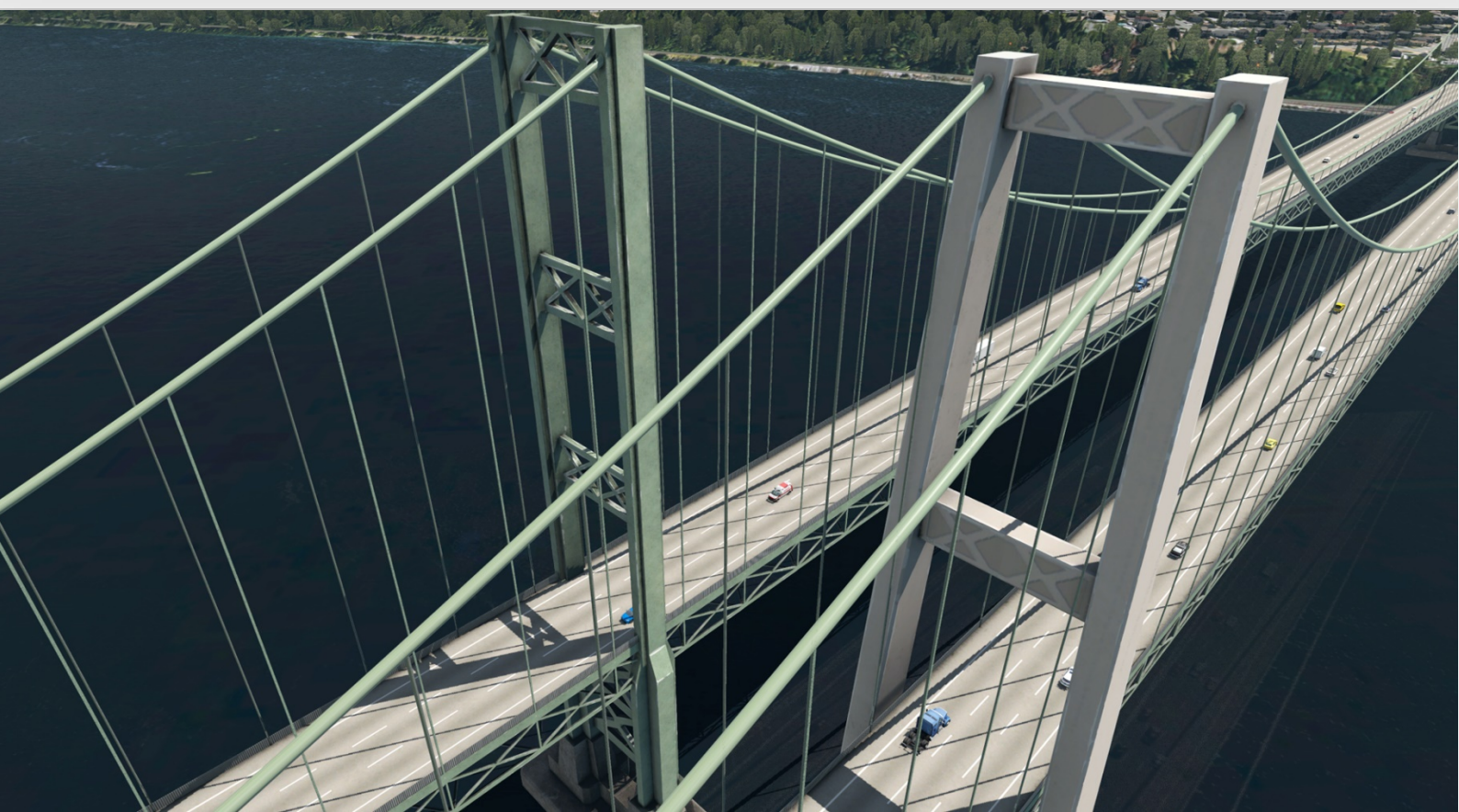




KTIW

Tacoma Narrows Airport for X-Plane 11

USER GUIDE DECEMBER 2019



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Thank you!

Orbx would like to thank you for purchasing Tacoma Narrows Airport for XP11.

