



# Course syllabus: Repository: Version & Distribute

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VERSION	1.0

# Overview



The purpose of this document is to outline the training syllabus for the standalone Repository course.

## About

The Repository course comprises content that specifies bespoke installation processes and use-case scenarios for Repository.

## Who is this course for?

The following are typical of those who will undertake the Repository course:

-  Live graphics operators
-  Broadcast engineers and managers

## Course primary objectives

At the end of the training period, delegates will have acquired a deep and broad understanding of how the Repository software integrates within their environment and have the skills to:

- Install and configure the Repository client and server application platforms
- Version graphics projects
- Access and retrieve graphics projects
- Distribute graphics projects

## Course structure

The Repository course is divided into sessions:

- Each session will have its own set of training objectives.
- Each session will have at least one accompanying video tutorial that details, using chapters, all the subject matter covered.
- All sessions will be annotated with the appropriate person profile who is designated to undertake that session.
- All sessions should be taken in the sequence as instructed in the LMS.


# Course Delivery

The Repository course has content that can be delivered in multiple ways:

- Video training tutorials accessible from the RT website, as self-guided learning
- As a classroom course by an instructor onsite
- As a remote session by an instructor using zoom or other connectivity software

# Session 1: Repository: Installation and configuration

This video tutorial focuses on the installation and operation of the **Repository** Server and Client applications, as well as the installation of the Swift CG and Swift CG+ editors for graphic designers.

- Materials page:                      Items required for installation:
  - RepositoryServer.exe
  - RepositoryClient.exe
  - Swift CG.exe
  - Swift CG+.exe
- Expected duration:                x minutes
- Target delegates:
  -  Broadcast engineers and managers

## Session specific objectives

1. Server and Client Installation and configuration

## Chapter 1: Visual SVN manager

- Installation
- Creating a Repository
- Creating a user
- Adding new users

## Chapter 2: Repository Client installation

- Installation paths and locale
- Adding graphics projects
- Edit workstations
- Configuration files
- Adding Clients
- IP addresses

# Session 2: Repository: Usage for graphic authors & operators

This video tutorial focuses on the day-to-day uses for **Repository** users such as graphics personnel.

- Materials page:                      Items required for installation:
- Expected duration:                  x minutes
- Target delegates:
  - ■ Template authors and live graphics operators
  - ■ Broadcast engineers and managers

## Session specific objectives

1. Repository Server for broadcast engineers and managers
2. Repository Client for graphics authors and operators

## Chapter 1: General description

- Rationale: Store, maintain and distribute
- Versioning
- Access and retrieval
- Distribution

## Chapter 2: Launching Repository

- Interface
- Project pane
- Command and Error pane
- Changes pane
- Administration

## Chapter 3: Creating, Checking in and Checking out a new project

- Paths and locale
- Check In actions
  - Check in project editor
  - Users and recipients
  - Comments
  - Descriptions

- Deleting a project

## Chapter 4: Local Changes

- Local Changes to a graphic
- Local Changes to the Repository
- Details of Changes made
- Check In Changes to a graphic
- Update and Push