

**Table B3E - Functions And Subjective Tests
Level 7 FTD**

QPS REQUIREMENTS

Entry Number	Airport Modeling Requirements
2.d.1	Night.
2.d.2	Twilight.
2.d.3	Day.
2.d.4	Dynamic effects — the capability to present multiple ground and air hazards such as another airplane crossing the active runway or converging airborne traffic; hazards must be selectable via controls at the instructor station.
2.d.5	Reserved
2.e	Correlation with airplane and associated equipment.
2.e.1	Visual cues to relate to actual airplane responses.
2.e.2	Visual cues during take-off, approach and landing.
2.e.2.a	Visual cues to assess sink rate and depth perception during landings.
2.e.2.b	Reserved
2.e.3	Accurate portrayal of environment relating to airplane attitudes.
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).
2.e.5	Reserved
2.f	Scene quality.
2.f.1	Quantization.
2.f.1.a	Surfaces and textural cues must be free from apparent quantization (aliasing).
2.f.1.b	Reserved
2.f.2	System capable of portraying full color realistic textural cues.
2.f.3	The system light points must be free from distracting jitter, smearing or streaking.
2.f.4	Reserved
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).
2.g	Environmental effects.
2.g.1	Reserved
2.g.2	Reserved
2.g.3	Reserved
2.g.4	Reserved
2.g.5	Reserved
2.g.6	Reserved
2.g.7	Visibility and RVR measured in terms of distance. Visibility/RVR must 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.
2.g.8	Reserved
2.g.9	Reserved
2.g.10	Reserved
2.g.11	Reserved
	End QPS Requirement
	Begin Information