Table A2A - Full Flight Simulator (FFS) Objective Tests									
QPS REQUIREMENTS									INFORMATION
Test		Tolerance	Flight Conditions	Test Details	Simulator Level				Notes
Entry Number	Title				A	B	C	D	
				▪ Changes in control forces ▪ Increase in drag ▪ Change in stall buffet characteristics and threshold of perception ▪ Engine effects (power reduction/variation, vibration, etc. where expected to be present on the aircraft in the ice accretion scenario being tested)					
3. Motion System.									
3.a.	**Frequency response.**								
		As specified by the sponsor for FSTD qualification.	Not applicable.	Appropriate test to demonstrate required frequency response.	X	X	X	X	See paragraph 6 of this Attachment.
3.b.	**Turn-around check.**								
		As specified by the sponsor for FSTD qualification.	Not applicable.	Appropriate test to demonstrate required smooth turn-around.	X	X	X	X	See paragraph 6 of this Attachment.
3.c	**Motion effects.**				X	X	X	X	Refer to Attachment 3 of this Appendix on subjective testing.
3.d.	**Motion system repeatability.**								
	Motion system repeatability	±0.05 g actual platform linear accelerations.	None.		X	X	X	X	Ensure that motion system hardware and software (in normal FSTD operating mode) continue to perform as originally qualified. Performance changes from the original baseline can be readily identified with this information. See paragraph 6.c. of this Attachment.
3.e.	**Motion cueing fidelity**								