



Virtualizing and troubleshooting apps with Cloudpaging Studio 9

COURSE CODE: S2-7092

About this course

Platform:	Microsoft Windows	Technology:	Cloudpaging Studio
Length:	5-days or 3 days accelerated	Delivery method:	Lab/classroom (on-site)
Language:	English	Participants:	Maximum 8 delegates

Overview

This course provides delegates with the knowledge and skills required to virtualize most apps with Cloudpaging Studio 9. Delegates will build on their existing packaging skills with best practice approaches, and learn how to troubleshoot common issues in the creation of virtualized appsets.

This course also teaches delegates how to take advantage of advanced features of Cloudpaging Studio, to deliver more compatible and better performing appsets. App Events, patching, prefetching and local paging are all covered on this course.

Audience profile

This course is for Information Technology professionals who use Cloudpaging Studio to package apps into virtual appsets. Additionally, this course builds skills for third and fourth line engineers who support Windows desktop and BYOD.

At course completion

After completing this course, delegates will be able to:

- Take advantage of new features in Cloudpaging Studio
- Adopt best practice approaches to app virtualization
- Improve appset performance and the end-user experience
- Understand the more advanced features of Cloudpaging Studio
- Use scripting techniques and Custom App Events (CAEs)
- Patch existing appsets to make small changes and updates
- Resolve common issues with virtual appsets



Certification

Course delegates have the opportunity to validate their skills by taking the [Software2 Certified Packaging Associate \(CPA\)](#) Certification, and may then continue to further training towards the [Certified Packaging Expert \(CPE\)](#) Certification. Those with the CPE Certification can go on to earn [Accredited Master Packager \(AMP\)](#) status, awarded annually to highly-skilled packagers who contribute to the S2 Library.

Course outline

Module 1: Cloudpaging updates and best practice

- What's new in Cloudpaging Studio 9 and Cloudpaging Player 9
- Overview of new features
- Best practice approaches to appset creation and deployment
- Advice on dealing with prerequisites and interoperability
- Best practice advice on how to configure a packaging VM

Lab: Configure your virtual machine with Cloudpaging Studio 9

Module 2: Working with Cloudpaging Studio 9

- The packaging process
- Managing studio projects
- Encryption and compression
- Introduction to Workspace Templates with Cloudpaging Studio
- Importing and applying a Workspace Template

Lab: Cloudify Audacity or VLC, using a Cloudpaging Studio Workspace Template

Module 3: Optimizing user experience

- Disabling app updates
- Capturing first launch
- Application suites and shortcuts
- Preserving app settings

Lab: Capturing and optimizing Review Manager

Module 4: Using layers and isolating prerequisites

- Using layers
- Capturing prerequisites in Layer 4
- Global security settings and overrides
- File security settings

Lab: Capturing OpenOffice and Java (Layer 4)

Module 5: App events and license activation

- Using CAEs (Custom App Events)
- App event triggers
- Dynamically adding firewall rules
- Using app events to activate software licenses
- Troubleshooting issues with app events

Lab: Configuring app events for SQL Management Studio

Module 6: Improving appset performance

- Removing unnecessary registry keys
- Virtual file system performance
- Performance settings
- Local paging
- Prefetching
- Using dependencies

Lab: Creating a local paging file and prefetch for Unreal Engine



Module 7: Patching and updating appsets

- Best practice for patching and updating appsets
- Patching an appset
- Deploying a patch / new version

Lab: Patch Patch Audacity to include a new plug-in

Module 8: Troubleshooting, tips and tricks

- Definitive testing
- Troubleshooting log files
- Alternatives to launch commands
- Correct use of Layers 1 and 2
 - Roaming profiles and folder redirection
 - Configuring services
- Troubleshooting tools
- Sandboxing
- Understanding merged folders
- Restarting the print spooler

Lab: Various

Expected outcomes

After completing this course, delegates will be able to:

- Understand and avoid the common mistakes made after 6-12 months of packaging
- Understand and make use of new features in Cloudpaging Studio 9.0 and Cloudpaging Player 9.0
- Configure the optimal environment for capturing of app installers
- Correctly set compression and encryption on packages
- Follow a best practice methodology in the creation of virtual appsets
- Follow recommended conventions for Cloudpaging Projects and repository management
- Take advantage of reusable templates
- Optimize application settings and delivery for the best user experience
- Use virtual layers correctly
- Improve appset performance using a range of approaches and features
- Understand App Events and how to use them (for software license activation)
- Patch applications and deploy updates and new versions
- Test applications effectively and perform troubleshooting steps

Prerequisites

Before attending this course, delegates must have:

- Existing knowledge of Cloudpaging Studio
- Experience of packaging intermediate apps
- Understanding of Cloudpaging Studio and Player
- Basic scripting experience
- Understanding of Windows client operating system essentials (such as Windows 7, 8 or 10)

Course requirements

This course requires that delegates have access to:

- A computer lab (for ideal conditions)
- One PC each, for packaging workshops (this can be a physical or a remote machine)
- Windows-based virtual machines running Cloudpaging Studio
- Windows-based virtual machines running Cloudpaging Player