

EUROPEAN MACE ARMOR GROUP (EUROMAG) 2026 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	Advanced Developer - Not a strict course. Additional briefings and meetings for experienced MACE API developers
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		Meetings - Bookable meeting slots
	Advanced Scenario - Not Suitable for Beginners; attendees must have good MACE operation skills		

Day	Duration	Timings	General Schedule	Lansdown 1 (120 max) BASIC-INTERMEDIATE USER / GROUP PRESENTATIONS (Tom, Jeremy, Chris, Brian)	Location (Capacity) TRAINING STREAM Kingsmead Suite (48 max) ADVANCED USER <i>Do not take this stream if you have not used MACE before</i> (Cord, Jeremy, Gary)	Walcot (27 max) DEVELOPER <i>Do not take this stream if you have no programming experience</i> (James, Jon, Nick, Lennart, Gareth)	Bathwick (10 Max) ADVANCED DEVELOPER / MEETINGS (Nick, Lennart)	
TUESDAY 16th SEPTEMBER 2026	00:30	8:00:00 AM	8:30:00 AM	In Processing	In Processing	Instructor Setup Only	Instructor 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. [15 Min] MACE ARMOR Config - Step by Step Setup (Tom + ALL) 2. [30 min] MACE/ARMOR Overview and Use Cases (GDY) 2. Anyone needing help with system setup see BSI staff at back of room (ALL)			
	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) 1. Anyone needing help with system setup see BSI staff at back of room (ALL)			
	00:30	10:30:00 AM	11:00:00 AM	Break & Help Desk	Setup Help (ALL)			
	00:30	11:00:00 AM	11:30:00 AM	Presentations	1. [10 min] Presentation 1 from Development Partner (GE/ISTT) 2. [10 min] Presentation 2 from Development Partner (Sonalysts) 3. [10 min] Presentation 3 from Development Partner (CreativeX) 1. Anyone needing help with system setup see BSI staff at back of room (ALL)			
	00:30	11:30:00 AM	12:00:00 PM	Presentations	1. [10 min] Presentation 4 from Development Partner (DLR) 2. [10 min] Presentation 5 from Development Partner (Esim) 3. [10 min] Presentation 6 from Development Partner (TBC) 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	Setup Help (ALL)			
	00:45	1:00:00 PM	1:45:00 PM	Classes	1. [25 min] MACE Overview [CH] 2. [20 min] MACE Missions, Map Controls, Layers [CH]	[45 min] Mission Planning & Analysis - Merlin: Mission Building for Mission Planning & Analysis with AI [CC]	Getting Started -- Installing templates, configuring, building, and debugging [JM + JO]	Breaking Changes in MACE 2026 [NP + LJ]
	00:45	1:45:00 PM	2:30:00 PM	Classes	MACE Adding Moving Removing Mission Items [CH]	1. [30 min] Mission Planning & Analysis - Importing & Exporting Data in MACE [CC] 2. [15 min] Mission Planning & Analysis - Big Picture Threat Analysis / Planning Part 1 [CC]	Codescripts, Commands, and Plugins -- what are they and which should you choose [JM + JO]	Breaking Changes in MACE 2026 [NP + LJ]
	00:45	2:30:00 PM	3:15:00 PM	Classes	1. [25 min] ARMOR Setup and Basic Controls [JE] 2. [20 min] ARMOR Terrain Building [JE]	1. [15 min] Mission Planning & Analysis - Big Picture Threat Analysis / Planning Part 2 [CC] 2. [30 min] Mission Planning & Analysis - Route Iteration [CC]	Plugin Template -- Key hooks, states, events etc [JM + JO]	Breaking Changes in MACE 2026 [NP + LJ]
	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 Simple entity control [JE]	1. [30 min] Mission Planning & Analysis - Emission and Connectivity Planning [CC] 2. [15 min] Mission Planning & Analysis - What If analysis Part 1 [CC]	Hands on Plugin Development -- 2 to 3 examples of basic functionality using the basic plugin templates [JM + JO]	Advanced Dev - User Led [NP]
