

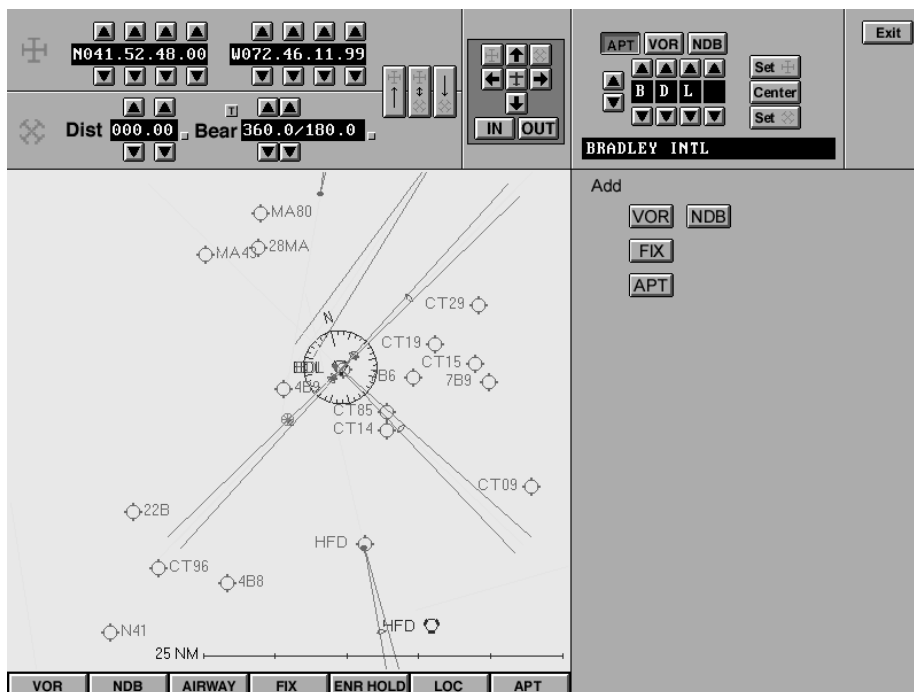
Appendix: Using the Airspace Database Editor

The On Top airspace database originates from the FAA and the Department of Defense. Great care is taken to ensure the data is current, accurate, and comprehensive. However, database changes are released every 56 days—more frequently than the On Top database. On Top offers the opportunity to become familiar with the airspace, but the database is not designed to be used for navigation purposes. As in the real world, your current charts and approach plates are the final authority for orientation to the airspace.

If you've followed the instructions outlined in the Position setup (see Page 59) and have found an error in the data or cannot find an airport or NAVAID, you may use the Airspace Database Editor included with the On Top CD-ROM to add, delete, or edit your data.

The Airspace Database Editor is a separate program from On Top and is by default, installed when you install On Top, using the "Typical" installation. Close On Top before working with the Editor. Then run the Editor:

1. Left-click the "Start" button.
2. Select "Programs."
3. Select the "ASA Interactive" folder.
4. Select the "Airspace Editor" shortcut.



The Database Editor Tools

1. Gray background (as opposed to black) indicates the field you are currently in.
2. White text indicates edits will not be allowed in that field. Try clicking in the field to change the text from white to yellow.
3. Yellow text indicates edits will be accepted.
4. Green text indicates the text within the field is "locked." The small square boxes beside the field are your key to locking and unlocking the field. This feature may be used if you are trying to identify an exact position. For example, "lock" the bearing, and you will only be able to adjust the distance.
5. The red maltese cross symbol is used to identify a reference point. For example, you may position the maltese cross at an existing airport, NAVAID, or intersection as a reference for creating or editing another point.
6. The red plus symbol is used to compute a position. The plus symbol indicates where the data will be added, deleted, or edited within the context of the Map display.
7. Use your backspace key to clear a field before entering new data. You may also use the up and down keys to increase or decrease the existing data.
8. Fill in all known data when modifying a record. The default U.S. specs will be used unless you specifically change it (for example, the glideslope angle will be 3 degrees, etc.).
9. Press the SAVE button in the upper right corner of the screen to apply all your changes to the On Top database.
10. Press the CANCEL button to ignore any changes you've made to the database.
11. Press EXIT to leave this program. Any changes you SAVED will be incorporated into On Top the next time you start the program.