Tacoma Narrows Airport is a general aviation airport located to the west of Tacoma and just one mile from the famous Tacoma Narrows Bridge.

The caters to all types of general aviation aircraft and serves as the primary business jet facility for Pierce County. A range of facilities are available at the airport; from avionics repair to flight training. It has its own restaurant and specially built observation deck.

The fully lit runway is approximately 5000 feet long and 100 feet wide.

In this version of KTIW we've included many of the surrounding points of interest including schools, churches, toll booths and, of course, Tacoma Narrows Bridge itself complete with moving traffic and lighting.



Product Requirements

This scenery addon is designed to work with **X-Plane 11**.



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4 or Aerofly FS2.

LIST REQUISITE PRODUCTS

What will you miss out on if you don't have Orbx TrueEarth Washington installed?

- Blending of the airport photoreal into the surrounding terrain
- Incorrect terrain and runway representation.

Please visit <https://orbxdirect.com/product/us-washington-xp11> purchase your copy of Orbx TrueEarth Washington if you haven't already done so.

Quick Installation Guide

Installing Orbx KTIW is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased KTIW it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.

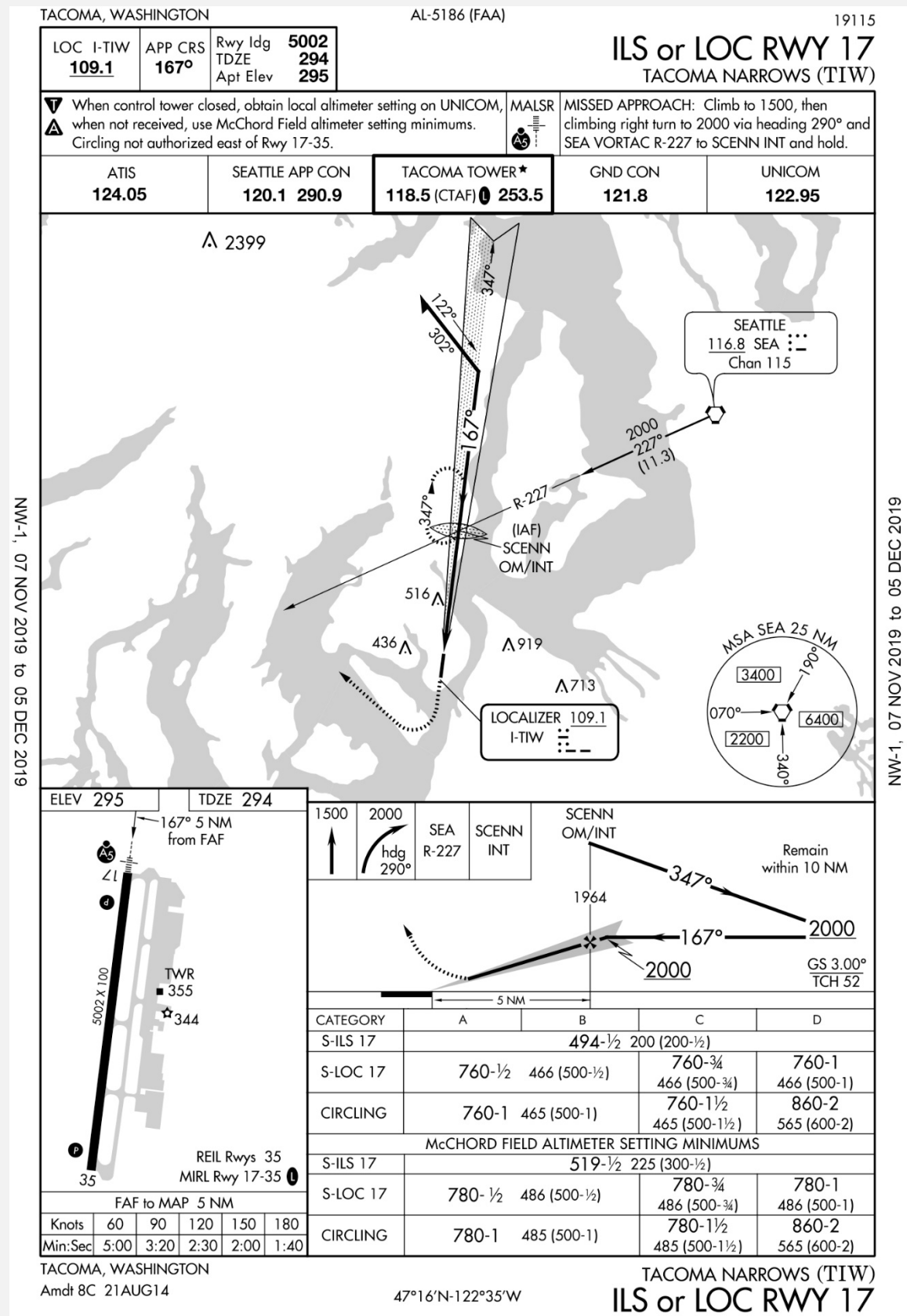
You may also manually download KTIW and then have Orbx Central manage the installation for you once downloaded.

