

In the field of aircraft maintenance there are a lot of PDUs on the list that would be of used heavily and relied on by commanders for making critical decisions.

**1. EntityDamageStatusPdu**

- a. 7.3.5 Used to communicate detailed damage information sustained by an entity regardless of the source of the damage. (length of list found in field numberOfDamageDescription)
- b. This PDU would be critical in the decision making process of the Air Combat Element in any simulation involving the long term use of air assets as high fidelity information concerning the level of damage and location of damage would be key in making decisions as to the time that aircraft would be unavailable for further tasking as it would require maintenance procedures and logistic requirements based off that detailed damage information.

**2. ServiceRequestPdu**

- a. 5.5.5 Communicate information associated with one entity requesting a service from another. (length of list found in field numberOfSupplyTypes)
- b. In the age of the highly sophisticated F-35 and the 5<sup>th</sup> gen aircrafts ability to queue up logistics and maintenance requirements based off an onboard computer and send them to the maintenance department of the operating squadron or ship.

**3. RepairCompletePdu**

- a. 5.5.10 Used by the repairing entity to communicate the repair that has been performed for the entity that requested repair service.
- b. A critical PDU for the maintenance department as a whole and how all the individual shops of the department communicate job completion status on various aircraft repair tasks. Quick and accurate status updates play a huge role in the speed of the maintenance controllers ability to re-safe that aircraft safe for flight and allow that aircraft to be task able for operations.