seaLandings Patch 3.0b Installation Instructions

- 1. Make sure your eLandings program is closed.
- 2. Right click on the seaLandings Patch 3.0b link and click to "Save as..."
- 3. Save the file on the Desktop of the computer where the elandings program is installed
- 4. Please make sure the file has the right extension (.jar). Re-name the file *only* if it is not named seaLandingsPath_3.0b.jar (right-click on shortcut, File...Rename).
- 5. Double-click on the shortcut icon named seaLandingsPath 3.0b.jar.
- 6. A window will open, named SeaLandingsPatch 3.0b while the necessary files are downloaded to your eLandings program (behind the scenes).
- 7. Read the last few lines of the window to make sure an error hasn't occurred. This is the message that you will receive if the installation runs properly: "Your seaLandings system has been successfully updated. Since the update completed successfully, you do not need to retain any of the update status information displayed above."

If you get an error message, please contact Jennifer Hogan at 907.586.7462 or by email at Jennifer.Hogan@noaa.gov

- 8. Close out of the installation window and log in to your eLandings stand-alone client and look for the following changes:
 - a. The report date now defaults to yesterday's date, instead of a week ending date;
 - b. The name of your production report .pdf print-out changes from Weekly Vessel Production Report to Vessel Production Report, since you are doing daily reporting now;
 - c. New management codes are added to your drop-down list, such as A80 (to be used by Amendment 80 vessels only);
 - d. New species and product code combination are added to your program, such as prowfish (species code 215) with product code 08, dusky rockfish (species code 172), and dark rockfish (species code 173).
- 9. Please only run the installer *one time*. If you try and run it multiple times, you may get a false error message stating the patch was not successful, when in fact it was. You can verify whether the installation was successful by looking for any of the new features listed in step #8.