



## UGCX MANUAL PART 12

# CONFIGURING RAMP AGENTS

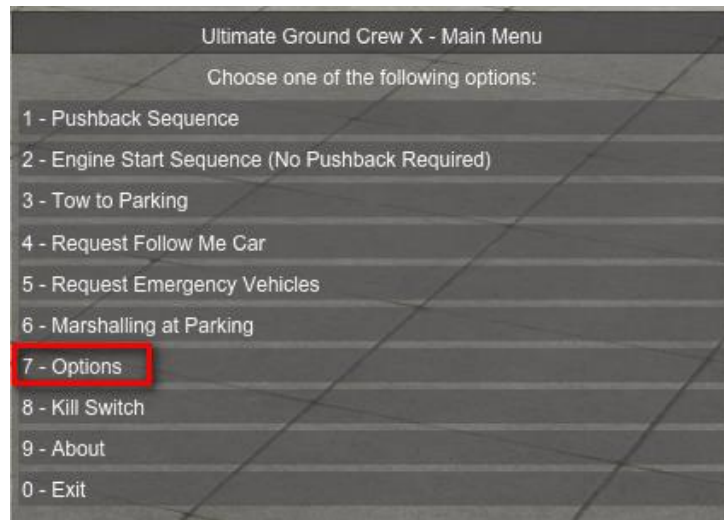
# MARSHALLER'S POSITION:

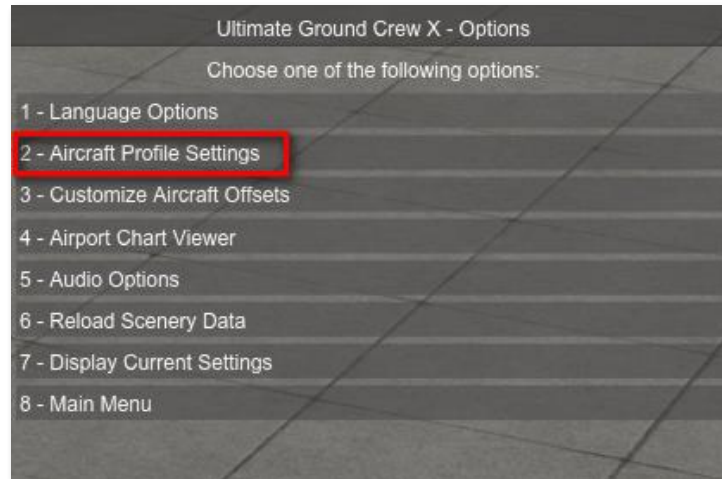
The marshaller is the ramp agent that performs hand signals when you arrive into a parking spot, or gate, during a **"follow me"** or **"marshalling at parking"** ground service.

In previous versions, the position of the marshaller was directly associated with each aircraft's profile, which was wrong. Starting from **version 1.7**, the marshaller's position is now associated with each parking spot in each airport's profile.

