

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	
									Two arrays of squares should be provided, one rotating in heading and the other in pitch, to provide testing in both axes. A series of stationary numbers identifies the gap number. <i>Note— This test can be limited by the display technology. Where this is the case the NSPM should be consulted on the limitations.</i> This test is generally only required for light valve projectors . This test is generally only required for laser projectors .
4.a.1.1	Speckle test.	Speckle contrast must be < 10%.	Not applicable.	An SOC is required describing the test method.	X	X	X	X	
4.b	Head-Up Display (HUD)								
4.b.1	Static Alignment	Static alignment with displayed image. HUD bore sight must align with the center of the displayed image spherical pattern.	N/A				X		Alignment requirement applies to any HUD system in use or both simultaneously if they are used simultaneously for training.
4.b.2	System display.	Tolerance +/- 6 arc min. All functionality in all flight modes must be demonstrated.	N/A				X		A statement of the system capabilities should be provided and the capabilities