



UGCX MANUAL PART 2

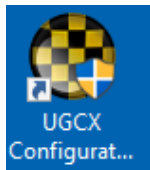
INSTALLING & CONFIG MANAGER OVERVIEW

UGCX REQUIREMENTS

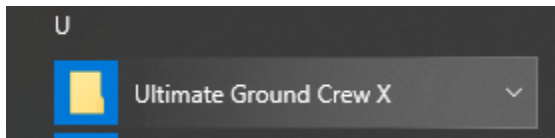
- **FSX or P3D v4**
- Optional: Microphone if using Voice Control

OPENING THE UGCX CONFIG MANAGER

After installing UGCX, locate the UGCX icon on your desktop. Double click it to open the UGCX Configuration Manager.




You can also locate the UGCX Config Manager via the Windows Start Menu:



REGISTER AND ACTIVATE UGCX

Ultimate Ground Crew X

BuyExit



Please Activate Your Product:

Enter your real name:

First: Last:


Enter the email address associated with your order:

Email:

Order Number:

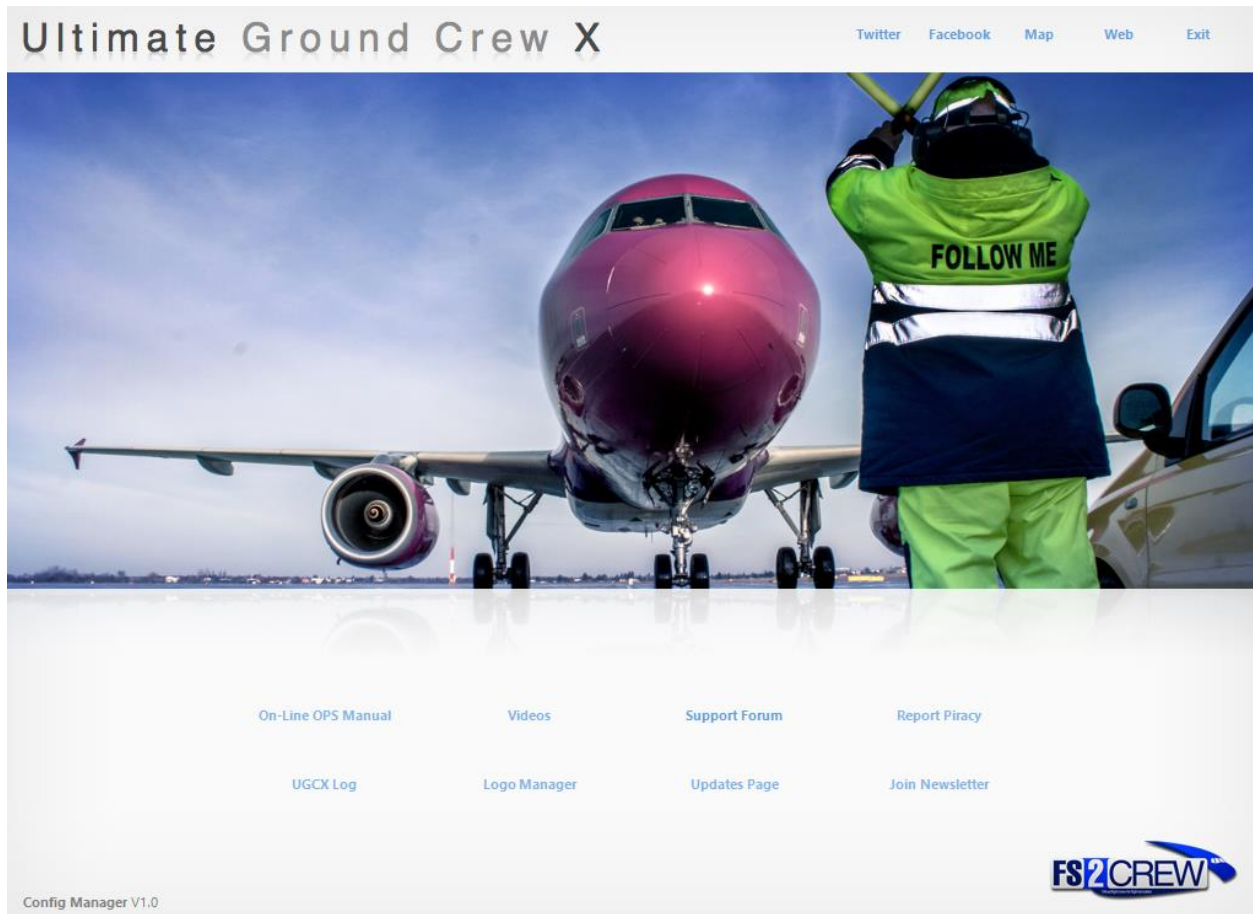
☐ Submit Details

(Note: To obtain your Order Number, please login to your FS2Crew account at www.fs2crew.com and select 'Completed Orders'. You can also check your email receipt for the Order Number.)



Correctly enter your information to activate your product. If you do not yet own FS2Crew, you may purchase a legal copy from: www.fs2crew.com

MAIN PANEL OVERVIEW



The main panel of the Configuration Manager allows easy access to many external UGCX functions.

The names and functions of each are self-explanatory.

If you experience a technical issue with UGCX, the UGCX Support Team may ask you to send your **log file**.

The log file is available on the Main Panel via the **UGCX Log button**.

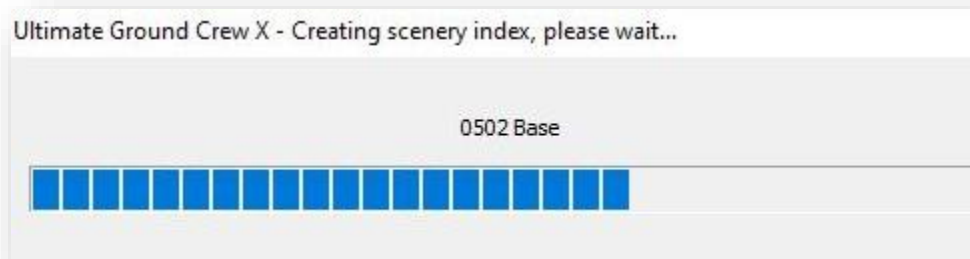
```
