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	
		Background brightness – Black polygon brightness < 0.015 cd/m^2 (0.004 ft-lamberts). Sequential contrast: Maximum brightness – (Background brightness – Black polygon brightness) > 2,000:1.							environment made as dark as possible. A background reading should be taken of the remaining ambient light on the screen. The projectors should then be turned on and a black polygon displayed. A second reading should then be taken and the difference between this and the ambient level recorded. A full brightness white polygon should then be measured for the sequential contrast test. This test is generally only required for **light valve projectors**.
4.a.10	Motion blur.	When a pattern is rotated about the eyepoint at 10˚/s, the smallest detectable gap must be 4 arc min or less.	Not applicable.		X	X	X	X	A test pattern consists of an array of 5 peak white squares with black gaps between them of decreasing width. The range of black gap widths should at least extend above and below the required detectable gap, and be in steps of 1 arc min. The pattern is rotated at the required rate.