RTMM Scenery Developer's common object library usage information.

As a RTMM scenery developer, please review the RTMM FS2020 Model Usage Policy found below.

The RTMM common object library (rtmm-objectlib) contains thousands of RTMM objects converted from FSX objects to be native .glTF objects for use by FS2020. Because of the age of the objects, some objects look fairly blurry. It is also possible that, during the batch conversion a few objects did not convert correctly and were not noticed.

It is up to the developer to assess the condition of an object for visual and functional appearance before placing it in the scene. We ask that developers not use objects that stand out as too blurry or unrealistic for a FS2020 scenery project.

RTMM FS2020 Model Usage Policy

Some RTMM developers, who don't want to artistically create custom models from scratch for their scenes, will probably pick from some of the thousands of common converted RTMM models (e.g. signs, poles, barrels, small buildings etc.) that will be kept in the rtmm-objectlib package as well as using some of the default FS2020 objects. If this is the case, then these RTMM developers will not have a "modelLib" type section defined in their FS2020 scenery package.

Some RTMM developers will create some or possibly all new unique high resolution models for a specific RTMM scene (main buildings, out buildings, etc.) whether in place of the FSX/P3D model(s) originally used in the scene or as completely new models added to the scene. These developers will probably also draw some of their "placed" objects from the large rtmm-objectlib package of more common models as well as from the default FS2020 objects. This type of RTMM developer will keep their newly-created custom objects isolated in a defined "modelLib" section in their specific scenery package along with the "scene" information. The exception would be if the developer develops some new common objects specifically for addition to the rtmm-objectlib package.

The above approach raises the professionalism of RTMM FS2020 sceneries by limiting the "generisizing" of the different RTMM scenes. It will take some time for RTMM to build up its FS2020 scenery, but, with so few locations, we can at least make each scene be a bit more unique to help avoid the "if you've seen one you've seen them all" syndrome. Repeated use of iconic custom objects (e.g Misty's major buildings and Halibut Cove's major buildings) can also lessen the impact of some of our best scenes in the future so let's not do that.

Occasionally, scenery developers who develop new models, might want to submit some of their more common newly-created models for inclusion into the rtmm-objectlib package whenever the next rtmm-objectlib package update is released which should not occur too often.

In summary, the models available to all RTMM scenery developers will be:

1. The FS2020 default models from the **basic** sim
2. The models in the rtmm -objectlib-vx.x.x common object model libray for FS2020

The newly-created scenery specific models will normally be embedded in each of the individual RTMM FS2020 scenery packages as applicable but not directly available to all RTMM devs.