GNED-101: netTerrain End-User Training

Contact Us

1-240-745-5824
info@graphicalnetworks.com

Office Location

814 W. Diamond Ave.
Suite 370
Gaithersburg, MD
20878, US

Course Overview

This guide is for you, oh great keeper of network documentation Zen, also known as the netTerrain end-user!

End users in netTerrain are typically associated with the following roles:

• Diagram Read-Only: read-only users who can only see diagrams and the information displayed within a diagram but have no access to the object properties window.

• Read-only users: read-only viewers and consumers of diagrams and data.

• Annotators: read-only viewers with permission to add and edit annotations of their own.

• Updater: users who can update properties for objects but cannot add new objects or remove objects from a diagram.

• Editors: network administrators, IT documentation personnel or any other individual tasked with entering and editing data in netTerrain.

The duration of this course is 2 days.

Assumptions

This guide assumes that users have basic knowledge of browser navigation and general computer and networking knowledge. Let's just say that if we are talking about mouse-clicks and you don't picture rats running around the kitchen, that's a start.

Course Materials

For training at Graphical Networks facilities we provide all necessary materials. For on-site training Graphical Networks may request students to bring a laptop. In addition, on-site training requires a room equipped with a large monitor or space for a projector as well as internet connection.

Resources

The netTerrain_User_Guide_8.1 document will serve as the basis for the training course. In addition, content from the following guides (also available from the customer support portal at https://graphicalnetworks.zendesk.com) may be used at times throughout the training course:

• netTerrain_Power_User_Guide_8.1

• netTerrain_Admin_Guide_8.1

- netTerrain_Cheat_Sheet

- netTerrain_Import_Export_Guide_8.1

Course Syllabus

Chapter #	Chapter Title	Topic
1	Introduction to netTerrain	
2	Navigating the System	GUI basics
		Searching
		Diagrams and object handling
		Context menu basics
3	Working with diagrams and objects	Working with node and diagram data
		Editing properties
		Working with links
		Palette objects
		Advanced features
4	DCIM objects	Regular nodes vs. smart objects
		Working with racks
		Creating devices
		Device sub components