Table A2A - Full Flight Simulator (FFS) Objective Tests									
QPS REQUIREMENTS									INFORMATION
Test		Tolerance	Flight Conditions	Test Details	Simulator Level				Notes
Entry Number	Title				A	B	C	D	
		visual systems must be operable simultaneously.							
4.a.2.	System geometry	5° even angular spacing within ±1° as measured from either pilot eye point and within 1.5° for adjacent squares.	Not applicable.	The angular spacing of any chosen 5° square and the relative spacing of adjacent squares must be within the stated tolerances.	X	X	X	X	The purpose of this test is to evaluate local linearity of the displayed image at either pilot eye point. System geometry should be measured using a visual test pattern filling the entire visual scene (all channels) with a matrix of black and white 5° squares with light points at the intersections. For continuing qualification testing, the use of an optical checking device is encouraged. This device should typically consist of a hand-held go/no go gauge to check that the relative positioning is maintained.
4.a.3	Surface resolution (object detection).	Not greater than 2 arc minutes.	Not applicable.	An SOC is required and must include the relevant calculations and an explanation of those calculations. This requirement is applicable to any level of simulator equipped with a daylight visual system.			X	X	Resolution will be demonstrated by a test of objects shown to occupy the required visual angle in each visual display used on a scene from the pilot's eyepoint. The object will subtend 2 arc minutes to the eye. This may be demonstrated using threshold bars for a horizontal test.