

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	