

## Appendix 2

### **INTRODUCTION**

While the modem requirements for each MAP System are unique, certain configurations can be considered more typical than others. Essentially, there are four different modem functions for each MAP System: Batch, Interactive, Alarm Receiver and User Access. With the exception of E2A modems, which use a special bisynchronous adapter, all modems use an asynchronous serial port.

*Batch modems* are resources, which are used by the **MAP Event Scheduler**. These resources are used exclusively for outgoing connections. Since no incoming calls will be required, there is no **getty(1M)** running on these ports.

*Interactive modems* are resources that are allocated for customer requests for outgoing connections. These connections can be made to office monitors (CPAMS), report centers, alarm centers, etc. From the UNIX system perspective, these ports are configured identically to batch ports. The **getty(1M)** program is disabled on these ports.

The *MAP Alarm Receiver* is designed to receive alarms from all of the CPAMS being monitored by the MAP System. This process is similar to **getty(1M)** in that it will wait on a port for an incoming connection attempt. Once a connection is made, this process expects a data burst from the CPAMS. When the connection is lost, the data received is processed and saved to the MAP database. The **getty(1M)** process is disabled on this port so that access to the Linux Operating System is not possible.

Finally, the User Access modems are placed on serial ports that are configured with **getty(1M)** enabled. These ports are intended for customers who need to dial into the MAP System. The **getty(1M)** process requires that a valid user name and password be entered to access the system. Once a valid user name and password have been entered, the user is automatically ushered into the MAP software. The user is never allowed access to the Linux Operating System. Efforts to terminate execution of the MAP Application to gain access to the operating system will result in the session being disconnected.