An internet connection is required for Orbx Central to validate your license.

Detailed Scenery Coverage



Airport Information and Charts



TACOMA, WASHINGTON

AL-5186 (FAA)

19115

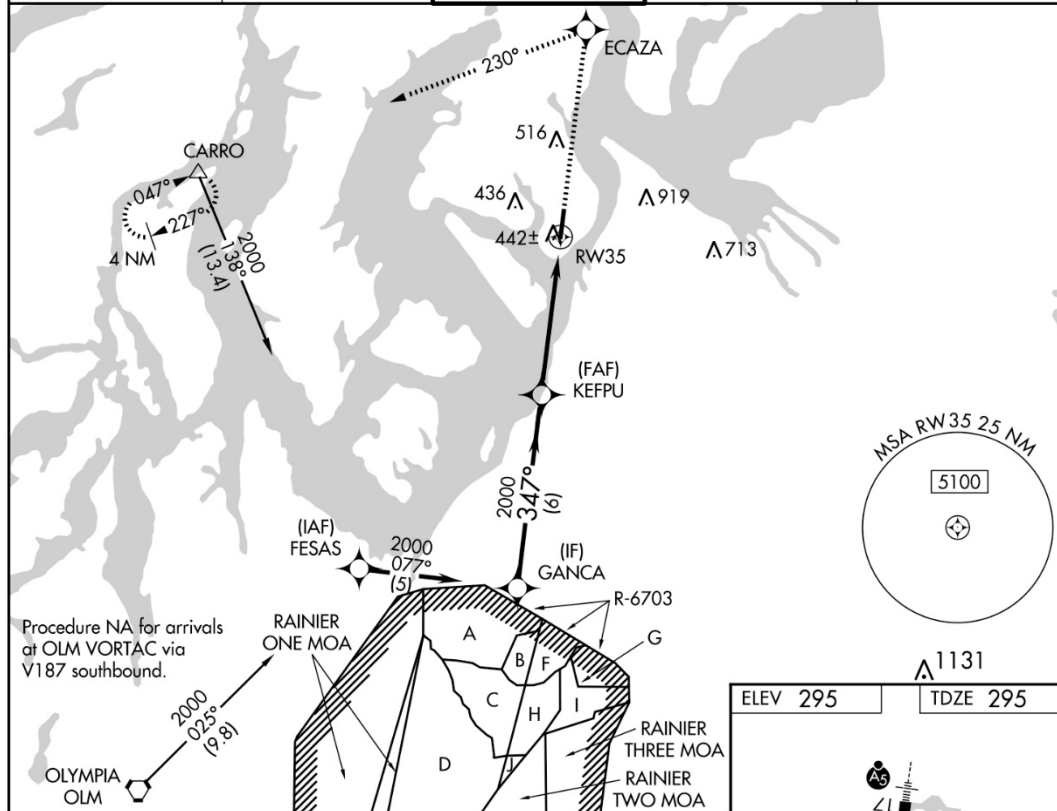
WAAS CH 50312 W35A	APP CRS 347°	Rwy Idg 5002 TDZE 295 Apt Elev 295
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RNAV (GPS) RWY 35 TACOMA NARROWS (TIW)

