
GNED-101: netTerrain End-User Training

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 1 day.

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. For online training (Zoom, Teams, or Webex) you will need a computer and mouse and be able to get to one of our training servers on the internet via HTTP/HTTPS.

Resources

The netTerrain_User_Guide_9.5 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_9.5
- netTerrain_Admin_Guide_9.5
- netTerrain_Cheat_Sheet
- netTerrain_Import_Export_Guide_9.5

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

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