Table A3D - Functions and Subjective Tests						
QPS REQUIREMENTS						INFORMATION
Entry Number	Motion System Effects	Simulator Level				Notes
		A	B	C	D	
	decelerate the simulated airplane. Do not use wheel braking so that only the buffet due to the ground spoilers and thrust reversers is felt.					
4.	**Bumps associated with the landing gear:** Procedure: Perform a normal take-off paying special attention to the bumps that could be perceptible due to maximum oleo extension after lift-off. When the landing gear is extended or retracted, motion bumps can be felt when the gear locks into position.	**X**	**X**	**X**	**X**	
5.	**Buffet during extension and retraction of landing gear:** Procedure: Operate the landing gear. Check that the motion cues of the buffet experienced represent the actual airplane.	**X**	**X**	**X**	**X**	
6.	**Buffet in the air due to flap and spoiler/speedbrake extension:** Procedure: Perform an approach and extend the flaps and slats with airspeeds deliberately in excess of the normal approach speeds. In cruise configuration, verify the buffets associated with the spoiler/speedbrake extension. The above effects can also be verified with different combinations of spoiler/speedbrake, flap, and landing gear settings to assess the interaction effects.	**X**	**X**	**X**	**X**	