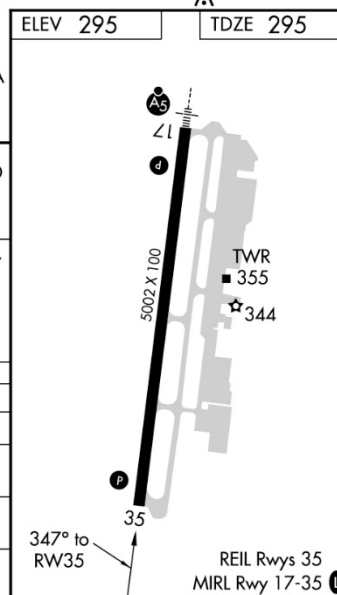
⚠ Baro-VNAV NA when using McChord Field altimeter setting. For uncompensated Baro-VNAV systems, LNAV/VNAV NA below -1.5°C (5°F) or above 48°C (118°F). DME/DME RNP-0.3 NA. Circling NA east of Rwy 17-35. When local altimeter setting not received, use McChord Field altimeter setting and increase all DA 25 feet and all MDA 40 feet.

MISSED APPROACH: Climb to 4000 direct ECAZA and left turn via 230° track to CARRO and hold, continue climb-in-hold to 4000.

ATIS 124.05	SEATTLE APP CON 120.1 290.9	TACOMA TOWER ★ 118.5 (CTAF) 0 253.5	GND CON 121.8	UNICOM 122.95
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Procedure Turn NA VGSi and RNAV glidepath not coincident (VGSi Angle 3.00/TCH 45) GANCA → KEFPU → RW35 GP 3.00° TCH 51 2000 → 347° → 2000 → 347° to RW35 *1.6 NM to RW35 *LNAV only 6 NM 3.5 NM 1.6 NM				
CATEGORY	A	B	C	D
LPV DA	561-7/8 266 (300-7/8)			
LNAV/VNAV DA	769-13/4 474 (500-13/4)			
LNAV MDA	840-1 545 (600-1)	840-1 1/2 545 (600-1 1/2)	840-1 3/4 545 (600-1 3/4)	
CIRCLING	980-1 685 (700-1)	980-2 685 (700-2)	980-2 1/4 685 (700-2 1/4)	



