									modulation should be just discernible on calligraphic systems but will not be discernable on raster systems. Measurements of the background should be taken such that the bright square is just out of the light meter FOV. *Note. — During contrast ratio testing, FSTD aft-cab and flight deck ambient light levels should be as low as practical.*
	Light point contrast ratio.	Not less than 10:1.	Not applicable.		**X**	**X**			
4.a.7	Light point brightness.	Not less than 20 cd/m^2 (5.8 ft-lamberts).	Not applicable.				**X**	**X**	Light points should be displayed as a matrix creating a square. On calligraphic systems the light points should just merge. On raster systems the light points should overlap such that the square is continuous (individual light points will not be visible).
4.a.8	Surface brightness.	Not less than 20 cd/m^2 (5.8 ft-lamberts) on the display.	Not applicable.	This requirement is applicable to any level of simulator equipped with a daylight visual system.			**X**	**X**	Surface brightness should be measured on a white raster, measuring the brightness using the 1° spot photometer. Light points are not acceptable. Use of calligraphic capabilities to enhance raster brightness is acceptable.
4.a.9	Black level and	Black intensity:	Not applicable.		**X**	**X**	**X**	**X**	All projectors should be