BEGIN INFORMATION

1. SOME OF THE DEFINITIONS PRESENTED BELOW ARE REPEATED FROM THE DEFINITIONS FOUND IN 14 CFR PART 1, AS INDICATED PARENTHETICALLY

END INFORMATION

BEGIN QPS REQUIREMENTS

2. DEFINITIONS

1st Segment—the portion of the takeoff profile from liftoff to gear retraction.

2nd Segment—the portion of the takeoff profile from after gear retraction to initial flap/slat retraction.

3rd Segment—the portion of the takeoff profile after flap/slat retraction is complete.

Aircraft Data Package—a combination of the various types of data used to design, program, manufacture, modify, and test the FSTD.

Airspeed—calibrated airspeed unless otherwise specified and expressed in terms of nautical miles per hour (knots).

Airport Model—

Class I. Whether modeling real world or fictional airports (or landing areas for helicopters), these airport models (or landing areas for helicopters) are those that meet the requirements of Table A3B or C3B, found in attachment 2 of Appendix A or C, as appropriate, are evaluated by the NSPM, and are listed on the SOQ.

Class II. Whether modeling real world or fictional airports (or landing areas for helicopters), these airport models (or landing areas for helicopters) are those models that are in excess of those used for simulator qualification at a specified level. The FSTD sponsor is responsible for determining that these models meet the requirements set out in Table A3C or C3C, found in attachment 2 of Appendix A or C, as appropriate.

Class III. This is a special class of airport model (or landing area for helicopters), used for specific purposes, and includes models that may be incomplete or inaccurate when viewed without restriction, but when appropriate limits are applied (e.g., ''valid for use only in visibility conditions less than ½ statute mile or RVR2400 feet,'' ''valid for use only for approaches to Runway 22L and 22R''), those features that may be incomplete or inaccurate may not be able to be recognized as such by the crewmember being trained, tested, or checked. Class III airport models used for training, testing, or checking activities under this Chapter requires the certificate holder to submit to the TPAA an appropriate analysis of the skills, knowledge, and abilities necessary for competent performance of the task(s) in which this particular model is to be used, and requires TPAA acceptance of each Class III model.

Altitude—pressure altitude (meters or feet) unless specified otherwise.

Angle of Attack—the angle between the airplane longitudinal axis and the relative wind vector projected onto the airplane plane of symmetry.

Automatic Testing—FSTD testing where all stimuli are under computer control.

Bank—the airplane attitude with respect to or around the longitudinal axis, or roll angle (degrees).

Breakout—the force required at the pilot's primary controls to achieve initial movement of the control position.

Certificate Holder—a person issued a certificate under parts 119, 141, or 142 of this chapter or a person holding an approved course of training for flight engineers in accordance with part 63 of this chapter.

Closed Loop Testing—a test method where the input stimuli are generated by controllers that drive the FSTD to follow a pre-defined target response.

Computer Controlled Aircraft—an aircraft where all pilot inputs to the control surfaces are transferred and augmented by computers.

Confined Area (helicopter operations)—an area where the flight of the helicopter is limited in some direction by terrain or the presence of natural or man-made obstructions (e.g., a clearing in the woods, a city street, or a road bordered by trees or power lines are regarded as confined areas).

Control Sweep—movement of the appropriate pilot controller from neutral to an extreme limit in one direction (Forward, Aft, Right, or Left), a continuous movement back through neutral to the opposite extreme position, and then a return to the neutral position.

Convertible FSTD—an FSTD in which hardware and software can be changed so that the FSTD becomes a replica of a different model, usually of the same type aircraft. The same FSTD platform, flight deck shell, motion system, visual system, computers, and peripheral equipment can be used in more than one simulation.

Critical Engine Parameter—the parameter that is the most accurate measure of propulsive force.

Deadband—the amount of movement of the input for a system for which there is no reaction in the output or state of the system observed.

Distance—the length of space between two points, expressed in terms of nautical miles unless otherwise specified.

Discrepancy—as used in this part, an aspect of the FSTD that is not correct with respect to the aircraft being simulated. This includes missing, malfunctioning, or inoperative components that are required to be present and operate correctly for training, evaluation, and experience functions to be