

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	
4.a.6	Light point contrast ratio.	Not less than 25:1.	Not applicable.	An SOC is required and must include the relevant calculations.					lamberts). Measure any adjacent dark squares. The contrast ratio is the bright square value divided by the dark square value. <i>Note 1. — During contrast ratio testing, FSTD off-cab and flight deck ambient light levels should be as low as possible.</i> <i>Note 2. — Measurements should be taken at the center of squares to avoid light spill into the measurement device.</i>
							X	X	Light point contrast ratio should be measured using a test pattern demonstrating an area of greater than 1° area filled with white light points and should be compared to the adjacent background. <i>Note. — Light point modulation should be just discernible on calligraphic systems but will not be discernable on raster systems.</i> Measurements of the background should be taken such that the bright square is