

# Build Forge Fundamentals

WINDOWS

ID: BF-FUN-WIN

## Overview

This four-hour, hands-on course covers basic Build Forge usage. For process implementers, we recommend this course followed by the *Build Forge Intermediate* and *Build Forge Advanced* courses.

## Prerequisites

- None

## Objectives

At the end of this course, students will understand how to use the Management Console to execute Build Forge projects, monitor project progress, and interpret project output.

## Outline

Build Forge Overview	Overview of architecture and capabilities
Build Forge Jobs	Starting jobs from the Build Forge Console
Job Output	Understanding the output of a completed job (BOM, Log, Steps)
Active Jobs	Observe a running job; cancel jobs; find, fix and restart failed job
Manual Start Project Run	Manually start a project run; edit tag format
Introduction to Tag Formats	Intro to project tag format; run time changes to the format and tag values
Introduction to Selectors	Intro to selectors; choose a selector at run-time
Introduction to Variables	Explore environments and types of variables; choose values at run-time
Introduction to Classes	Intro to the aspects of project runs controlled by classes
Introduction to Reports	Explore various reports

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