Table B2A - Flight Training Device (FTD) Objective Tests								
QPS REQUIREMENTS								INFORMATION
Test		Tolerance	Flight Conditions	Test Details	FTD Level			Notes
Entry Number	Title				5	6	7	
		Far end: ±20% of the computed VGS. The threshold lights computed to be visible must be visible in the FTD.	(1,200 ft).	2) glide slope (G/S) and localizer modeling accuracy (location and slope) for an ILS; 3) for a given weight, configuration and speed representative of a point within the airplane's operational envelope for a normal approach and landing; and 4) Radio altimeter. *Note. — If non-homogeneous fog is used, the vertical variation in horizontal visibility should be described and included in the slant range visibility calculation used in the VGS computation.*				
4.e	**Visual System Capacity**							
4.e.1	System capacity – Day mode.	Not less than: 10,000 visible textured surfaces, 6,000 light points, 16 moving models.	Not applicable				**X**	Demonstrated through use of a visual scene rendered with the same image generator modes used to produce scenes for training. The required surfaces, light points, and moving models should be displayed simultaneously.
4.e.2	System capacity – Twilight/night mode.	Not less than: 10,000 visible textured surfaces, 15,000 light points, 16 moving models.	Not applicable				**X**	Demonstrated through use of a visual scene rendered with the same image generator modes used to produce scenes for training. The required surfaces, light points, and moving models