

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.g.2.		Not less than 25:1	N/A	An SOC is required and must include the relevant calculations.		X	X	
4.h.	Visual ground segment							
		The visible segment in the simulator must be $\pm 20\%$ of the segment computed to be visible from the helicopter flight deck. This tolerance may be applied at the far end of the displayed segment. However, lights and ground objects computed to be visible from the helicopter flight deck at the near end of the visible segment must be visible in the simulator.	Landing configuration, with the aircraft trimmed for the appropriate airspeed, where the MLG are at 100 ft (30 m) above the plane of the touchdown zone, on the electronic glide slope with an RVR value set at 1,200 ft (350 m).	The QTG must contain appropriate calculations and a drawing showing the data used to establish the helicopter location and the segment of the ground that is visible considering design eye point, the helicopter attitude, flight deck cut-off angle, and a visibility of 1200 ft (350 m) RVR. Simulator performance must be measured against the QTG calculations. The data submitted must include at least the following:	X	X	X	Pre-positioning for this test is encouraged, and may be achieved via manual or autopilot control to the desired position.