Table A3B - Functions and Subjective Tests QPS REQUIREMENTS					
Entry Number	For Qualification At The Stated Level Class I Airport Models	Simulator Level			
		A	B	C	D
	attachment are not designated as "in use," then the "in use" runways must be listed on the SOQ (e.g., KORD, Rwys 9R, 14L, 22R). Models of airports with more than one runway must have all significant runways not "in-use" visually depicted for airport and runway recognition purposes. The use of white or off white light strings that identify the runway threshold, edges, and ends for twilight and night scenes are acceptable for this requirement. Rectangular surface depictions are acceptable for daylight scenes. A visual system's capabilities must be balanced between providing airport models with an accurate representation of the airport and a realistic representation of the surrounding environment. Airport model detail must be developed using airport pictures, construction drawings and maps, or other similar data, or developed in accordance with published regulatory material; however, this does not require that such models contain details that are beyond the design capability of the currently qualified visual system. Only one "primary" taxi route from parking to the runway end will be required for each "in-use" runway.				
2.a.2	**Visual scene fidelity.**				
2.a.2.a	The visual scene must correctly represent the parts of the airport and its surroundings used in the training program.	**X**	**X**	**X**	**X**
2.a.2.b	Reserved				
2.a.2.c	Reserved				
2.a.3	**Runways and taxiways.**				
2.a.3.a	Airport specific runways and taxiways.	**X**	**X**	**X**	**X**
2.a.3.b	Reserved				
2.a.3.c	Reserved				
2.a.4	If appropriate to the airport, two parallel runways and one crossing runway displayed simultaneously; at least two runways must be capable of being lit simultaneously.			**X**	**X**
2.a.5	Runway threshold elevations and locations must be modeled to provide correlation with airplane systems (e.g. HUD, GPS, compass, altimeter).			**X**	**X**
2.a.6	Slopes in runways, taxiways, and ramp areas must not cause distracting or unrealistic effects, including pilot eye-point height variation.			**X**	**X**
2.a.7	**Runway surface and markings for each "in-use" runway must include the following, if appropriate:**				
2.a.7.a	Threshold markings.	**X**	**X**	**X**	**X**
2.a.7.b	Runway numbers.	**X**	**X**	**X**	**X**
2.a.7.c	Touchdown zone markings.	**X**	**X**	**X**	**X**
2.a.7.d	Fixed distance markings.	**X**	**X**	**X**	**X**