TABLE A3C—FUNCTIONS AND SUBJECTIVE TESTS—Continued

Entry No.	QPS requirements Additional airport models beyond minimum required for qualification—Class II airport models	Simulator level			
		A	B	C	D
3.b.5.	Touchdown zone lights, if appropriate	X	X	X	X
3.b.6.	Leadoff lights, if appropriate	X	X	X	X
3.b.7.	Appropriate visual landing aid(s) for that runway	X	X	X	X
3.b.8.	Appropriate approach lighting system for that runway	X	X	X	X
3.c.	The taxiway surface and markings associated with each ''in-use'' runway:				
3.c.1.	Edge	X	X	X	X
3.c.2.	Centerline	X	X	X	X
3.c.3.	Runway hold lines	X	X	X	X
3.c.4.	ILS critical area markings	X	X	X	X
3.d.	The taxiway lighting associated with each ''in-use'' runway:				
3.d.1.	Edge			X	X
3.d.2.	Centerline	X	X	X	X
3.d.3.	Runway hold and ILS critical area lights	X	X	X	X
4.	Required model correlation with other aspects of the airport environment simulation The following are the minimum model correlation tests that must be conducted for simulators at Levels A, B, C, and D.				
4.a.	The airport model must be properly aligned with the navigational aids that are associated with operations at the ''in-use'' runway.	X	X	X	X
4.b.	Slopes in runways, taxiways, and ramp areas, if depicted in the visual scene, must not cause distracting or unrealistic effects.	X	X	X	X
5.	Correlation with airplane and associated equipment. The following are the minimum correlation comparisons that must be made for simulators at Levels A, B, C, and D.				
5.a.	Visual system compatibility with aerodynamic programming	X	X	X	X
5.b.	Accurate portrayal of environment relating to flight simulator attitudes	X	X	X	X
5.c.	Visual cues to assess sink rate and depth perception during landings		X	X	X
5.d.	Visual effects for each visible, own-ship, airplane external light(s)		X	X	X
6.	Scene quality. The following are the minimum scene quality tests that must be conducted for simulators at Levels A, B, C, and D.				
6.a.	Surfaces and textural cues must be free of apparent and distracting quantization (aliasing)			X	X
6.b.	Correct color and realistic textural cues			X	X
6.c.	Light points free from distracting jitter, smearing or streaking	X	X	X	X
7.	Instructor controls of the following: The following are the minimum instructor controls that must be available in simulators at Levels A, B, C, and D.				
7.a.	Environmental effects, e.g., cloud base (if used), cloud effects, cloud density, visibility in statute miles/kilometers and RVR in feet/meters.	X	X	X	X
7.b.	Airport selection	X	X	X	X
7.c.	Airport lighting including variable intensity	X	X	X	X
7.d.	Dynamic effects including ground and flight traffic			X	X