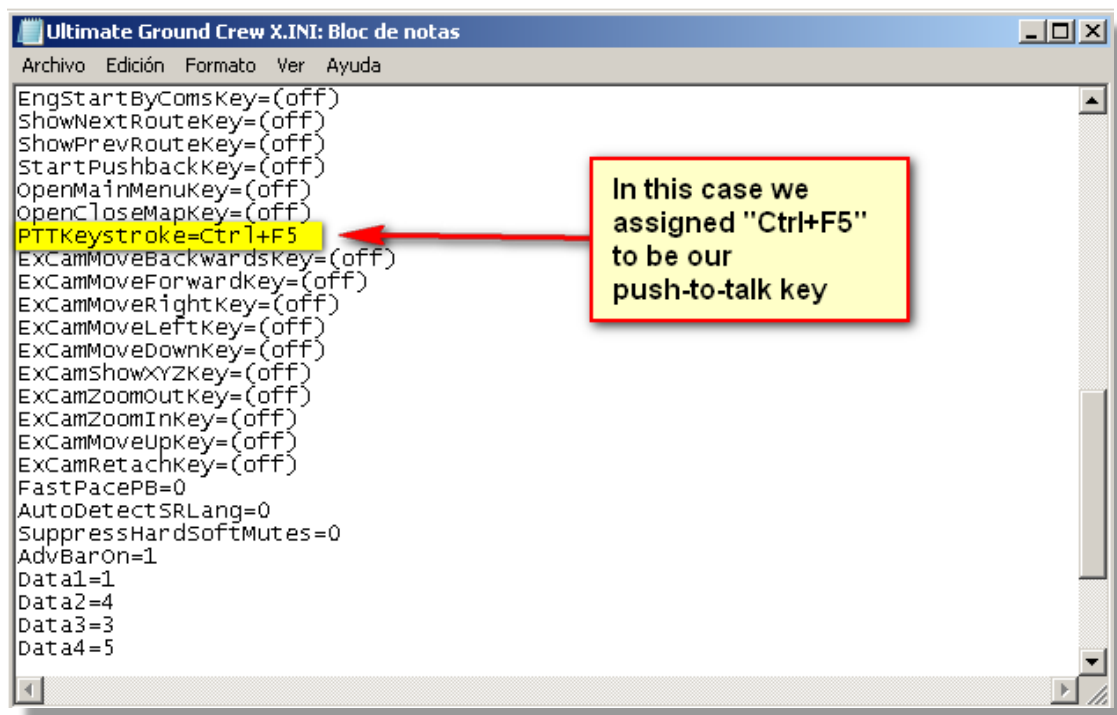
PUSH-TO-TALK KEY ASSIGNMENT:

By default, the voice control system will actively listen for any voice command all the time, unless you use the hard or soft mute keys. However, starting from **version 1.7**, you are able to configure a push-to-talk key that works the same as your ATC push-to-talk key. This avoids other voice commands being triggered by accident.

To configure a push-to-talk key, you must assign a keystroke combination to the **"PTTKeystroke"** entry in your **"Ultimate Ground Crew.ini"** file located in your AppData folder.

For more information, check out the **"UGCX Manual Part 4 - Optional Key Assignments"** manual on [page 5](#). The syntax is the same used for creating key assignments for UGCX events.

Your initialization file should look like this when it has a push-to-talk keystroke assignment:



END OF TUTORIAL