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| | sequential contrast. | Background brightness – Black polygon brightness < 0.015 cd/m$^2$ (0.004 ft-lamberts).<br><br>Sequential contrast:<br><br>Maximum brightness – (Background brightness – Black polygon brightness) > 2,000:1. | | | | | | | turned off and the cockpit environment made as dark as possible. A background reading should be taken of the remaining ambient light on the screen.<br><br>The projectors should then be turned on and a black polygon displayed. A second reading should then be taken and the difference between this and the ambient level recorded.<br><br>A full brightness white polygon should then be measured for the sequential contrast test.<br><br>This test is generally only required for **light valve projectors**. |
| 4.a.10 | Motion blur. | When a pattern is rotated about the eyepoint at 10˚/s, the smallest detectable gap must be 4 arc min or less. | Not applicable. | | **X** | **X** | **X** | **X** | A test pattern consists of an array of 5 peak white squares with black gaps between them of decreasing width.<br><br>The range of black gap widths should at least extend above and below the required detectable gap, and be in steps of 1 arc min.<br><br>The pattern is rotated at the required rate.<br><br>Two arrays of squares should be provided, one rotating in heading and the other in pitch, to provide testing in both axes.<br><br>A series of stationary |