

JTLS-GO 200 - JTLS-GO Technical Control

Valkyrie Enterprises, LLC

Date/Time	Topic
Monday	
0900 - 1000	Basics of JTLS System Design
1000 - 1100	Basics of JTLS Directory Structure
1100 - 1200	Javamenu/JTLS Menu
1200 - 1300	Lunch
1300 - 1400	Game Setup Procedures - Setup Scenario - Generate Online Player Manuals
1400 - 1500	Basic Game Setup - Interface Configuration Program
1500 - 1600	Web Services Manager, Starting the CEP
Tuesday	
0900 - 1000	Review game/<scenario_name> Directory
1000 - 1100	Load Balancing Of Processes - Multiple JXSRs - NFS Implications
1100 - 1200	Copyscenario script - Purpose and Use
1200 - 1300	Lunch
1300 - 1400	Full Game Setup Practical Exercise
1400 - 1500	
1500 - 1600	
Wednesday	
0900 - 1000	Controller WHIP and Controller Orders
1000 - 1100	Controller Orders and Reports
1100 - 1200	Player Orders Used by Controllers
1200 - 1300	Lunch
1300 - 1400	STARTEX Considerations, Tech Control Responsibilities During Exercises
1400 - 1500	Checkpoints and Runs
1500 - 1600	Restart from a Checkpoint
Thursday	
0900 - 1000	Shadow Game and Test Game Procedures
1000 - 1100	CEP Problems - Review and Declassify Traceback
1100 - 1200	CEP Push Procedures After Abnormal Stoppages

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1200 - 1300	Lunch
1300 - 1400	WHIP Notification Tool, Recovering the Game
1400 - 1500	Practical CEP Problem Exercise
1500 - 1600	Completing a Failed Checkpoint
Friday	
0900 - 1000	Reformat Spreadsheet Program and Read Order File
1000 - 1100	Email, MDP Configuration, Other Support Programs, Documentation
1100 - 1200	Final Questions