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	
									A vertical test should also be demonstrated.
4.a.4	Light point size.	Not greater than 5 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	Light point size should be measured using a test pattern consisting of a centrally located single row of white light points displayed as both a horizontal and vertical row. It should be possible to move the light points relative to the eyepoint in all axes. At a point where modulation is just discernible in each visual channel, a calculation should be made to determine the light spacing.
4.a.5	Raster surface contrast ratio.	Not less than 5:1.	Not applicable.	This requirement is applicable to any level of simulator equipped with a daylight visual system.			X	X	Surface contrast ratio should be measured using a raster drawn test pattern filling the entire visual scene (all channels). The test pattern should consist of black and white squares, 5° per square, with a white square in the center of each channel. Measurement should be made on the center bright square for each channel using a 1° spot photometer. This value should have a minimum brightness of 7 cd/m^2 (2 ft-