TAWS
User Manual

October 2016

Version 1.00

Document Revisions

Date	Version Number	Document Changes
10/20/2016	0.1	Initial Draft

Table of Contents

1 Introduction

1.1 Scope and Purpose

This manual will cover the installation and use of the SIX TAWS virtual instrument for Prepar3D. The instrument features both virtual, and joystick programmable buttons for control, as well as aural annunciation. This user guide expects the reader to have a basic knowledge of Windows and installing applications.

1.2 Process Overview

The SIX TAWS provides a virtual display for a TAWS/RMI for Prepar3D version 2.5 and above. The TAWS should be launched after Prepar3D. Once started, various settings can be configured through keystrokes and mouse input.

2 Installation
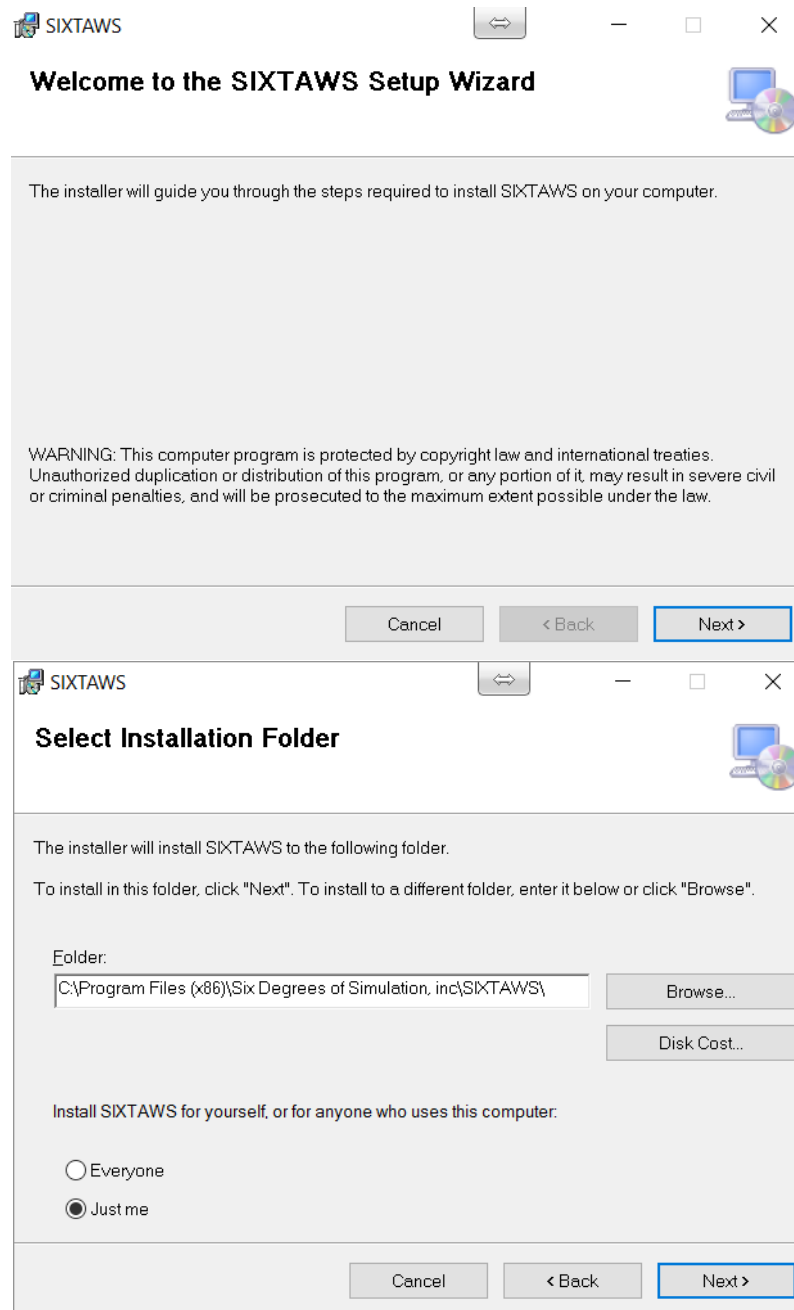
This section will cover the installation of the SIX TAWS.

Minimum requirements: Microsoft Windows 7
                               .NET 4.0 Framework
                               Internet Connection (for registration only)
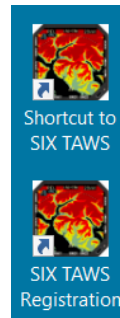
2.1 Download and extract the installation files.
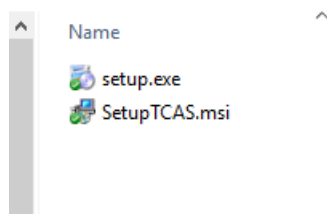
2.1.1 Double-click setup.exe to start the installation.

Follow the prompts to install the application.

2.1.2 Launching the Application

Shortcut to
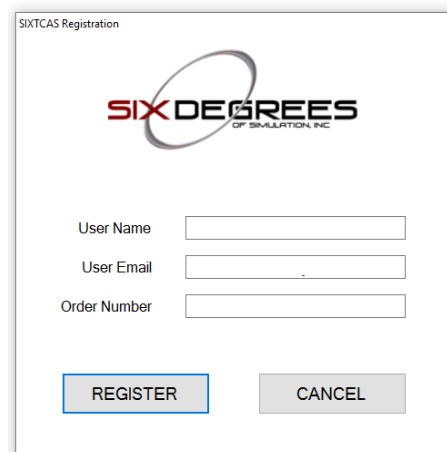SIX TAWS

SIX TAWS
Registration

To start the application, double-click the icon Shortcut to SIX TAWS.

To register your application after purchase, double-click the icon SIX TAWS Registration.

2.2 Registering your Product (Requires Internet Connection)

- Make sure you register your product on the computer that it will be used on. Once it is registered, it cannot be transferred to a different computer.

1. Enter a user name to register your product under.

2. Enter the email address used during the product purchase.

3. Enter the order number from your email confirmation.

4. Click the REGISTER button.

Once the product license has been purchased, please wait at least 5 minutes before attempting to register your product.

3   Operation

The SIX TAWS provides an instrument for Terrain, Mapping, RMI, and Nav Data for Prepar3D.

3.1   Controls

There are 11 virtual buttons on the bezel.

a) TERR   – Select Terrain Mode
b) TOPO   – Select Topology Map Mode
c) TFC   – Not Functional
d) AUX   – Not Functional
e) M   - Select Menu
f) RMI   - Select RMI Mode
g) BRG1   - Select Bearing 1
h) BRG2   - Select Bearing 2
i) VUE   - Switches between forward and full view
j) UP   - Increases range
k) DOWN   - Decreases range

3.1.1 Application control

There are functions to control the application. To access the dropdown menu, right-click the application bezel.

1. CTRL-B   - Turns the graphical bezel on/off
2. +/- keys - (N-Pad) will increase or decrease the size of the display
3. CTRL-J   - Allows joystick buttons to be programmed and mapped
4. CTRL-X   - Terminates the application

All settings for size, position, and configuration are saved and reloaded when the application starts.