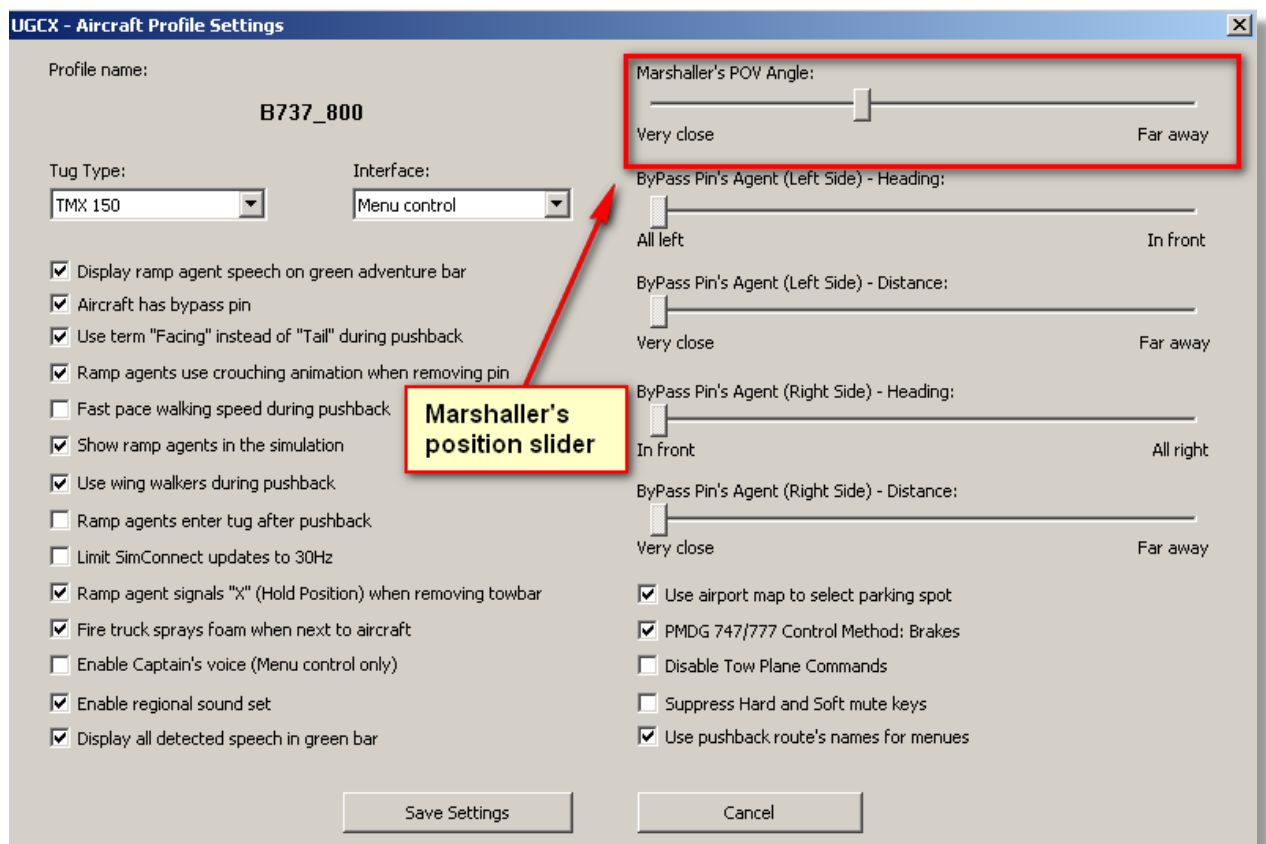
To configure the marshaller's position, you must follow these steps:

1. Place your aircraft **inside** any parking or gate location.
2. Open the UGCX main menu.
3. Go to **"Options"** then **"Aircraft Profile Settings"**.





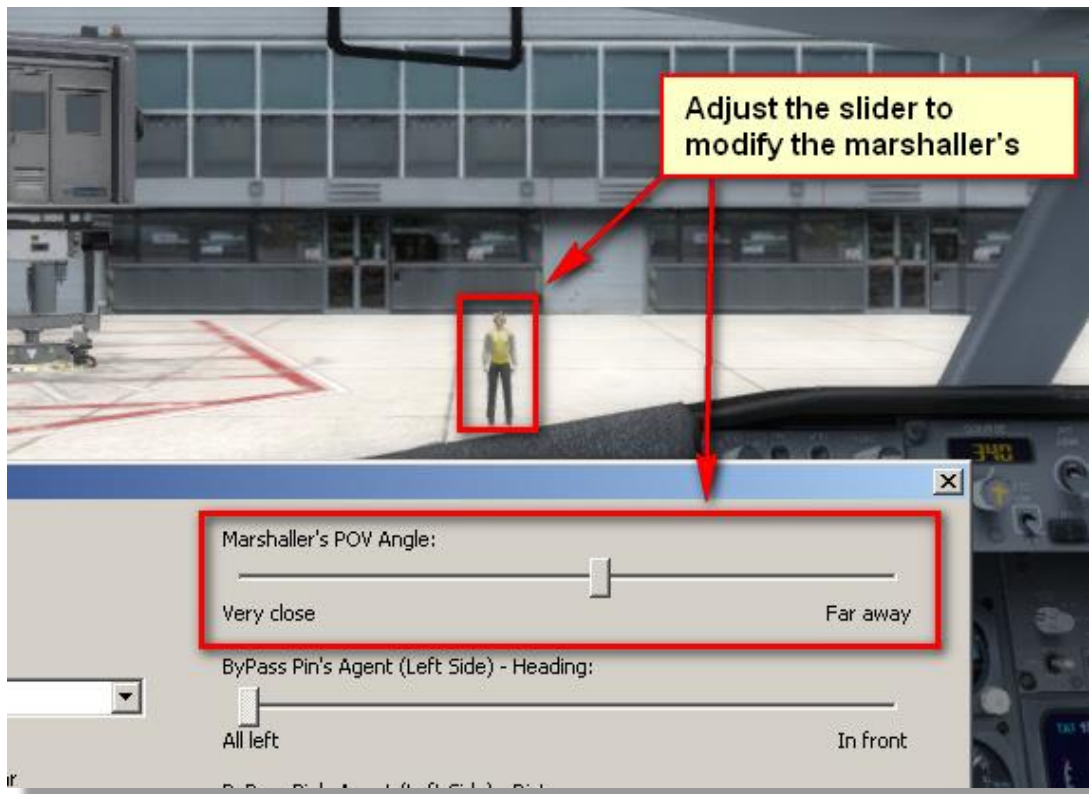
4. The "UGCX - Aircraft Profile Settings" window will appear. There, you will see the marshaller's position slider. Also, if you go to your virtual cockpit, you will notice a marshaller model located in front of your aircraft.



