

KTNP – Twentynine Palms Airport v1.11

Documentation



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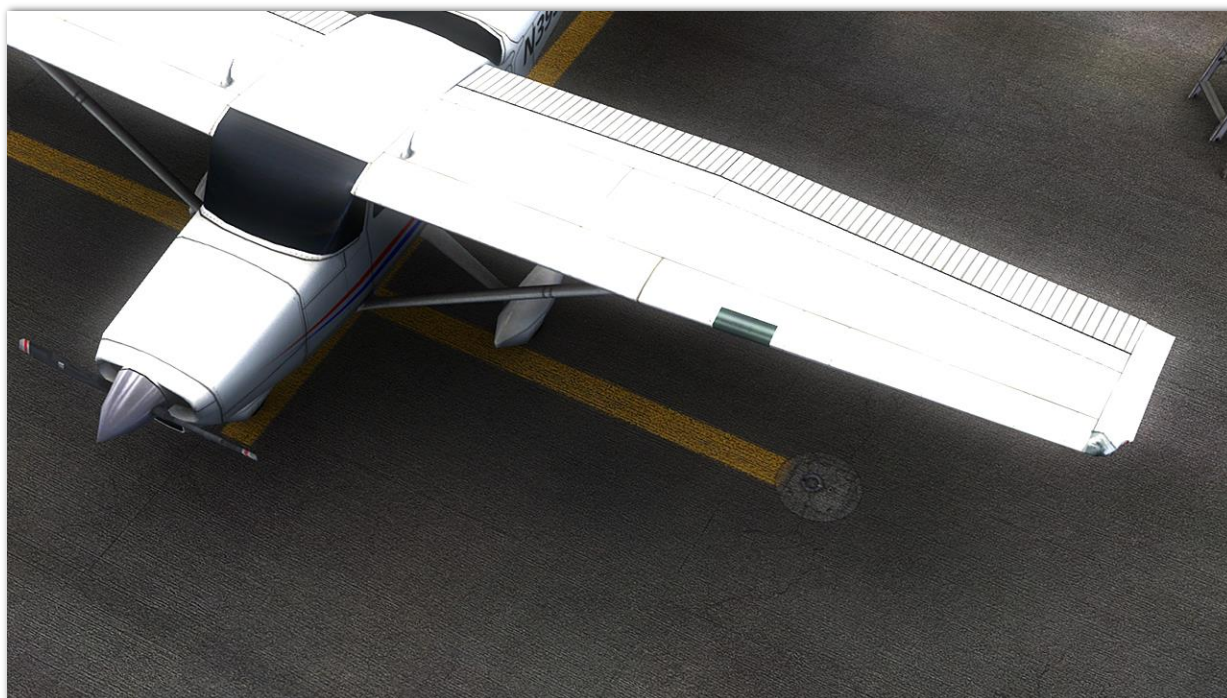
1. Introduction

Twentynine Palms (formerly known as Twenty-Nine Palms) was named for the palm trees found there in 1852 by Col. Henry Washington.

Located in the Mojave Desert, California, dry climate, palm trees, shrubs and sand as far as the eye can see characterize Twentynine Palms Airport and its vicinity.

The airport has a Marine Corps Air Ground Combat Center nearby which explains occasional military traffic operations at the airport.

A video of Marines seizing the airport can be seen [here](#).



Twentynine Palms Airport is the third internal project of our scenery development company 29Palms Scenery Design.

Twentynine Palms was actually our first project a few years back. It didn't reach the final stage of development. But we've learned a lot and decided to bring the project back to life which resulted in the release of this scenery.

We've set a whole new level of detail and realism with the scenery, based on many references from the real airport. It is our first project which comes with animated people and also features many new 3D objects, exclusively designed for this scenery.

The project also introduces new configuration software which makes it possible to control and automatically update this scenery as well as our future developments.

Along with a huge library of high quality 3D objects, the software forms the basis for all prospective 29Palms sceneries.

Covering over 250km² with high resolution satellite imagery, the scenery provides a lot to explore.

What are you waiting for? Pick one of the big hubs and head over to Twentynine Palms. The desert awaits you!



Map data © Mapquest and OpenStreetMap

2. Credits

Concept / Programming / Modelling:	Lars Pinkenburg (29Palms)
Beta Testers:	Daniel Fürnkäß Darryl Sheppard Emilios Gemenetzidis Frank Kuhn Kyprianos Biris Ray Price
Special Thanks To:	Arno Gerretsen for his outstanding effort behind the scenes of flight simulation development. The beta testers for their patience, helpfulness and the lots of effort put into polishing this product.

