

EUROPEAN MACE ARMOR GROUP (EUROMAG) 2025 SCHEDULE

LEGEND

Basic Course - Beginners Subjects - suitable for people with little or no MACE-ARMOR experience	Mission Planning - Not Suitable for Beginners; attendees must have good MACE operation skills	Developer - Not Suitable for Beginners; Attendees require basic MACE operation skills and programming language experience
ALL - These events are for all to attend in the Lansdown suite unless otherwise indicated	Building Own Content - Not Suitable for Beginners; attendees must have good MACE operation skills	
	Advanced Scenario - Not Suitable for Beginners; attendees must have good MACE operation skills	

Day	Duration	Timings	General Schedule	Location (Capacity) TRAINING STREAM			DEMOS Camden (5 Desks) DEMO ROOM (As Required)
				Lansdown 1 (120 max) BASIC TRAINING / GROUP PRESENTATIONS (Cord, Gary, Lennart)	Kingsmead 2 (32 max) INTERMEDIATE TRAINING <i>Do not take this stream if you have not used MACE before</i> (Tom, James)	Kingsmead 1 (18 max) DEVELOPER TRAINING <i>Do not take this stream if you have no programming experience</i> (Nick, Gareth)	
TUESDAY 16th SEPTEMBER 2025	00:30	8:00:00 AM	8:30:00 AM	In Processing	In Processing (James Gareth)	Instructor Setup Only	Partner Setup Only
	00:45	8:30:00 AM	9:15:00 AM	System Setup	1. [45 min] MACE ARMOR Config - Step by Step Setup (Tom + ALL)		
	00:45	9:15:00 AM	10:00:00 AM	Presentations	1. [45 min] MACE/ARMOR Overview and Use Cases (GDY)		
	00:30	10:00:00 AM	10:30:00 AM		1. [15 min] MACE New Features & Roadmap (Nick) 2. [15 min] ARMOR New Features & Roadmap (Cord)		
	00:30	10:30:00 AM	11:00:00 AM	Break & Help Desk	1. Anyone needing help with system setup see BSI staff at back of room (ALL)	Instructor Setup Only	Partner Setup Only
	00:30	11:00:00 AM	11:30:00 AM	Presentations	1. Presentations from Development Partners (MES)		
	00:30	11:30:00 AM	12:00:00 PM	Presentations	1. Anyone needing help with system setup see BSI staff at back of room (ALL)		
	01:00	12:00:00 PM	1:00:00 PM	Lunch & Help Desk	1. [30 min] Presentations from Development Partners (FAAC)		
	00:45	1:00:00 PM	1:45:00 PM	Classes	1. [30 min] 1 to 1 Meetings (GDY Lennart)		
	00:45	1:45:00 PM	2:30:00 PM	Classes	1. Anyone needing help with system setup see BSI staff at back of room (ALL)		
	00:45	2:30:00 PM	3:15:00 PM	Classes	Setup Help (ALL)		
	00:30	3:15:00 PM	3:45:00 PM	Break & Help Desk	1. [25 min] MACE Overview	Advanced Scenario Building - Sector Based IADS Builder	Getting Started -- Installing templates, configuring, building, and debugging
	00:45	3:45:00 PM	4:30:00 PM	Classes	2. [20 min] MACE Missions, Map Controls, Layers	1. [30 min] Mission Planning & Analysis - Importing & Exporting Data in MACE	Codescripts, Commands, and Plugins -- what are they and which should you choose
	00:45	4:30:00 PM	5:15:00 PM	Classes	MACE Adding Moving Removing	2. [15 min] Mission Planning & Analysis - Big Picture Threat Analysis / Planning Part 1	MACE API Interfaces and Events -- examining the Plugin Template example code
	00:15	5:15:00 PM	5:30:00 PM	Notices & Quick Issues Help	Notices and Quick Issues Help	1. [15 min] Mission Planning & Analysis - Big Picture Threat Analysis / Planning Part 2	BSI Demonstrations (sUAS/ FPV, MERLIN, Virtual JTAC)
