2024 Spring MUG Schedule

ROOM		MACE Scenario Development (Lead Tyler)	Joint Fires/CAS Focus (Lead Clint)	LVC/DMO/Mission Planning (Lead)	EW Focus (Lead Jeremy/Steve)	Advanced Courses (Lead Fred/Cord)	Meeting Rm	MACE/ARMOR Tutor Room (On-site Sign-up Req'd)	
ROOM		Ballroom 3	Sunset 1/2	Palm 2	Island 1/2	Palm 1	Dolphin	Sand Castle	Back Ballroom
Tuesday 30-Apr-24	0830-0900	Inprocessing/Configure MACE for Classes (All)							
	0900-1030	MACE/ARMOR Overview, Roadmap & Setup (Gary)							
	1030-1100	Kenny Tribute							
	1100-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-101: MACE / ARMOR Basics (Tyler)	JF-101: MACE / ARMOR Basics (Steve)	MP-101: MACE/ARMOR Basics (Nick)	EW-101: MACE / ARMOR Basics (Jeremy)	AD-101: ARMOR (BSI's Unity-Based 3D Viewer) (Cord/Dan)	BSI Meeting Room	Jason, Clint, Fred	IDSI / BSI / AT Aero Demo / MVR
	1430-1600	MSD-102: Mission Building/Execution (Tyler)	JF-102: Mission Building/Execution (Steve)	MP-102: Air-to-Air Mission Building/Execution (Nick)	EW-102: EW (EA, ES) Mission Building/Execution (Jeremy)	AD-102: Building/Execution for Mission Rehearsal/Planning (MRT and MARC Tool) (Fred)	BSI Meeting Room	Jason, Clint, Cord	IDSI / BSI / AT Aero Demo
Wednesday 1-May-24	0830-1000	MSD-103: Basic Joint Fires & EZ-Buttons (Tyler) -Basic CAS -Pattern of Life -Basic IADS	JF-103: CAS Mission Building (SAMs/AAA), Pattern of Life (Steve)	MP-103: Red Air and IADS (Nick/Cord)	EW-103: EW (EA, ES) Mission Building/Execution II (Jeremy)	DB-101: MOCT - Building Platforms, Weapons, & Aero Models (Clint)	BSI Meeting Room	Jason, Fred	IDSI / BSI / AT Aero Demo
	1000-1130	MSD-104: Additional Tools (Tyler) -OSM -Shape Tools -Basic MOCT -ARMOR Terrain generation	JF-104: 9-Line/5-Line (Keyhole, laser) (Steve)	MP-104: Datalinks, Live Integration (LVC) (Nick/Cord)	EW-104: Building Emitters/Sensors. (Fred)	AD-103: Instanced Weapons, Weapon Commands, Weapon Tuning, building WEZs (Clint)	BSI Meeting Room	Jason, Fred	IDSI / BSI / AT Aero Demo
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-105: Scripting I (Tyler)	JF-105: CFF/Fire Plan (Steve)	MP-105: Advancd Mission Planning I - Basic Radar Analysis - Navaids and Data Sources - ACO/ATO/Shape Tools (Jason)	EW-105: Adanced Weapon Sensors and Jamming. (Fred)	NT-101 MACE Interopability (VMF Gateway, JREAP-C, ASTERIX, Master IOS, Web UI) (Clint)	BSI Meeting Room	AD-104: Code Scripts (Nick/Cord)	IDSI / BSI / AT Aero Demo
	1430-1600	MSD-106: Scripting II (Tyler)	JF-106: Scripting (Clint)	MP-106: Advanced Mission Planning II - Timing and coordination - Weapons w/ waypoints (Jason)	EW-106: Debugging EW in Missions. (Fred)	AD-105: Custom Commands (Nick/Cord)	BSI Meeting Room	Jeremy	IDSI / BSI / AT Aero Demo
Thursday 2-May-24	0830-1000	MSD-107: Advanced Scripting I (Tyler/Jason) - Scripting Variables - Buttonzied Scripts	JF-107: Advanced Scripting (Buttonized Scripting) (Clint)	MP-107 Mission Rehearsal Toolbox (Fred)	DA101: DACAS I - ATAK - BADL/SWAK (Steve)	AD-106a: Building a MACE Plugin I (Nick/Cord)	BSI Meeting Room	Jeremy	IDSI / BSI / AT Aero Demo
	1000-1130	MSD-108: Advanced Scripting II (Tyler/Jason) -BASIC Statements -Script Reactions	JF-108: Advanced Scripting (BASIC Statements) (Clint)	MP-108 - Advanced Topics (Fred) - MARC	DA102: DACAS II - ATAK - JECL (Steve)	AD-106b: Building a MACE Plugin II (Nick/Cord)	BSI Meeting Room	Jeremy	IDSI / BSI / AT Aero Demo
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-109: Scenario Building / Practice / Q&A (Tyler/Cord)	JF-109: Joint Fires Scenario Building / Practice (Clint)	MP-109 -- Open Session	DA103: DACAS III - WinTAK - Warhawk (Steve)	AD-107: MACE API Q&A	BSI Meeting Room	Jeremy	IDSI / BSI / AT Aero Demo
	1430-1500	MSD-110: Wrap Up	JF-110: Wrap Up	AA-110: Wrap Up	EW-107: Wrap Up	AD-108: Wrap Up	BSI Meeting Room		IDSI / BSI / AT Aero Demo