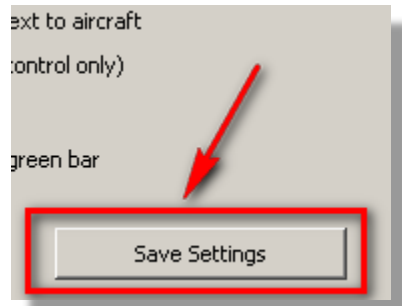
Note: This slider will **only** be enabled when the module detects that you are **inside** of a parking or gate location; otherwise, it will appear to be disabled.

5. Use the slider to adjust the marshaller's distance. Adjust it in a way to avoid having the marshaller be inside of the terminal building, and in a position where you can see it from the cockpit.

Note: The marshaller's distance is relative to the parking's (or gate's) location where your aircraft is currently located.



6. When you are done with it click on the **"Save Settings"** window.



## BYPASS PIN'S AGENT POSITION:

The bypass pin agent is the ramp agent that shows the bypass pin to the crew after it's removed from the nose wheel.

In previous versions, there was no way to configure the bypass agent's position, but starting from **version 1.7**, it's possible to configure that location.

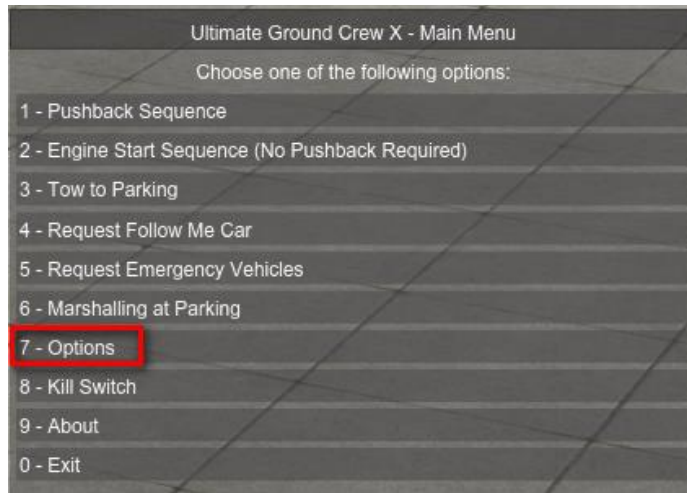
The bypass pin's agent location is relative to the pilot's eye position located inside of the virtual cockpit. This agent's position is associated and saved directly to the current loaded aircraft's profile. There are two bypass pin's agent positions to configure:

- One from the cockpit's **left** side point of view.
- One from the cockpit's **right**-side point of view.