3. General Information

Twentynine Palms Airport is a public used airport located six nautical miles (11 km) east of the central business district of Twentynine Palms, a city in San Bernardino County, California, United States. It is owned by the County of San Bernardino.

Twentynine Palms Airport was activated on 1 January 1942 by the United States Army Air Forces. It started as an USAAF contract glider training – called Twenty-Nine Palms Air Academy - until 16 February 1943. The Air Academy had four auxiliary airfields in the local area, flying training was performed with Fairchild PT-19s as the primary trainer. Later on, they also had several PT-17 Stearmans and a few P-40 Warhawks assigned. The USAAF conducted basic flying training from March 1943 until Twentynine Palms Airport was transferred to the United States Navy in April 1944. Under USN control, it became an auxiliary airfield to NAS San Diego.

Twentynine Palms Airport covers an area of 480 acres (190 ha) at an elevation of 1,888 feet (575 m) above mean sea level. It has two asphalt paved runways: 8/26 is 5,531 by 75 feet (1,686 x 23 m) and 17/35 is 3,797 by 50 feet (1,157 x 15 m).

For the 12-month period ending February 16, 2006, the airport had 18,000 aircraft operations, an average of 49 per day: 97% general aviation and 3% military. At that time there were 16 aircraft based at this airport: 68% single-engine, 6% multi-engine and 25% glider.

Source: en.wikipedia.org

4. Technical Information

ICAO:	KTNP
Latitude:	34°07'54"N
Longitude:	115°56'45"W
Elevation:	1.888ft / 575m
Magnetic Variation:	012° E
Fuel:	100LL
Runway 8/26:	5.531ft / 1.686m; Asphalt
Runway 17/35:	3.797ft / 1.157m; Asphalt
Approaches:	RWY26 VOR Approach RWY26 RNAV Approach

Detailed airport information can be found [here](#). Charts can be found at the end of this document.

5. Overview

The following image gives an overview of the scenery which covers an area of 250km² with high resolution satellite imagery (0.25-0.6cm/px) and a complex terrain mesh.



Viewpoint: Northwest of the airport.



6. Scenery Configurator: General

Twentynine Palms introduces a new kind of Scenery Configurator, powerful and also licensed to other development companies.

The software automatically finds all 29Palms sceneries installed in your flight simulator and allows you to configure and update them.

To run the Scenery Configurator you need .NET Framework 4.0 or higher installed on your machine. The configurator can be found in the Steam Tools library. You can also launch the scenery configurator directly from its location:

"[FSX:SE dir]\DLC\379571\29Palms\29Palms - Configurator".

Do not move or modify the files in that directory! You can make a shortcut instead.

Changes are being applied instantly.

Make sure FSX:SE is closed while running the Scenery Configurator!



The Global Settings tab will hold more functions in the future. At the moment it can be used to reset the scenery to defaults.

If the program encounters **problems** at any point, it will throw an error message and place a **log file** in the following folder:

"[FSX:SE dir]\DLC\379571\29Palms\29Palms - Configurator\scripts\log".

Please send that log file to our **support** along with a short description of what happened if the problem persists: support@29palms.de

7. Scenery Configurator: Troubleshooting

The Scenery Configurator will throw self-explaining error messages if problems occur.

Here is a list of known errors that may occur on some systems:

- On slow hard-drives fast toggling of options can lead to double files and therefore the Scenery Configurator throws an error message. After toggling an option the program waits for a second to complete the operation. This waiting period may be too short on slower machines.

- If the program encounters **problems** at any point, it will throw an error message and place a **log file** in the following folder:
"[FSX:SE dir]\DLC\379571\29Palms\29Palms - Configurator\scripts\log".
Please send that log file to our **support** along with a short description of what happened if the problem persists: support@29palms.de

