

NAO_{TM} Advanced



VERSION 10

DESCRIPTION

This one-day course is designed specifically for users who will be performing more advanced NAO functions. The areas covered include:

- · NAO administration capabilities including NAO setup, security, configuration and customization
- · Importing and updating large amounts of data using the Bulk Data Management tools
- · Floor planner creation and customization

PRE-REQUISITES

Students must have completed the NAO Standard training prior to attending this class.

DURATION

Class Size

1 Day. 9:30am - 4:30pm

6 Delegates working in pairs

COURSE CONTENT

THE ADMINISTRATION MODULE

- · Understanding the user interface
- Importing user definitions
- Managing administration parameters
- Administering user accounts and permissions
- Administering user groups
- Administrating location groups
- Customizing record lists
- Maintaining the location tree
- Maintaining name convention sets
- Maintaining internal equipment items
- Resetting record status
- Task reassignment
- · Managing custom fields

FLOOR PLANNER

- Creating a floor plan
- Specifying the scale
- Placing rooms on the floor plan
- Setting the room properties
- · Placing room items on the floor

CREATING MATERIALS

- Introduction to NAO Materials
- Creating materials

NAO BULK DATA LOADING TOOLS

- · Connecting to the NAO data provider
- · Loading and filtering data
- Managing asset data in the data BDM
- Managing asset relationships and mappings in the data BDM
- Managing material data in the data BDM
- Managing user accounts in the data BDM
- Managing custom fields and lookups in the data BDM•
- Managing organizer data in the data BDM

USING THE POWER BDM

- Managing PDUs
- · Managing PDU panels and breakers
- Managing UPS assets
- · Managing utility feeds to assets
- Managing auxiliary assets
- · Managing receptacles
- Managing power strips
- Managing static switches
- Breaker to asset mapping
- · Asset to asset mapping

USING THE NETWORK BDM

- Managing network cards
- Card and panel port naming

COURSE OUTLINE