

2025 Spring MUG Schedule

		MACE Scenario Development (Tyler)	Joint Fires/CAS Focus (Steve)	Mission Planning, Analysis & Rehearsal (MPAR) (Greg)	EW Focus (Fred)	Developer Courses (Nick)	Meeting Rm (Gary/Cord)	MACE Scenario Development (Jeremy)
ROOM		Ballroom 3	Island I/II	Palm 2	Sunset II	Palm 1	Dolphin	Sunset I
Tuesday 22-Apr-25	0830-0900	Inprocessing/Configure MACE for Classes (All)						
	0900-1030	MACE/ARMOR Overview, Roadmap & Setup (Gary) FAAC introduction						
	1030-1130	Guest Speakers (160th, USAFA)						
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-101: MACE / ARMOR Basics (Tyler/Hunter)	JF-101: MACE / ARMOR Basics (Steve/Mateo)	MPAR-101: MACE/ARMOR Basics (Greg/Jason)	EW-101: MACE / ARMOR Basics (Fred)	Dev-101: API Overview (Nick)	BSI Meeting Room	ARMOR-101: Overview & Settings (Jon/Lennart)
	1430-1600	MSD-102: Mission Building/Execution (Tyler/Hunter)	JF-102: Mission Building/Execution (Steve/Mateo)	MPAR-102: MACE/ARMOR IADS Mission Building Mission Rehearsal Toolbox (Greg/Jon)	EW-102: EW (EA, ES) Mission Building/Execution (Fred/Jason)	Dev-102: Setting Up Dev Environment (Nick)	BSI Meeting Room	Open
Wednesday 23-Apr-25	0830-1000	MSD-103: Basic Joint Fires & EZ-Buttons -Basic CAS -Pattern of Life -Basic IADS (Tyler/Hunter)	JF-103: CAS Mission Building (SAMs/AAA), Pattern of Life (Steve/Mateo)	MPAR-103: Advanecd Mission Planning I - ACO/ATO/OPTASK Link - CRD Import - Threat Laydown (Greg/Jon)	EW-103: EW (EA, ES) Mission Building/Execution II (Fred/Jason)	Dev-103: Building a Plug-in I (Nick/Lennart)	BSI Meeting Room	MSD-101: MACE/ARMOR Basics (Jeremy)
	1000-1130	MSD-104: Additional Tools -OSM -Shape Tools -Basic MOCT -ARMOR Terrain generation (Tyler/Hunter)	JF-104: 9-Line/5-Line (Keyhole, laser) (Steve/Mateo)	MPAR-104: Advanced Mission Planning II (Greg/Jon)	EW-104: Building Emitters/Sensors. (Fred/Jason)	Dev-104: Building a Plug-in II (Nick/Lennart)	BSI Meeting Room	MSD-102: Mission Building/Execution (Jeremy)
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-105: Mission Rehearsal Tools (Tyler/Hunter)	JF-105: CFF/Fire Plan (Steve/Mateo)	MPAR-105: Mission Analysis - Manual Route Planning (Greg/Jon)	EW-105: Adanced Weapon Sensors and Jamming - Instanced Weapons - Weapon Tuning / WEZ Building (Fred/Jason)	Dev-105: Building a Command I (Nick/Lennart)	BSI Meeting Room	MSD-103: Basic Joint Fires -Basic CAS -Pattern of Life -Basic IADS (Jeremy)
	1430-1600	MSD-106: Scripting I (Tyler/Hunter)	JF-106: DACAS I - WinTAK/Warhawk - COT (Steve/Mateo)	MPAR-106: Mission Analysis - Automatic Route Planning (Greg/Jon)	EW-106: Debugging EW in Missions. (Fred/Jason)	Dev-106: Building a Command II (Nick/Lennart)	BSI Meeting Room	MSD-105: Mission Rehearsal Tools (Jeremy)
Thursday 24-Apr-25	0830-1000	MSD-107: Scripting II (Tyler/Hunter)	JF-107: DACAS II - ATAK - BADL/SWAK (Steve/Mateo)	MPAR-107: Mission Rehearsal - ARMOR - Combined Arms Rehearsal Plug-in (Greg/Jon)	MSD-111: Datalinks in MACE (Jason/Fred)	Dev-107: Web API I (Nick/Lennart)	BSI Meeting Room	MSD-106: Scripting I (Jeremy)
	1000-1130	MSD-108: Advanced Scripting I - Scripting Variables - Buttonized Scripts (Tyler/Hunter)	JF-108: DACAS III - ATAK - ATRAX (Steve/Mateo)	ARMOR-101: Overview & Settings (Jon/Lennart)	MSD-112: MOCT - Building Platforms, Weapons, & Aero Models (Jason/Fred)	Dev-108: Web API II (Nick)	BSI Meeting Room	MSD-107/8: Scripting II (Jeremy)
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-109: Scenario Building / Practice / Q&A (Tyler/Hunter)	JF-109: Joint Fires Scenario Building / Practice (Steve/Mateo)	Open	MSD-113 LVC Interoperability (Jason/Fred)	Dev-109: Open Session (Nick)	BSI Meeting Room	MSD-109: Scenario Building / Practice / Q&A (Jeremy)
	1430-1500	MSD-110: Wrap Up	JF-110: Wrap Up	MPAR-110: Wrap Up	MSD-114: Wrap Up	Dev-110: Wrap Up	BSI Meeting Room	MSD-110: Wrap Up