TABLE C2A—FULL FLIGHT SIMULATOR (FFS) OBJECTIVE TESTS—Continued

					Simulator level			
	QPS requirements							Information
Test		Tolerance(s)	Flight condition	Test details	B	C	D	Notes
Entry No.	Title							
3.b.	Leg Balance							
	Leg Balance	Based on Simulator Capability.	N/A	Required as part of the MQTG. The test must demonstrate motion system leg balance as specified by the applicant for flight simulator qualification.	X	X	X	
3.c.	Turn Around							
	Turn Around	Based on Simulator Capability.	N/A	Required as part of the MQTG. The test must demonstrate a smooth turn-around (shift to opposite direction of movement) of the motion system as specified by the applicant for flight simulator qualification.	X	X	X	
3.d.	Motion system repeatability							
		With the same input signal, the test results must be repeatable to within ±0.05g actual platform linear acceleration in each axis.	Accomplished in both the "ground" mode and in the "flight" mode of the motion system operation.	Required as part of the MQTG. The test is accomplished by injecting a motion signal to generate movement of the platform. The input must be such that the rotational accelerations, rotational rates, and linear accelerations are inserted before the transfer from helicopter center of gravity to the pilot reference point with a minimum amplitude of 5°/sec/sec, 10°/sec and 0.3g, respectively.	X	X	X	See Paragraph 6.c. in this attachment for additional information. Note: if there is no difference in the model for "ground" and "flight" operation of the motion system, this should be described in an SOC and will not require tests in both modes.
3.e.	Motion cueing performance signature							