Table A3D - Functions and Subjective Tests						
QPS REQUIREMENTS						INFORMATION
Entry Number	Motion System Effects	Simulator Level				Notes
		A	B	C	D	
7.	**Buffet due to atmospheric disturbances** (e.g. buffet due to turbulence, windshear, proximity to thunderstorms, gusting winds, etc.).			X	X	
8.	**Approach to stall buffet and stall buffet (where applicable):** Procedure: Conduct an approach-to-stall with engines at idle and a deceleration of 1 knot/second. Check that the motion cues of the buffet, including the level of buffet increase with decreasing speed, are representative of the actual airplane.	X	X	X	X	For FSTDs qualified for full stall training tasks, modeling that accounts for any increase in buffet amplitude from initial buffet threshold of perception to critical angle of attack or deterrent buffet as a function of angle of attack. The stall buffet modeling should include effects of Nz, as well as Nx and Ny if relevant.
9.	**Touchdown cues for main and nose gear:** Procedure: Conduct several normal approaches with various rates of descent. Check that the motion cues for the touchdown bumps for each descent rate are representative of the actual airplane.	X	X	X	X	
10.	**Nosewheel scuffing:** Procedure: Taxi at various ground speeds and manipulate the nosewheel steering to cause yaw rates to develop that cause the		X	X	X	