

Table B2A - Flight Training Device (FTD) Objective Tests									
QPS REQUIREMENTS									
Test		Tolerance	Flight Conditions	Test Details	FTD Level			Notes	
Entry Number	Title				5	6	7		
		Far end: $\pm 20\%$ of the computed VGS. The threshold lights computed to be visible must be visible in the FTD.	(1,200 ft).	2) glide slope (GS) and localizer modeling accuracy (location and slope) for an ILS; 3) for a given weight, configuration and speed representative of a point within the airplane's operational envelope for a normal approach and landing; and 4) Radio altimeter. <i>Note. — If non-homogeneous fog is used, the vertical variation in horizontal visibility should be described and included in the slant range visibility calculation used in the VGS computation.</i>					
4.c	Visual System Capacity								
4.c.1	System capacity – Day mode.	Not less than: 10,000 visible textured surfaces, 6,000 light points, 16 moving models.	Not applicable				X	Demonstrated through use of a visual scene rendered with the same image generator modes used to produce scenes for training. The required surfaces, light points, and moving models should be displayed simultaneously.	
4.c.2	System capacity – Twilight/night mode.	Not less than: 10,000 visible textured surfaces, 15,000 light points, 16 moving models.	Not applicable				X	Demonstrated through use of a visual scene rendered with the same image generator modes used to produce scenes for training. The required surfaces, light points, and moving models	