

Table A2A - Full Flight Simulator (FFS) Objective Tests									
QPS REQUIREMENTS									
Test		Tolerance	Flight Conditions	Test Details	Simulator Level				Notes
Entry Number	Title				A	B	C	D	
									just out of the light meter FOV. <i>Note. — During contrast ratio testing, FSTD aft-cab and flight deck ambient light levels should be as low as practical.</i>
	Light point contrast ratio.	Not less than 10:1.	Not applicable.		X	X			
4 a.7	Light point brightness.	Not less than 20 cd/m ² (5.8 ft-lamberts).	Not applicable.				X	X	Light points should be displayed as a matrix creating a square. On calligraphic systems the light points should just merge. On raster systems the light points should overlap such that the square is continuous (individual light points will not be visible).
4 a.8	Surface brightness.	Not less than 20 cd/m ² (5.8 ft-lamberts) on the display.	Not applicable.	This requirement is applicable to any level of simulator equipped with a daylight visual system.			X	X	Surface brightness should be measured on a white raster, measuring the brightness using the 1° spot photometer. Light points are not acceptable. Use of calligraphic capabilities to enhance raster brightness is acceptable.
4 a.9	Black level and sequential contrast.	Black intensity:	Not applicable.		X	X	X	X	All projectors should be turned off and the cockpit