**From:** Panchanathan Suresh   
**Sent:** Friday, May 17, 2019 11:04 AM  
**To:** Grace Chen <grace.c.chen@oracle.com>; Alla Brusilovsky <alla.brusilovsky@oracle.com>; BELLA <rajesh.bella@oracle.com>; Rajasekharan Purushothaman <raj.purushothaman@oracle.com>; Nabaneet Dora <nabaneet.dora@oracle.com>; Narayanan Venkatachalam <narayanan.venkatachalam@oracle.com>; Ramana Adusumilli <ramana.adusumilli@oracle.com>; Timothy Beltz <tim.beltz@oracle.com>; Seema Mathew <seema.mathew@oracle.com>  
**Subject:** LO BATs kickoff tips

Hi Grace, Alla, Nabaneet, Seema, Rajesh, Raj, Narayanan, Ramana and Tim,  
  
I had documented the below LO kickoff tips for my personal use, based on my discussions with Cynthia last week.   
Thought you and your team might find it useful too, when your team's turn comes.  
  
I had shared this with PSC, SCM and PRC recently.  
  
  
Thank you,  
Suresh  
  
\*\*\*\*\*  
 **In DR Jango**  
  
1) For ZBKN only  
  
Blank out whatever gets defaulted for the below two fields and enter only the below values:  
  
REE Jar Location = blank   
ree\_group=COMMON\_LO (now COMMON\_LO is set 100 by Stefano's team on Cynthia's request)  
  
  
2) For all other Envs (whether it is 1901 or 1907 or 1910)  
  
REE Jar Location = take whatever value gets defaulted in that field (for example: /net/slc12bgn.us.oracle.com/scratch/prcbuild/REECLIFUSQCATS\_MaxSes.jar)  
Additional REE Params = take whatever value gets defaulted in that field (for example: max\_exec\_key=id\_10612,max\_exec\_num=200)  
  
Please remember the number 10612 in max\_exec\_key=id\_10612 is unique to the Env selected, so we must not copy this for other Envs by mistake  
max\_exec\_num=200 (this number can be set to 50 or 100 or 200, it is our call  
  
  
  
**In Launchpad**  
  
Additional REE Parameters = max\_exec\_key=EADI,max\_exec\_  
  
num=100  
  
(in max\_exec\_key for EADI, use EADI and for a different Env use the short code for that Env  
max\_exec\_num is our call, 50 or 100 or 200)  
  
or max\_exec\_key=ZCYZ,max\_exec\_num=50  
  
'REE Jar Location' is not there in LP. It is hardcoded behind the scenes when we choose a particular Env  
  
\*\*\*\*\*