

# JTLS 200 - JTLS Technical Control

**ROLANDS & ASSOCIATES Corporation**

Date/Time	Topic
Monday	
0900 - 1000	Review of JTLS System Design, JavaMenu and JTLS Menu
1000 - 1100	Basics of JTLS Directory Structure
1100 - 1200	Setup Of Scenario
1200 - 1300	Lunch
1300 - 1400	Generating Online Players Manual
1400 - 1500	Interface Control Program (ICP)
1500 - 1600	ICP Practical Exercise
Tuesday	
0900 - 1000	Web Services Manager
1000 - 1100	Starting the CEP
1100 - 1200	Checkpoints and Runs
1200 - 1300	Lunch
1300 - 1400	Stopping and Restarting the CEP and Pushing Orders
1400 - 1500	Detailed Directory Structure
1500 - 1600	Webroot Directory
Wednesday	
0900 - 1000	Setup of Shadow Game
1000 - 1100	Running Shadow Game
1100 - 1200	Setting Game Speed, Pause Model, Debug Flags
1200 - 1300	Lunch
1300 - 1400	Web Services Manager Information
1400 - 1500	Logic Errors
1500 - 1600	JDS Object Updates
Thursday	
0900 - 1000	Distributing Processes Across The Network
1000 - 1100	Setting Up Workstations, CADRG Maps
1100 - 1200	Monitoring Disk Space, Backups and Preparing For Catastrophic Events

Date/Time	Topic
1200 - 1300	Lunch
1300 - 1400	Completing A Failed Checkpoint
1400 - 1500	Error Correction
1500 - 1600	Error Correction Practical Exercise
Friday	
0900 - 1000	Saving Disk Space For Multiple Games
1000 - 1100	Regenerating OPMs and Unit of Measures
1100 - 1200	Final Questions