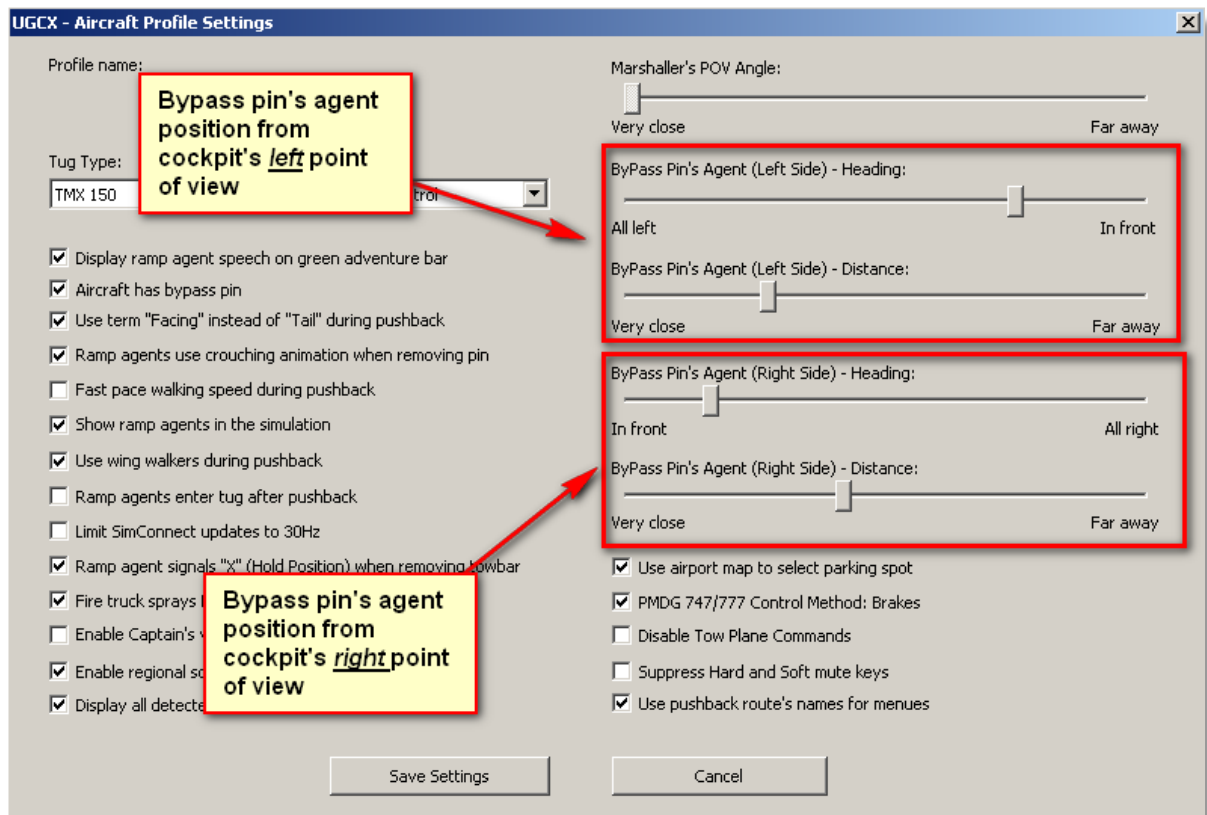
These are important differences since looking from the cockpit's window to the **left** is different than looking outside of the cockpit's **right** side, especially on big airplanes like Boeing 747.

To configure the two bypass pins agents' positions, you must follow these steps:

1. Place your aircraft **outside** of any parking or gate location.  
It's recommended to place your aircraft on a runway.
2. Open the UGCX main menu
3. Go to **"Options"** then **"Aircraft Profile Settings"**

