

TABLE C3C—FUNCTIONS AND SUBJECTIVE TESTS—Continued

QPS requirements						
Entry No.	Visual scene content additional airport or landing area models beyond minimum required for qualification Class II airport or landing area models	Simulator level				
		B	C	D		
	The following are the minimum visual model correlation tests that must be conducted for Level B, Level C, and Level D simulators, as indicated.					
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		
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		
5.	Correlation with helicopter and associated equipment The following are the minimum correlation comparisons that must be made for simulators at Level B, C, and D.					
5.a.	Visual system compatibility with aerodynamic programming	X	X	X		
5.b.	Accurate portrayal of environment relating to flight simulator attitudes	X	X	X		
5.c.	Visual cues to assess sink rate and depth perception during landings	X	X	X		
6.	Scene quality The following are the minimum scene quality tests that must be conducted for simulators at Level B, C, and D.					
6.a.	Light points free from distracting jitter, smearing or streaking	X	X	X		
6.b.	Surfaces and textural cues free from apparent and distracting quantization (aliasing)		X	X		
6.c.	Correct color and realistic textural cues			X		
7.	Instructor controls of the following: The following are the minimum instructor controls that must be available in Level B, Level C, and Level D simulators, as indicated.					
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		
7.b.	Airport/Heliport selection	X	X	X		
7.c.	Airport lighting including variable intensity	X	X	X		
7.d.	Dynamic effects including ground and flight traffic		X	X		
End QPS Requirements						
Begin Information						
8.	Sponsors are not required to provide every detail of a runway or helicopter landing area, but the detail that is provided must be correct within the capabilities of the system.	X	X	X		
End Information						

TABLE C3D—FUNCTIONS AND SUBJECTIVE TESTS

QPS requirements				Information	
Entry No.	Motion system (and special aerodynamic model) effects	Simulator level			Notes
		B	C	D	
This table specifies motion effects that are required to indicate the threshold at which a flight crewmember must be able to recognize an event or situation. Where applicable, flight simulator pitch, side loading and directional control characteristics must be representative of the helicopter.					