

2026 Spring MUG Schedule									
		MACE Scenario Development (Jeremy)	Joint Fires/CAS Focus (Steve)	Mission Planning Analysis & Rehearsal (MPAR) (Jason/Brian)	EW Focus (Fred/Tyler)	Developer Courses (Nick)	Meeting Rm (Gary/Cord)	MACE Scenario Development (Greg)	DEMO Room
ROOM		Ballroom 3/4	Island I/II	Palm 2	Sunset II	Palm 1	Dolphin	Sunset I	Ballroom 4
Tuesday 21-Apr-26	0830-0900	Inprocessing/Configure MACE for Classes (All)							
	0900-1030	MACE/ARMOR Overview, Roadmap & Setup (Gary)							
	1030-1130	MERLIN Presentation							
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Demo
	1300-1430	MSD-101: MACE / ARMOR Basics (Jeremy/Hunter/Greg)	JF-101: MACE / ARMOR Basics (Steve/Mateo)	MPAR-101: Import/Export Data & Threat Analysis (Jason/Brian)	EW-101: EW Principles I (Fred/Tyler)	Dev-101: API Overview (Nick)	BSI Meeting Room	ARMOR-101: Overview & Settings (Cord/Lennart)	By Request
	1430-1600	MSD-102: Mission Building/Execution (Jeremy/Hunter/Greg)	JF-102: Mission Building/Execution (Steve/Mateo)	MPAR-102: Mission Planning and EW Analysis (Jason/Brian)	EW-102: EW basics in MACE / ARMOR (Fred/Tyler)	Dev-102: MACE Plugins I (Nick)	BSI Meeting Room	MERLIN-101: Overview & Settings (Cord/Lennart)	By Request
Wednesday 22-Apr-26	0830-1000	MSD-103: Basic Joint Fires & EZ Buttons -Basic CAS -Pattern of Life -Basic IADS (Jeremy/Hunter)	JF-103: CAS Mission Building (SAMs/AAA), Pattern of Life (Steve/Mateo)	MPAR-103: Creating Platforms & Weapons in MOCT (Jason/Brian)	EW-103: EW Plug-ins (and forms) in MACE (Fred/Tyler)	Dev-103: MACE Plugins II (Nick/Lennart)	BSI Meeting Room	MSD-101: MACE/ARMOR Basics (Greg)	By Request
	1000-1130	MSD-104: Additional Tools -Shape Tools -Basic MOCT -ARMOR Terrain generation (Hunter/Jeremy)	JF-104: 9-Line/5-Line (Keyhole, laser) (Steve/Mateo)	MPAR-104: Creating Basic Emitters in MOCT (Jason/Brian)	EW-104: Building Advanced Emitters/Sensors. (Fred/Tyler)	Dev-104: MACE Commands (Nick/Lennart)	BSI Meeting Room	MSD-102: Mission Building/Execution (Greg)	By Request
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Demo
	1300-1430	MSD-105: Mission Rehearsal Tools MRT and MERLIN (Jeremy/Hunter)	JF-105: CFF/Fire Plan (Steve/Mateo)	MPAR-105: Advanced Weapons and Equipment (Jason/Brian)	EW-105: EW Mission Building & IADS in MACE (Fred/Tyler)	Dev-105: Web API I (Nick/Lennart)	BSI Meeting Room	MSD-103: Basic Joint Fires -Basic CAS -Pattern of Life -Basic IADS (Greg)	By Request
	1430-1600	MSD-106: Scripting I (Jeremy/Hunter)	JF-106: DACAS - WinTAK/Warhawk - ATAK - BADL/SWAK - COT (Greg/Steve)	MPAR-106: Datalinks in MACE (Jason/Brian)	EW-106: Merlin for EW Automation (Fred/Cord)	Dev-106: Web API II (Nick/Lennart)	BSI Meeting Room	MSD-105: Mission Rehearsal Tools (Tyler/Mateo)	By Request
Thursday 23-Apr-26	0830-1000	MSD-107: Scripting II (Jeremy/Tyler)	JF-107: sUAS/CUAS (Mateo/Steve)	MPAR-107: Merlin for MPAR (Jason/Cord)	ARMOR-102: Terrain Editing (Hunter/Fred)	Dev-107: AI Tooling (Nick/Lennart)	BSI Meeting Room	MSD-106/7: Scripting I & II (Greg/Brian)	By Request
	1000-1130	MSD-108: EW Basics (Jeremy/Brian)	JF-108: VEME BAGR, Viper Radios, LTD. DIScord Playback. (Steve/Mateo)	MPAR-108: AI Skills for MPAR (Cord/Jason)	ARMOR-103: Customized Models in ARMOR (Hunter/Tyler)	Dev-108: AI Tooling II (Nick/Lennart)	BSI Meeting Room	MSD-108: EW Basics (Greg/Fred)	By Request
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Demo
	1300-1430	MSD-109: Scenario Building / Practice / Q&A (Jeremy/Hunter)	JF-109: Joint Fires Scenario Building / Practice (Steve/Mateo)	MPAR-109: Open Session (Jason/Brian)	EW-109: Open Session (Tyler/Fred)	Dev-109: Open Session (Nick)	BSI Meeting Room	MSD-110: Open Session (Greg)	By Request
	1430-1500	MSD-110: Wrap Up	JF-110: Wrap Up	MPAR-110: Wrap Up	EW-110: Wrap Up	Dev-110: Wrap Up	BSI Meeting Room	MSD-110: Wrap Up	