TACOMA, WASHINGTON

Orig-B 21AUG14

47°16'N-122°35'W

TACOMA NARROWS (TIW) RNAV (GPS) RWY 35

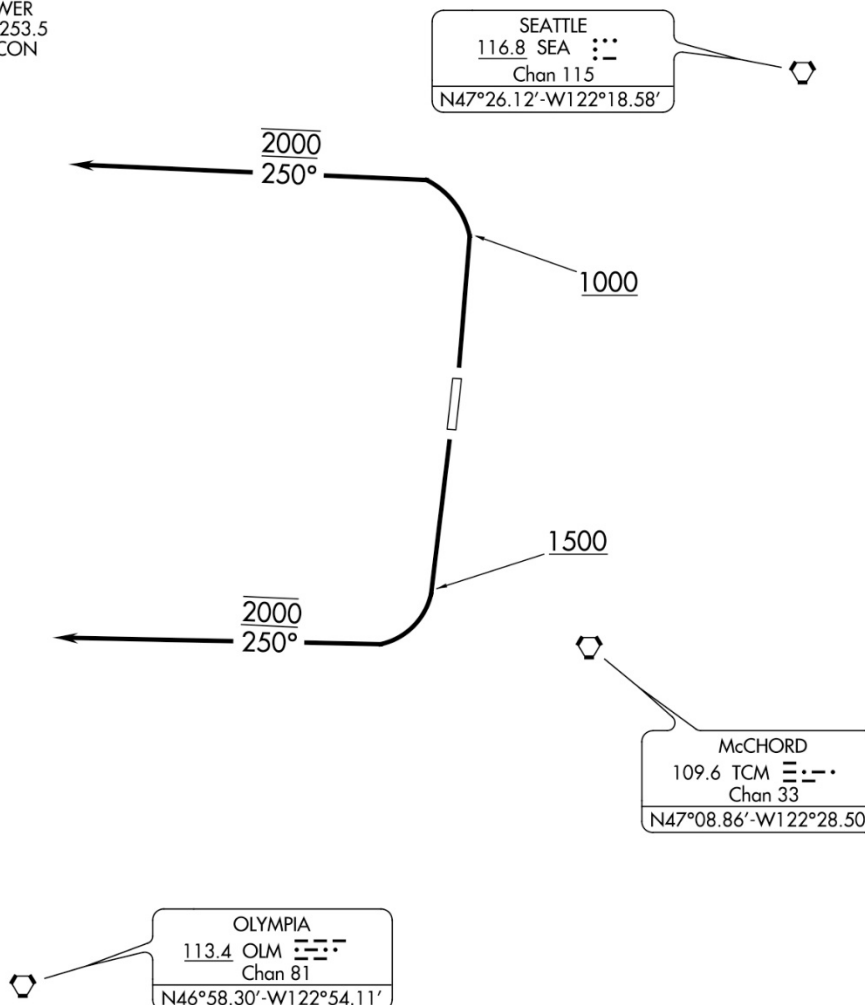
16147

SL-5186 (FAA)

TACOMA NARROWS (TIW)
TACOMA, WASHINGTON

NARROWS ONE DEPARTURE

ATIS 124.05
GND CON 121.8
TACOMA TOWER
118.5 (CTAF) 253.5
SEATTLE DEP CON
120.1 290.9



NOTE: Chart not to scale.

DEPARTURE ROUTE DESCRIPTION

TAKEOFF RUNWAY 17: Climb runway heading until leaving 1500, turn right heading 250°, maintain 2000. Expect filed altitude 5 minutes after departure. Expect radar vectors to assigned route

TAKEOFF RUNWAY 35: Climb runway heading until leaving 1000, turn left heading 250°, maintain 2000. Expect filed altitude 5 minutes after departure. Expect radar vectors to assigned route.

LOST COMMUNICATIONS: If no transmissions are received for 3 minutes after departure, climb to filed altitude direct SEA VORTAC, thence via assigned route.

NARROWS ONE DEPARTURE

TACOMA, WASHINGTON
TACOMA NARROWS (TIW)

15OCT92

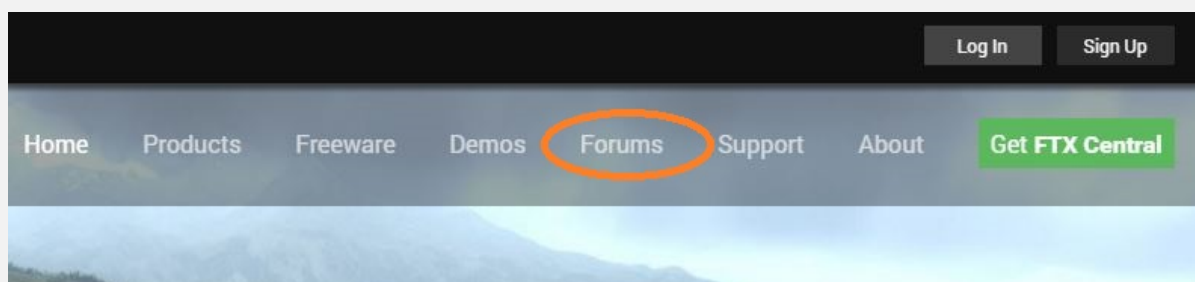
NW-1, 07 NOV 2019 to 05 DEC 2019

NW-1, 07 NOV 2019 to 05 DEC 2019

Source and further charts: <https://www.airnav.com/airport/KTIW>

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KTIW or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Orbx experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it’s the only way in which you can receive support for KTIW. Provided you adhere to the forum terms of use and have a legitimate copy of KTIW, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum’s built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we’d like to see provided for each request you log:

- A separate post on the Orbx support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 88,000 members as of November, 2019. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by Orbx staff, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple 😊.

