Table A2A - Full Flight Simulator (FFS) Objective Tests

QPS REQUIREMENTS										INFORMATION
Test		Tolerance	Flight Conditions	Test Details	Simulator Level				Notes
Entry Number	Title				A	B	C	D	
	airspeeds or high Mach.	must exhibit the overall appearance and trends of the airplane data, with at least three (3) of the predominant frequency "spikes" being present within ± 2 Hz of the airplane data.							high-speed maneuver buffet/wind-up-turn or alternatively Mach buffet.
3.f.7.	In-flight vibrations for propeller driven airplanes.	The FSTD test results must exhibit the overall appearance and trends of the airplane data, with at least three (3) of the predominant frequency "spikes" being present within ± 2 Hz of the airplane data.	Flight (clean configuration).					**X**	Test should be conducted to be representative of in-flight vibrations for propeller-driven airplanes.
4. Visual System.									
4.a.	**Visual scene quality**								
4.a.1.	Continuous collimated cross-cockpit visual field of view.	Cross-cockpit, collimated visual display providing each pilot with a minimum of 176° horizontal and 36° vertical continuous field of view.	Not applicable.	Required as part of MQTG but not required as part of continuing evaluations.			**X**	**X**	Field of view should be measured using a visual test pattern filling the entire visual scene (all channels) consisting of a matrix of black and white 5° squares. Installed alignment should be confirmed in an SOC (this would generally consist of results from acceptance testing).
	Continuous collimated cross-cockpit visual field of view.	Continuous collimated field-of-view providing at least 45° horizontal and 30° vertical field-of-view for each pilot seat. Both pilot seat	Not applicable.	Required as part of MQTG but not required as part of continuing evaluations.	**X**	**X**			A vertical field-of-view of 30° may be insufficient to meet visual ground segment requirements.