Defining the Position

The first step in editing your data is to position the red plus symbol where you will be adding, deleting, or editing the data. Occupying the majority of the Airspace Database Editor is the Map. The map displays airports, VORs, NDBs, Locator Outer Markers (LOMs), Localizers, Victor Airways and intersections or fixes. Like the map used in On Top, any of the display symbols can be turned on or off to unclutter your view using the buttons along the bottom of the screen.

Use the upper right corner of the screen to dial in an identifier for your reference point (use an existing airport or NAVAID to take the map to that part of the world so you can then add, edit, or delete). To go to a Position:

1. Select APT, VOR or NDB.
2. Dial the identifier of that waypoint using the character boxes.
3. Click the Center button to take the aircraft there and redraw the Map screen, centered on that point.

Additionally, you can define your starting position at a certain distance and bearing from the NAVAID or airport selected. Before clicking Center:

1. Use the UP and DOWN arrows adjacent to DIST to create a distance from the selected NAVAID or airport.
2. Use the UP and DOWN arrows adjacent to BEAR to create the bearing from that NAVAID or airport.
3. Click Center. You are now a specified Distance and Bearing from the selected airport or NAVAID.

The Map screen also allows you to click and drag either the maltese or plus symbol to another location within the frame of the map screen. Simply click the symbol on the map, and while holding the mouse button in, slide the symbol to your new position.

Once you've positioned either the reference (maltese) or calculated (plus) symbol, you can automatically reposition the other symbol by clicking the "cross to plus" or "plus to cross" buttons.

The data boxes above the map allow you to type in any known information. If you know the latitude/longitude for the area you are editing, type this in and the red plus symbol will go there. If you know the distance and/or bearing from an existing airport or NAVAID, type this in next to the red maltese symbol and use this area for your reference point. Notice the small gray box next to the bearing information box; clicking it will change the data from True to Magnetic. Be sure to select the correct letter, based on the information you're working from.

Clicking on any of the items in the map display reveals an information box. You can use these information boxes to position your reference point (maltese cross), edit the information, or position your calculated point (plus symbol).

The amount of area the Map display shows, and the area itself, can be controlled by the "Slew Map" controls, just as in the Map display within On Top. You should zoom the map to 0.5 NM scale if you are making modifications to a runway. Slew can also be done with the right mouse button. With the pointer over the map, click and drag. Zoom can be done with the "-" and "=" (plus when shifted) keys. These also work in the On Top map screen and setup Position screen.

Edit Data

Once you've positioned the map to the area where you want to modify the air-space, you can add, edit, or delete the data:

1. To Edit, click on the NAVAID or airport symbol and select the EDIT button. The data fields will fill with the current data, which you can then modify.
 - a. To edit an ILS, click on the airport symbol on the map, click EDIT, then EDIT for the runway that has the ILS, then EDIT for that particular ILS.
 - b. To change the angle of the localizer, single click on MOVE.

2. To delete, click on the NAVAID or airport symbol, select the EDIT button, then select the DELETE button.
3. To add, position your red plus symbol to the exact position, and then choose the VOR, NDB, FIX, or APT button, depending on the type of airport or NAVAID you would like to add.

Note: If the runway does not have a current ILS and you wish to add one, select “New.”

Examples

To Edit an ILS:

1. Find the airport on the map.
2. Click the airport symbol.
3. Click EDIT within the popup.
4. Click EDIT for the runway.
5. Click EDIT for the ILS.
6. Make changes as needed.

The editor will always set the bearing of the ILS to intersect the centerline at the threshold. If an error in the source data has caused the beam to be elsewhere, you can fix it by making sure the bearing is unlocked, then click on MOVE. This will usually correct the error; if not, then use the mouse to click on and drag the localizer transmitter to the correct position. If you need to know the distance from either end of the runway, use the B->X or R->X buttons to position the reference marker, and then read the distance in the upper left section of the screen.

If you become confused in the editing process, you can also delete the ILS using the delete button on the runway edit screen, and add it again. Remember that marker beacons are part of the ILS, and will need to be added again as well.

To Add a Glideslope to an ILS:

1. Find the airport on the map.
2. Click the airport symbol.
3. Click EDIT within the popup.
4. Click EDIT for the runway.
5. Click EDIT for the ILS.
6. Click the GS button.
7. Change the default data to match the approach plate (default is 55 feet TCH, 3.00 degrees, TDZE same as runway end elevation).