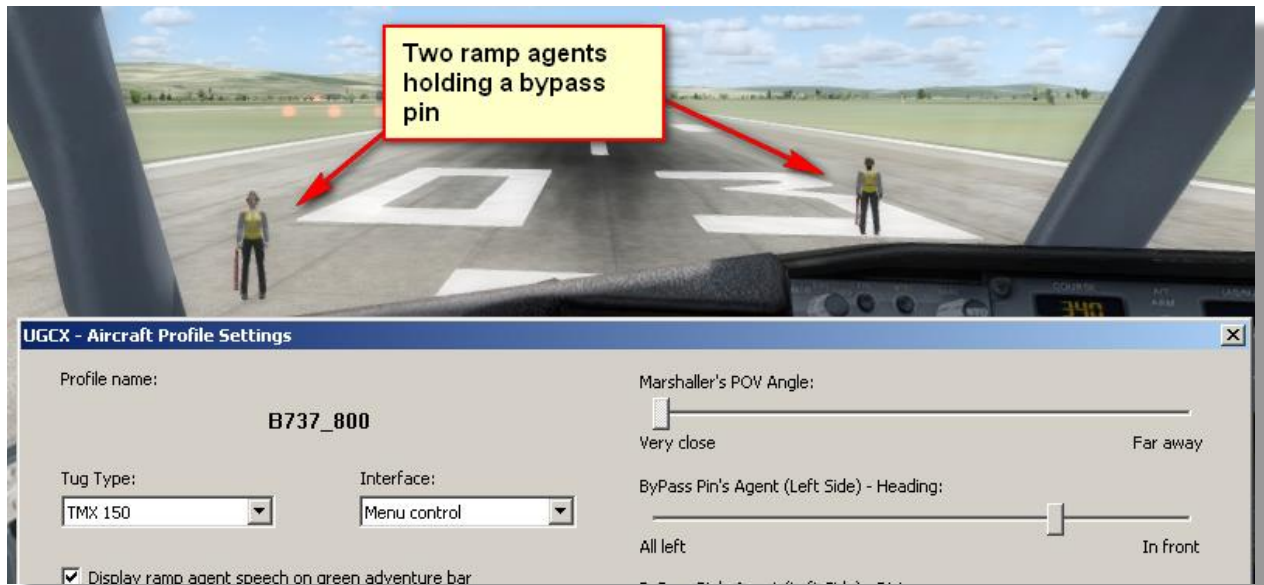


- The "UGCX - Aircraft Profile Settings" window appears. There, you will notice some sliders, one set of sliders for the bypass pin's agent position as seen from the cockpit's left side and another set of sliders for the bypass pin's agent position as seen from the cockpit's right side. Each of those sets of sliders controls the orientation (or heading) of the ramp agent, and the other, the ramp agent's distance. Both are relative to your eye point's location.