Ultimate Ground Crew X.LOG - Notepad
File Edit Format View Help
-----
INITIALIZING FS MODULE -----
It's a supported Flight Simulator:      [11]...
Hooking to the Flight Simulator's MAIN window procedure...
Registering CUSTOM windows messages...
Reading the INITIALIZATION file...
Getting the FSX.CFG or PREPARED3D.CFG file path...
Reading the Flight Simulator's frame rate LIMIT...
Creating our timer...
Current language ID:    [409]
Current sound pack:     US
Retrieving UGCX module's version...
Running UGCX module's version: Version: 1.5.724.43
Attempting to connect to the Flight Simulator...
CONNECTED! to Flight Simulator...
Mapping Flight Simulator's events...
Setting up data definitions...
Initializing scenery reader system...
Calculating the scenery MD5 hash...
Unloading the scenery index from memory...
Updating the INITIALIZATION file...
Creating aircraft's profile FONT...
Module's initialization sequence COMPLETED!
-----
LOCATION CHANGED -----
LOCATION CHANGED -----
LOADING LANGUAGE AND SOUND PACK -----
Loading CURRENT Language and Sound Pack...
Stopping the voice recognition's engine...
The voice recognition's engine has been STOPPED...
```

When you're ready, close the Config Manager, **read the rest of the tutorials**, load Flight Simulator and away you go!

LOADING FLIGHT SIMULATOR

When you load flight simulator, UGCX will build a scenery index.

Depending on how fast your computer is and how much scenery you have, this may take some time.



END OF TUTORIAL