We hope to see you there soon!

Thanks for reading!

You’ve stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



The KTIW Team

Developers

- **Lewis Brooks:** Hero asset modelling
- **Viraj Nayee:** Hero asset modelling
- **Nathan Collum:** Hero and POI asset modelling
- **Will Ryan:** Hero and POI asset modelling
- **Ben Meyer:** Hero and POI asset modelling
- **Russ White:** Tacoma Narrows Bridge and power pylon models
- **Beckie Peddie:** Fuel area models
- **Mark Silvester:** Groundpoly. Project planning
- **Karl Hoybye:** X-Plane integration and support
- **Greg Jones:** Project management, Orthoimagery and terrain mesh integration.

Specialist Roles

- **John Venema:** Chief Product Officer
- **Ed Correia:** Chief Operating Officer
- **Ben McClintock:** IT Manager

Beta Testing Team

Scott Harmes, Friedi Gulder, Rob Abernathy, John Dow, Jon Murchison, Matt McGee



End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

IMPORTANT - PLEASE READ THESE TERMS CAREFULLY: This End-User License Agreement (**EULA**) is a legal agreement between you (**Licensee** or **you**) and Orbx Simulation Systems Pty Ltd (**ORBX, us or we**) for:

- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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- 1.3. We may update or require you to update the Software Product, provided that the Software Product shall always match the description of it that we provided to you before you licensed it.
- 1.4. This Software Product is provided "as is", however ORBX will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the Software at its official support forum at www.orbxsystems.com/forum. Orbx reserves the right to refuse support if the Licensee violates our websites terms of use or this EULA.

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 - c) not to rent, lease, sub-license, loan, translate, merge, adapt, vary, alter or modify, the whole or any part of the Software Product nor permit the Software Product or any part of it to be combined with, or become incorporated in, any other programs;
 - d) not to provide, or otherwise make available, the Software Product in any form, in whole or in part (including, but not limited to, program listings, object and source program listings, object code and source code) to any person without our prior written consent;
 - e) not to disassemble, de-compile, reverse engineer or create derivative works based on the whole or any part of the Software Product nor attempt to do any such thing; and
 - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

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- b) you have no intellectual property rights in or to the Software Product other than the right to use the Software Product in accordance with the terms of this EULA; and
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4. WARRANTY

- 4.1. We warrant that:
 - a) the Software will, when properly used on an operating system for which it was designed, perform substantially in accordance with the functions described in the Documentation;
 - b) the Documentation correctly describes the operation of the Software in all material respects.
- 4.2. The warranty in 4.1 does not apply if:
 - a) the defect or fault in the Software results from you having altered or modified a Software Product; or
 - b) if the defect or fault in the Software results from you having used a Software Product in breach of the terms of this EULA.

5. TERMINATION

We may terminate this EULA immediately by written notice to you if you commit a material or persistent breach of this EULA which you fail to remedy (if remediable) within 14 days after the service of written notice requiring you to do so. Upon termination for any reason:

- a) all rights granted to you under this EULA shall cease;
- b) you must cease all activities authorised by this EULA; and
- c) you must immediately delete or remove the Software Product from all computer equipment in your possession and immediately destroy or return to us (at our option) all copies of the Software Product then in your possession, custody or control and, in the case of destruction, certify to us that you have done so.

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- 6.1. The Software Product is provided "as is," and we do not guarantee the functionality of the Software Product or a particular result from the use of the Software Product.
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- 6.6. The above disclaimers do not exclude or limit in any way our liability to you where it would be unlawful to do so.
- 6.7. You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

7. INDEMNITY

You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

8. COMMUNICATIONS BETWEEN US

- 8.1. If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at info@orbxsyste.ms.com. We will confirm receipt of this by contacting you in writing, normally by email.
- 8.2. If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

9. HOW WE MAY USE YOUR PERSONAL INFORMATION

We will only use your personal information as set out in our privacy policy, a copy of which is contained on our website.

10. OTHER IMPORTANT TERMS

- 10.1. We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.
- 10.2. You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.
- 10.3. Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.
- 10.4. If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.
- 10.5. This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.