Table A1A – Minimum Simulator Requirements						
QPS REQUIREMENTS						INFORMATION
Entry Number	General Simulator Requirements	Simulator Levels				Notes
		A	B	C	D	
1. General Flight Deck Configuration.						
1.a.	The simulator must have a flight deck that is a replica of the airplane simulated with controls, equipment, observable flight deck indicators, circuit breakers, and bulkheads properly located, functionally accurate and replicating the airplane. The direction of movement of controls and switches must be identical to the airplane. Pilot seats must allow the occupant to achieve the design "eye position" established for the airplane being simulated. Equipment for the operation of the flight deck windows must be included, but the actual windows need not be operable. Additional equipment such as fire axes, extinguishers, and spare light bulbs must be available in the FFS but may be relocated to a suitable location as near as practical to the original position. Fire axes, landing gear pins, and any similar purpose instruments need only be represented in silhouette. The use of electronically displayed images with physical overlay or masking for simulator instruments and/or instrument panels is acceptable provided: (1) All instruments and instrument panel layouts are dimensionally correct with differences, if any, being imperceptible to the pilot; (2) Instruments replicate those of the airplane including full instrument functionality and embedded logic; (3) Instruments displayed are free of quantization (stepping); (4) Instrument display characteristics replicate those of the airplane including: resolution, colors, luminance, brightness, fonts, fill patterns, line styles and symbology; (5) Overlay or masking, including bezels and bugs, as applicable, replicates the airplane panel(s); (6) Instrument controls and switches replicate and operate with the same technique, effort, travel and in the same direction as those in the airplane; (7) Instrument lighting replicates that of the airplane and is operated from	X	X	X	X	For simulator purposes, the flight deck consists of all that space forward of a cross section of the flight deck at the most extreme aft setting of the pilots' seats, including additional required crewmember duty stations and those required bulkheads aft of the pilot seats. For clarification, bulkheads containing only items such as landing gear pin storage compartments, fire axes and extinguishers, spare light bulbs, and aircraft document pouches are not considered essential and may be omitted.