| 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 | |
| | | | | | | | | | just out of the light meter FOV.<br><br>*Note. — During contrast ratio testing, FSTD aft-cab and flight deck ambient light levels should be as low as practical.* |
| | Light point contrast ratio. | Not less than 10:1. | Not applicable. | | X | X | | | |
| 4.a.7 | Light point brightness. | Not less than 20 cd/m$^2$ (5.8 ft-lamberts). | Not applicable. | | | | X | X | Light points should be displayed as a matrix creating a square.<br><br>On calligraphic systems the light points should just merge.<br><br>On raster systems the light points should overlap such that the square is continuous (individual light points will not be visible). |
| 4.a.8 | Surface brightness. | Not less than 20 cd/m$^2$ (5.8 ft-lamberts) on the display. | Not applicable. | This requirement is applicable to any level of simulator equipped with a daylight visual system. | | | X | X | Surface brightness should be measured on a white raster, measuring the brightness using the 1° spot photometer.<br><br>Light points are not acceptable.<br><br>Use of calligraphic capabilities to enhance raster brightness is acceptable. |
| 4.a.9 | Black level and sequential contrast. | Black intensity: | Not applicable. | | X | X | X | X | All projectors should be turned off and the cockpit |