| 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 | |
| | | | | | | | | | lamberts). Measure any adjacent dark squares.<br><br>The contrast ratio is the bright square value divided by the dark square value.<br><br>*Note 1. — During contrast ratio testing, FSTD aft-cab and flight deck ambient light levels should be as low as possible.*<br><br>*Note 2. — Measurements should be taken at the center of squares to avoid light spill into the measurement device.* |
| 4.a.6 | Light point contrast ratio. | Not less than 25:1. | Not applicable. | An SOC is required and must include the relevant calculations. | | | X | X | Light point contrast ratio should be measured using a test pattern demonstrating an area of greater than 1° area filled with white light points and should be compared to the adjacent background.<br><br>*Note. — Light point modulation should be just discernible on calligraphic systems but will not be discernable on raster systems.*<br><br>Measurements of the background should be taken such that the bright square is |