

*Issues with Airfield Model Re-Use from Government Repositories in Training Systems containing Multiple and Varied Renderers*

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**ABSTRACT**

As a cost savings initiative Government entities have set up repositories to hold re-useable data. These repositories have saved money on varied vendor systems that must address common areas in the world. For the most part, the concept has met with good success with GIS data in standard formats. A necessary downside of these repositories is that they have had to accept some less-than-standard data types for some of the most costly components of a simulation database. An artifact in these repositories that has posed special problems is complex models representing things like the airfields.

Industry has generally been a strong proponent of common solutions for driving down costs but when supporting many diverse programs that rely upon many diverse rendering platforms the treatment of this data requires special attention. This paper addresses these issues and the approaches used to address them in trying to avoid the “it’s cheaper just to make them from scratch” mantra.

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