

TABLE D3C—TABLE OF FUNCTIONS AND SUBJECTIVE TESTS LEVEL 7 FTD VISUAL REQUIREMENTS
ADDITIONAL VISUAL MODELS BEYOND MINIMUM REQUIRED FOR QUALIFICATION CLASS II AIRPORT
OR HELICOPTER LANDING AREA MODELS—Continued

QPS requirements	
Entry No.	Operations tasks
7.b.	Airport/Heliport selection.
7.c.	Airport/Heliport lighting including variable intensity.
7.d.	Dynamic effects including ground and flight traffic.
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.
End Information	

TABLE D3D—TABLE OF FUNCTIONS AND SUBJECTIVE TESTS LEVEL 6 FTD

QPS requirements	
Entry No.	Operations tasks
Tasks in this table are subject to evaluation if appropriate for the helicopter simulated as indicated in the SOQ Configuration List or for a Level 6 FTD. Items not installed or not functional on the FTD and not appearing on the SOQ Configuration List, are not required to be listed as exceptions on the SOQ.	
1. Preflight Procedures	
1.a.	Preflight Inspection (Flight Deck Only) switches, indicators, systems, and equipment.
1.b.	APU/Engine start and run-up.
1.b.1.	Normal start procedures.
1.b.2.	Alternate start procedures.
1.b.3.	Abnormal starts and shutdowns.
1.b.4.	Rotor engagement.
1.b.5.	System checks.
2. Takeoff and Departure Phase	
2.a.	Instrument.
2.b.	Takeoff with engine failure after critical decision point (CDP).
3. Climb	
3.a.	Normal.
3.b.	One engine inoperative.
4. Inflight Maneuvers	
4.a.	Performance.
4.b.	Flying qualities.
4.c.	Turns.
4.c.1.	Timed.
4.c.2.	Normal.
4.c.3.	Steep.
4.d.	Accelerations and decelerations.