

TABLE C2A—FULL FLIGHT SIMULATOR (FFS) OBJECTIVE TESTS—Continued

QPS requirements							Information	
Test		Tolerance(s)	Flight condition	Test details	Simulator level			Notes
Entry No.	Title				B	C	D	
4.c.	Surface contrast ratio.	Not less than 5:1.	N/A	The ratio is calculated by dividing the brightness level of the center, bright square (providing at least 2 foot-lamberts or 7 cd/m²) by the brightness level of any adjacent dark square.			X	Measurements may be made using a 1° spot photometer and a raster drawn test pattern filling the entire visual scene (all channels) with a test pattern of black and white squares, 5 per square, with a white square in the center of each channel. During contrast ratio testing, simulator aft-cab and flight deck ambient light levels should be zero.
4.d.	Highlight brightness.	Not less than six (6) foot-lamberts (20 cd/m²).	N/A	Measure the brightness of the center, white square while superimposing a highlight on that white square. The use of calligraphic capabilities to enhance the raster brightness is acceptable; however, measuring light points is not acceptable.			X	Measurements may be made using a 1° spot photometer and a raster drawn test pattern filling the entire visual scene (all channels) with a test pattern of black and white squares, 5 per square, with a white square in the center of each channel.