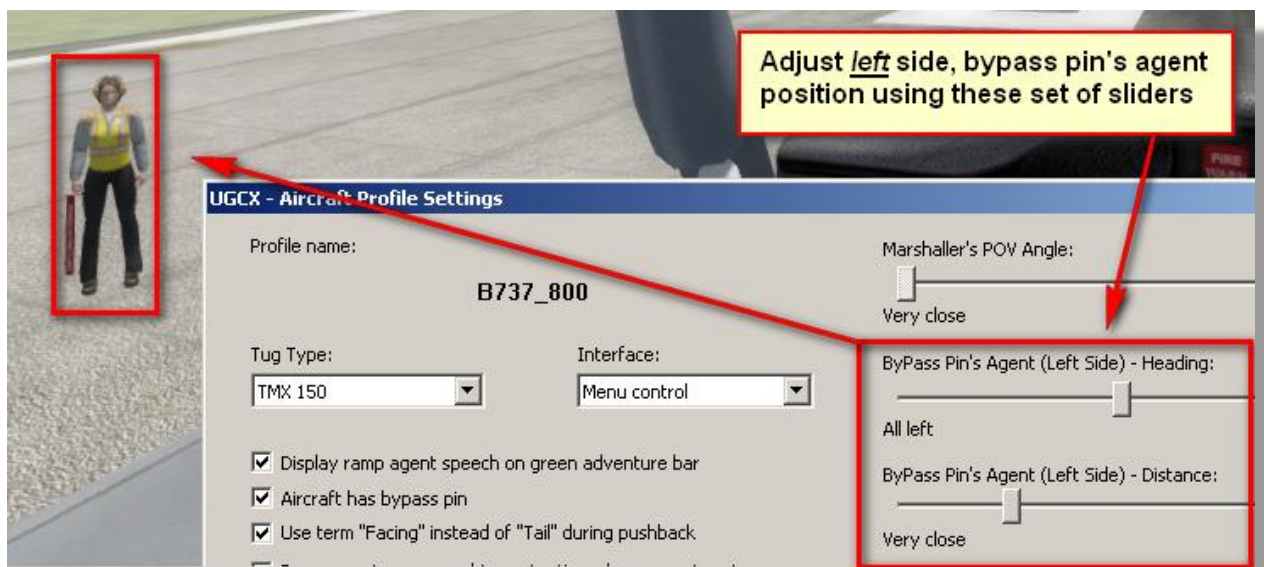




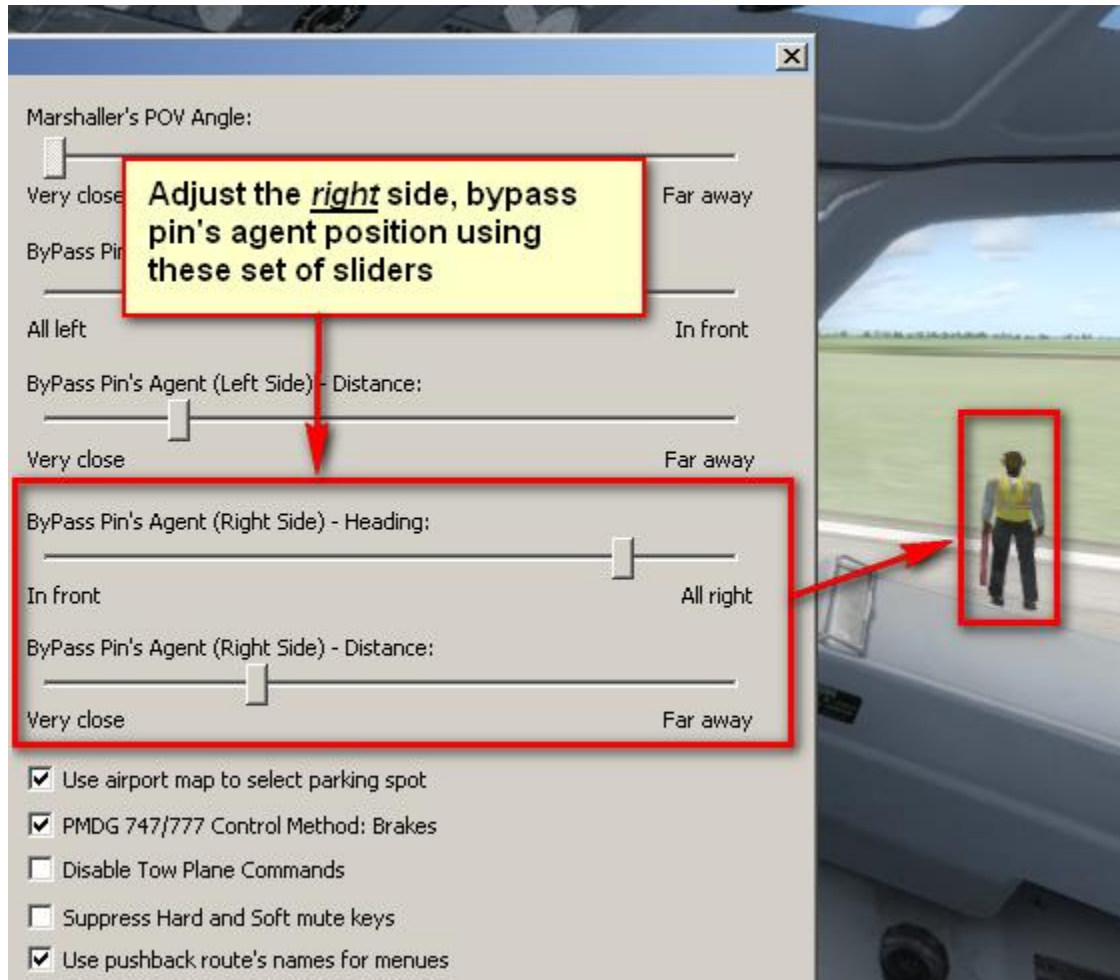
You will also notice that there are two ramp agents outside.



5. Adjust the cockpit's **left** side, bypass pin's agent location using its set of sliders, as shown in the following screen:



- Adjust the cockpit's right side, bypass pin's agent location using its set of sliders, as shown in the following screen:



- When you are done with it click on the **"Save Settings"** window.





# END OF TUTORIAL