WEDNESDAY 17th SEPTEMBER 2025	00:30	8:00:00 AM	8:30:00 AM	Coffee: Issues / Help	MACE Building Basic Missions Part 1 - Scenario build	1. [45 min] Building Own Content - MACE Platforms (MOCT)	
	00:45	8:30:00 AM	9:15:00 AM	Classes		2. [45 min] Building Own Content - MACE Weapons (MOCT & Flyout Tool) pt1	Working with weapons -- inventory control, instanced weapons, and weapon events
	00:45	9:15:00 AM	10:00:00 AM	Classes			
	00:30	10:00:00 AM	10:30:00 AM	Break & Help Desk	MACE Building Basic Missions Part 2 - Scenario build		
	00:45	10:30:00 AM	11:15:00 AM	Classes		1. [30 min] Building Own Content - MACE Weapons (MOCT & Flyout Tool) pt2	Weapon Commands -- overriding weapon behavior by examining the HARM and AMRAAM weapon commands
	00:45	11:15:00 AM	12:00:00 PM	Classes	1. [20 min] MACE Semi Autonomous Behaviors	2. [60 min] Building Own Content - MACE Emitters (MOCT + Emitter Editor) Pt1	
	01:00	12:00:00 PM	1:00:00 PM	Lunch & Help Desk	2. [25 min] MACE Intermediate Mission Editing Pattern of Life		
	00:45	1:00:00 PM	1:45:00 PM	Classes	MACE Intermediate Mission Editing Basic Scripting	1. [60 min] Building Own Content - MACE Emitters (MOCT + Emitter Editor) pt2	Weapon Commands -- overriding weapon behavior by examining the HARM and AMRAAM weapon commands
	00:45	1:45:00 PM	2:30:00 PM	Classes	MACE Form Controlled Attacks 1 -- Simple CAS	2. [30 min] Building Own Content - Making Terrain Edits in ARMOR (RTE) pt1	
	00:45	2:30:00 PM	3:15:00 PM	Classes		Building Own Content - Making Terrain Edits in ARMOR (RTE) pt2	
	00:30	3:15:00 PM	3:45:00 PM	Break & Help Desk			
	00:45	3:45:00 PM	4:30:00 PM	Classes	MACE Form Controlled Attacks 2 -- Advanced CAS	Advanced Scenario Building - Buttonized Scripts for Behaviours	Weapons -- custom weapon aerodynamics
	00:45	4:30:00 PM	5:15:00 PM	Classes	MACE Form Controlled Attacks 3 -- 5 Lines		
	00:15	5:15:00 PM	5:30:00 PM	Notices & Quick Issues Help	Notices and Quick Issues Help		
THURSDAY 18th SEPTEMBER 2025	00:30	8:00:00 AM	8:30:00 AM	Coffee: Issues / Help	MACE Form Controlled Attacks 4 -- Call For Fire	Advanced Scenario Building - MACE Advanced Instanced Weapons & Equipment	SGE -- working with signal generator devices, emitters, modes, beams, and events
	00:45	8:30:00 AM	9:15:00 AM	Classes	MACE Basic IADS and Autonomous Air Defense Systems		
	00:45	9:15:00 AM	10:00:00 AM	Classes			
	00:30	10:00:00 AM	10:30:00 AM	Break & Help Desk	MACE & ARMOR EW Visualization & Jamming	Advanced Scenario Building - Link 16	SGE -- working with signal generator devices, emitters, modes, beams, and events
	00:45	10:30:00 AM	11:15:00 AM	Classes	MACE & ARMOR EW Analysis Tools (MRT) Part 1	Advanced Scenario Building - Networked Scenarios - DIS Networked Scenarios	
	00:45	11:15:00 AM	12:00:00 PM	Classes			
	01:00	12:00:00 PM	1:00:00 PM	Lunch & Help Desk			
	00:45	1:00:00 PM	1:45:00 PM	Classes	MACE & ARMOR EW Analysis Tools (MRT) Part 2	Advanced Scenario Building - Scenario build Best Practice	
	00:45	1:45:00 PM	2:30:00 PM	Classes	MACE Intermediate Mission Editing Buttonized Scripting	Advanced Scenario Building - Advanced formations and Aggregates	MACE Web and Network API
	00:45	2:30:00 PM	3:15:00 PM	Classes		Advanced Scenarios QnA	
	00:30	3:15:00 PM	3:45:00 PM	Parting Messages	Parting Messages	1. [25 min] FPV Demo	A review of MACE sample web applications
	01:15	3:45:00 PM	5:00:00 PM	Booked Meetings	1:1 Meetings	2. [20 min] Control Panel Demo	