8. Copyrights

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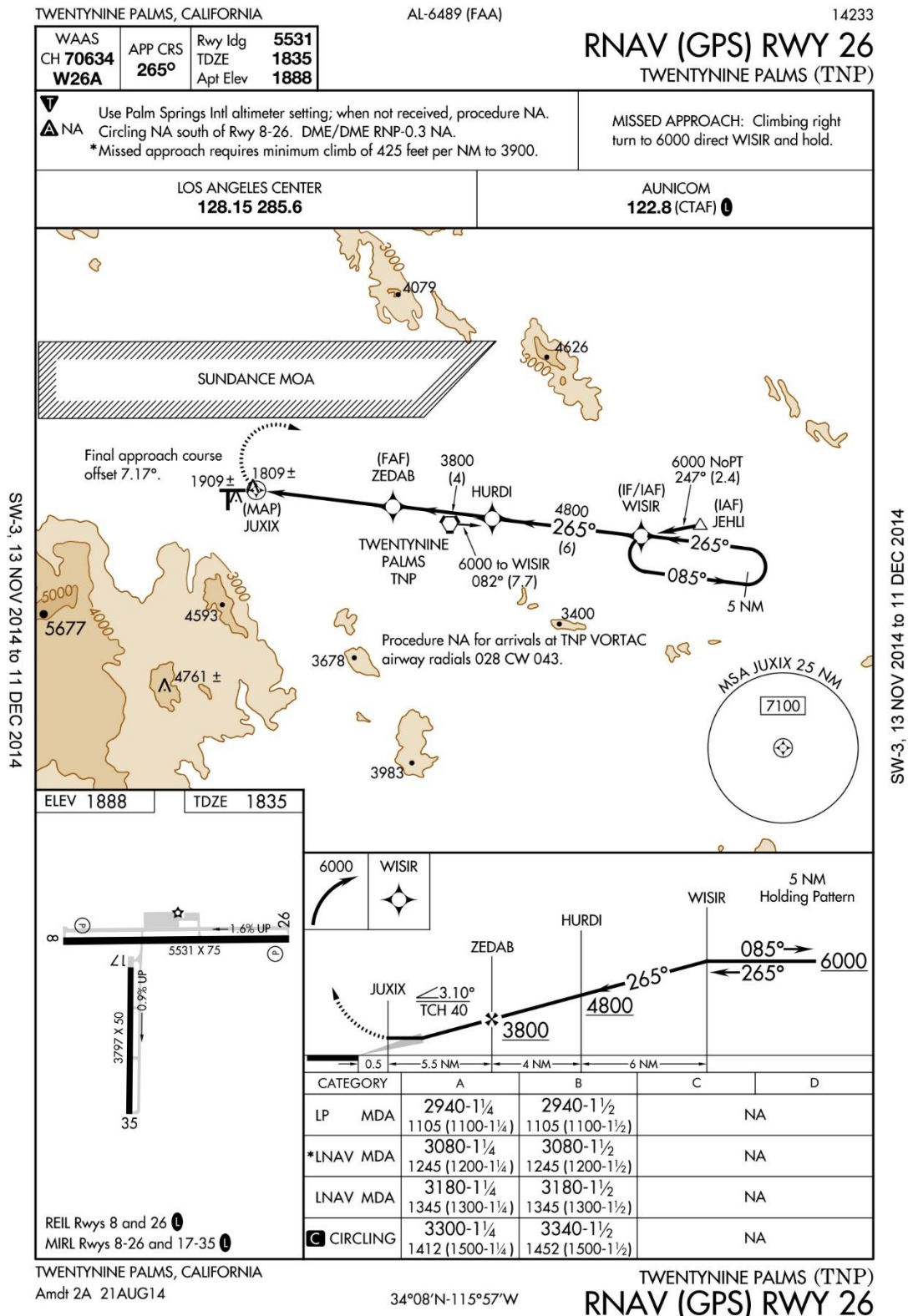
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9. Charts

Charts are freely available from [FAA's website](https://www.faa.gov/air_traffic/flight_info/aeronav/digital_products/chart).



TWENTYNINE PALMS, CALIFORNIA
AL-6489 (FAA)
13346

VORTAC TNP 114.2 Chan 89	APP CRS 264°	Rwy Idg TDZE 1835 Apt Elev 1888
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VOR RWY 26

TWENTYNINE PALMS (TNP)

⚠ NA When Palm Springs Intl altimeter setting not received, procedure NA. Circling NA south of Rwy 8-26. Use Palm Springs Intl altimeter setting.

MISSED APPROACH: Climbing right turn to 5900 direct TNP VORTAC and hold, continue climb-in-hold to 5900.

LOS ANGELES CENTER
128.15 285.6

AUNICOM
122.8 (CTAF) ①

ELEV 1888	TDZE 1835
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REIL Rwy 8 and 26 ①
MIRL Rwy 8-26 and 17-35 ①

FAF to MAP 8.3 NM

Knots	60	90	120	150	180
Min:Sec	8:18	5:32	4:09	3:19	2:46

CATEGORY	A	B	C	D
S-26	3580-1¼ 1745 (1700-1¼)	3580-1½ 1745 (1700-1½)	NA	
CIRCLING	3580-1¼ 1692 (1700-1¼)	3580-1½ 1692 (1700-1½)	NA	

One Minute Holding Pattern

TWENTYNINE PALMS, CALIFORNIA
Amdt 2A 22OCT09

TWENTYNINE PALMS (TNP)
VOR RWY 26

34°08'N-115°57'W

SW-3, 13 NOV 2014 to 11 DEC 2014