	00:45	4:30:00 PM	5:15:00 PM	Classes	1. [20 min] MACE and ARMOR Manual Entity and Camera Control [TB] 2. [25 min] MACE Semi-autonomous platform behaviors [TB]	1. [15 min] Mission Planning & Analysis - What If analysis Part 2 [CC] 2. [30 min] Mission Planning & Analysis - EW Analysis Tools (Non MRT) [CC]		
	00:15	5:15:00 PM	5:30:00 PM	Notices & Quick Issues Help	Notices and Quick Issues Help			
WEDNESDAY 16th SEPTEMBER 2026	00:30	8:00:00 AM	8:30:00 AM	Coffee: Issues / Help				
	00:45	8:30:00 AM	9:15:00 AM	Classes	MACE Building Basic Missions Part 1 - Scenario build [TB]	1. [45 min] Building Own Content - MACE Platforms (MOCT) [JE] 2. [45 min] Building Own Content - MACE Weapons (MOCT & Flyout Tool) pt1 [JE]	Codescripts [JM + JO] Commands [JM + JO]	Advanced Dev - User Led [NP]
	00:45	9:15:00 AM	10:00:00 AM	Classes				
	00:30	10:00:00 AM	10:30:00 AM	Break & Help Desk				
	00:45	10:30:00 AM	11:15:00 AM	Classes	MACE Building Basic Missions Part 2 - Scenario build [TB] 1. [25 min] MACE Intermediate Mission Editing Pattern of Life [TB] 2. [20 min] MACE Intermediate Mission Editing Basic Scripting Part 1 [TB]	1. [30 min] Building Own Content - MACE Weapons (MOCT & Flyout Tool) pt2 [JE] 2. [60 min] Building Own Content - MACE Emitters (MOCT & Emitter Editor) Pt1 [JE]	API Exploration [NP] Geolocation and other key API functionality [NP]	Meetings
	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	1. [1hr 10] MACE Intermediate Mission Editing Basic Scripting Part 2 [TB] 2. [20 mins] Introduction to Buttonized Scripting [TB]	1. [60 min] Building Own Content - MACE Emitters (MOCT & Emitter Editor) pt2 [JE] 2. [30 min] Building Own Content - Making Terrain Edits in ARMOR (RTE) pt1 [JE]	Sensors and SGE [NP]	Meetings
	00:45	1:45:00 PM	2:30:00 PM	Classes	MACE Form Controlled Attacks 1 -- Simple CAS [CHI]	Building Own Content - Workshop Q n A [ALL IN STREAM]		
	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 [CHI]	Advanced Scenario Building - MACE Advanced Instanced Weapons & Equipment [JE]	MACE 2026 Map Drawing [LJ, JJ] MACE 2026 Shape Management [LJ, JJ]	WebAPI [NP]
	00:45	4:30:00 PM	5:15:00 PM	Classes	MACE Form Controlled Attacks 3 -- Call For Fire [CHI]			
	00:15	5:15:00 PM	5:30:00 PM	Notices & Quick Issues Help	Notices and Quick Issues Help			
THURSDAY 17th SEPTEMBER 2026	00:30	8:00:00 AM	8:30:00 AM	Coffee: Issues / Help				
	00:45	8:30:00 AM	9:15:00 AM	Classes	MACE Form Controlled Attacks 4 -- 5 Lines [CHI]	Advanced Scenario Building - Sector Based IADS Builder [NP]	ARMOR Integration [JO]	
	00:45	9:15:00 AM	10:00:00 AM	Classes	MACE Basic IADS and Autonomous Air Defense Systems [TB]	Advanced Scenario Building - Link 16 [NP]	Symbols (Custom HUDs) [JO]	
	00:30	10:00:00 AM	10:30:00 AM	Break & Help Desk				
	00:45	10:30:00 AM	11:15:00 AM	Classes	MACE & ARMOR EW Visualization & Jamming [JE]	Advanced Scenario Building - Multifunction Display [NP]		Meetings
	00:45	11:15:00 AM	12:00:00 PM	Classes	MACE & ARMOR EW Analysis Tools (MRT) Part 1 [JE]	Advanced Scenario Building - Basic Fighter Manoeuvres and Red Air [NP]	AI tooling [LJ]	
	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 [JE]	Advanced Scenario Building - Buttonized Scripts for Behaviours [TB]	AI tooling [LJ]	
	00:45	1:45:00 PM	2:30:00 PM	Classes	Merlin: Mission and Content Building with AI [CC]	1. [25 min] Advanced Scenario Building - Buttonized Scripts for Behaviours [TB] 2. [20 min] BSI Control Panel Demo [TB]	Consolidation Exercise	Ask Me Anything Dev / Freeplay [NP ++]
	00:45	2:30:00 PM	3:15:00 PM	Classes	MACE Mission Building Workshop QnA [JE]	Advanced Scenario Building - Best Practice Workshop Q n A [ALL IN STREAM]		
	00:30	3:15:00 PM	3:45:00 PM	Parting Messages	Parting Messages			
	01:15	3:45:00 PM	5:00:00 PM	Booked Meetings	1:1 Meetings			Meetings