This table specifies the minimum airport model content and functionality to qualify a simulator at the indicated level. This table applies only to the airport models required for FTD qualification.	
Begin QPS Requirements	
1.	**Reserved**
2.a.	**Functional test content requirements**
2.a.1	**Airport scenes**
2.a.1.a	A minimum of three (3) real-world airport models to be consistent with published data used for airplane operations and capable of demonstrating all the visual system features below. Each model should be in a different visual scene to permit assessment of FSTD automatic visual scene changes. The model identifications must be acceptable to the sponsor's TPAA, selectable from the IOS, and listed on the SOQ.
2.a.1.b	Reserved
2.a.1.c	Reserved
2.a.1.d	**Airport model content.** For circling approaches, all tests apply to the runway used for the initial approach and to the runway of intended landing. If all runways in an airport model used to meet the requirements of this attachment are not designated as "in use," then the "in use" runways must be listed on the SOQ (e.g., KORD, Rwys 9R, 14L, 22R). Models of airports with more than one runway must have all significant runways not "in-use" visually depicted for airport and runway recognition purposes. The use of white or off white light strings that identify the runway threshold, edges, and ends for twilight and night scenes are acceptable for this requirement. Rectangular surface depictions are acceptable for daylight scenes. A visual system's capabilities must be balanced between providing airport models with an accurate representation of the airport and a realistic representation of the surrounding environment. Airport model detail must be developed using airport pictures, construction drawings and maps, or other similar data, or developed in accordance with published regulatory material; however, this does not require that such models contain details that are beyond the design capability of the currently qualified visual system. Only one "primary" taxi route from parking to the runway end will be required for each "in-use" runway.
2.a.2	**Visual scene fidelity.**
2.a.2.a	The visual scene must correctly represent the parts of the airport and its surroundings used in the training program.
2.a.2.b	Reserved
2.a.2.c	Reserved
2.a.3	**Runways and taxiways.**
2.a.3.a	Reserved
2.a.3.b	Representative runways and taxiways.
2.a.3.c	Reserved
2.a.4	Reserved
2.a.5	Runway threshold elevations and locations must be modeled to provide correlation with airplane systems (e.g. HUD, GPS, compass, altimeter).
2.a.6	Reserved
2.a.7	**Runway surface and markings for each "in-use" runway must include the following, if appropriate:**
2.a.7.a	Threshold markings.
2.a.7.b	Runway numbers.
2.a.7.c	Touchdown zone markings.
2.a.7.d	Fixed distance markings.