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
2.e.3	Accurate portrayal of environment relating to airplane attitudes.	X	X	X	X
2.e.4	The visual scene must correlate with integrated airplane systems, where fitted (e.g. terrain, traffic and weather avoidance systems and HUD/EFVS).			X	X
2.e.5	The effect of rain removal devices must be provided.			X	X
2.f	**Scene quality.**				
2.f.1	**Quantization.**				
2.f.1.a	Surfaces and textural cues must be free from apparent quantization (aliasing).			X	X
2.f.1.b	Surfaces and textural cues must not create distracting quantization (aliasing).	X	X		
2.f.2	System capable of portraying full color realistic textural cues.			X	X
2.f.3	The system light points must be free from distracting jitter, smearing or streaking.	X	X	X	X
2.f.4	System capable of providing representative focus effects that simulate rain (e.g. reduced visibility and object resolution in the out the window view as a result of rain).			X	X
2.f.5	System capable of providing light point perspective growth (e.g. relative size of runway and taxiway edge lights increase as the lights are approached).			X	X
2.g	**Environmental effects.**				
2.g.1	The displayed scene must correspond to the appropriate surface contaminants and include runway lighting reflections for wet, partially obscured lights for snow, or suitable alternative effects.			X	X
2.g.2	Special weather representations which include the sound, motion and visual effects of light, medium and heavy precipitation near a thunderstorm on take-off, approach and landings at and below an altitude of 600 m (2 000 ft) above the airport surface and within a radius of 16 km (10 sm) from the airport.			X	X
2.g.3	One airport with a snow scene to include terrain snow and snow-covered taxiways and runways.			X	X
2.g.4	In-cloud effects such as variable cloud density, speed cues and ambient changes should be provided.			X	X
2.g.5	The effect of multiple cloud layers representing few, scattered, broken and overcast conditions giving partial or complete obstruction of the ground scene.			X	X
2.g.6	Gradual break-out to ambient visibility/RVR, defined as up to 10% of the respective cloud base or top, 20 ft ≤ transition layer ≤ 200 ft; cloud effects should be checked at and below a height of 600 m (2 000 ft) above the airport and within a radius of 16 km (10 sm) from the airport. Transition effects should be complete when the IOS cloud base or top is reached when exiting and start when entering the cloud, i.e. transition effects should occur			X	X