PREFACE

This is the last of four books that accompany the Management Analysis Program (MAP)TM System for cable pressurization maintenance. This *MAP System Installation Manual* is a guide to installing the two operating systems that have been tested and approved for use with PressureMAP Version 27: SCO Unix and CentOS 5.2 Linux. The book also contains instructions for installing PressureMAPTM and PressureWEBTM, and performing updates from existing systems to the new PressureMAP version. The three other books in this series are:

Book 1—MAP System Operations Manual—describes how to use all of the MAP system programs.

Book 2—*MAP System Data Entry Manual*—describes how to set up the MAP System to record, analyze, and transmit data.

Book 3—*MAP System Administration Manual*—serves as a guide for the System Administrator. Contains detailed procedures for updating system data, performing maintenance and ensuring system security.

There are seven sections in the *MAP System Installation Manual*: Sections 2 through 6 address various installation and update procedures that pertain specifically to the SCO UNIX Operating System. Section 7 describes the requirements for installing the CentOS 5.2 Linux Operating System and corresponding MAP Version 27 and PressureWEB 2.0 installations.

Note: It is important to mention that PressureWEB is not compatible with SCO UNIX operating systems that preceded Version 5.0.7. Earlier versions of SCO UNIX do not support the Apache, Tomcat and Java releases that are needed to support the PressureWEB product.

However, PressureMAP Version 27, without PressureWEB, will install on older MAP engine computers running earlier versions of SCO UNIX.

Software Manuals Online

Please note that updates to the MAP System manuals are available on our website (*www.airtalk.com*). From the **AirTalk** home page, click the **Documentation** link, then scroll down the right column and click **PressureMAP Manuals**. A list of hyperlinked PDF files representing the individual manual sections is provided for viewing or downloading. Included is the most recent version of PressureMAP, plus the preceding version.

In addition, System Studies periodically issues Release Notes on topics concerning the MAP System that would be of interest to users. You may view Release Notes on the website (from the **Documentation** listing), or request printed copies from System Studies.

Documentation Conventions

Like all software programs, the MAP System must conform to a variety of computers and keyboards. The following sections on Typographic Conventions and Key Functions will help you understand the procedures and adopt them to your hardware.

Typographic Conventions

The following typefaces have special meanings as they appear in the text of the documentation. Their uses are as follows:

| Monospace | This typeface represents text as it will appear on screen or in a PressureMAP report. Monospace is used to display what is actually output by the program. |
|--------------------|--|
| <> | Angle brackets in the text indicate a key on your computer keyboard. For example, the following represents the Enter key: <i><enter></enter></i> . |
| Italic Bold | Within the PressureMAP manuals, Procedures are used to outline the steps that you need to follow in order to accomplish different tasks. The Procedures are outlined in bold and simply show the most basic steps that are required to operate the program. In addition to the Procedures, other important items may appear in bold characters. |
| C[ontinue] | Brackets are placed around the portion of a word that is not intended to be entered on the keyboard. In the example above, only the C would be entered to continue. |
| <ctrl p=""></ctrl> | Two key names inside angle brackets indicate that the two keys must be pressed simultaneously. |

Key Functions

The following keys may be called by different names on some keyboards.

| <enter></enter> | The <enter> key (also identified as <return>, <cr>, or <send>) is the "entry" key. <enter> completes an entry made by the user and initiates the program response. Depending on your keyboard setup, <enter> on the keypad may not work the same as <return> on the main keyboard.</return></enter></enter></send></cr></return></enter> |
|-------------------------|---|
| | Make a special note that pressing <enter> after typing an entry not recognized by the program will cause the program to re-display the last prompt. At this point, the user should try to enter a valid response to the prompt issued by the program.</enter> |
| | The <enter> key will move the cursor to the next data field on the screen. In addition,<enter> will move you from the last data field on the screen to the option prompt line, thus completing the data entry for that screen.</enter></enter> |
| | When editing existing data, be sure to complete each entry with <enter>. For example, don't just type in the new entry, and then hit <esc> to move to the status line at the top of the screen. It's the <enter> key that actually enters the new data into the data record.</enter></esc></enter> |
| <backspace></backspace> | The <backspace> key may also be identified as <bs>, <rub>, <rubout>, or <ctrl-h>, depending on the machine being used. <backspace> is used to correct entry errors on the input line BEFORE <enter> has been pressed. To correct an entry, press the <backspace> key and the cursor will move one space to the left, deleting any existing character in that position. Do not use the Del (delete) key for this purpose. Hit <backspace> repeatedly until the incorrect entry has been removed. After backspacing has been completed, you may then retype the correct entry.</backspace></backspace></enter></backspace></ctrl-h></rubout></rub></bs></backspace> |

The <Backspace> key will back the cursor up one space to the left and delete the character which occupied that position. <Backspace> can be used to make minor editing changes, or delete entire fields of data.

Esc> An <Esc> keystroke will usually exit the current data entry screen, regardless of which data field you are working on at the time. If you use the <Esc> key, nothing on the screen will be saved, and no changes will be made to the old file.