

Universal Setup

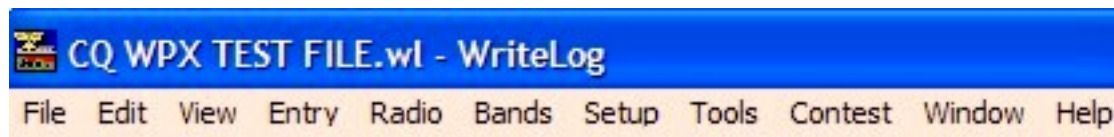
[K9JY WriteLog Home](#)

[Download this section as an Adobe PDF file here.](#)

After completing the Initial Program Setup, use this page to have a step-by-step instructional guide for each contest WriteLog supports. If you are an experienced WriteLog user, you can use the top section of this page to check off your steps in one easy place. If you are newer to WriteLog, you can click on each of the steps and be automatically taken to the explanation portion of that step, including screen shots.

Please note that there are many screen prints on this page. It will take a while (up to three minutes on a 56K modem) to download.

Aiming toward simplicity, each section reflects one segment of the toolbar along the top of the WriteLog program, moving from left to right. Complete each segment of the toolbar, move to the next, and you'll have WriteLog set up in no time for your contest!



File

- [Open New Contest and Save](#)

Entry

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- [Sound Board Setup](#)
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- [Packet Setup](#)
- [Band Map Setup](#)
- [Band Change Window](#) For 10-minute and band change per hour tracking
- Check and place appropriate windows for the contest

Suggested Testing

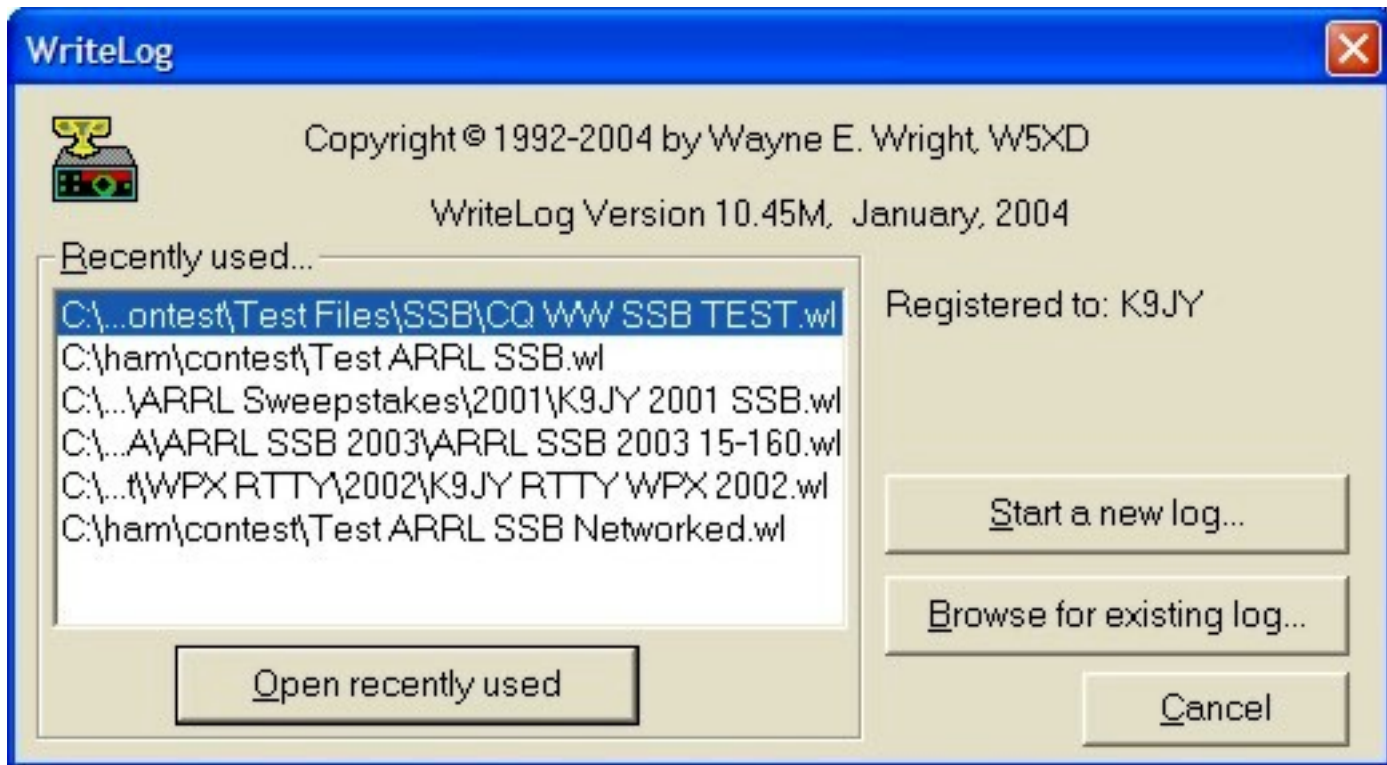
Save Configuration and Save File

Now for the specifics:

Open New Contest and Save [Top of Page](#)

To repeat from the initial program setup page, here's how you open the program and select a new contest:

First, click on the WriteLog icon on your desktop or start WriteLog from the Start menu. You will be presented with a screen that looks something like this (understanding that if this is the first time you have used the program the 'recently used' files part of the screen will be blank):



For a new contest, select 'Start a new log.' Once the program is open, the WriteLog Contest Selection dialog box will open. Click on the contest you will be operating:



At this point, your screen will be the default WriteLog screens or the screens from the latest contest you have worked. Now you want to **save your file**. To do so, using standard Windows toolbar processes, go to the upper left corner and click on 'File|Save as..' at which point you will be presented with the Save As screen as shown below:



Using standard Windows processes, find your folder in which you want to save your file, type in the name of the file in the 'File name' field (please follow the guidelines of your contest sponsor) and then click on 'Save.'

Note that the positioning of the windows and the types of windows will vary with every contester. What will be shown here are my preferences which, most likely, will not be your preferences. To learn how to move windows around in WriteLog, check the Help file and select the file named 'Arranging the Windows.' Or, you can check out [Arranging the Windows](#) on the K9JY site.

Establish Operator Field in Log [Top of Page](#)

This option in WriteLog is used for Multi-Operator environments and serves two very useful purposes:

First, by establishing the Operator field in the log, the station owner or contest manager for the multi-operator contest will be able to see individual UBN's off the UBN reports generated by the contest sponsor. This is highly useful information for both the individual operator as well as the station manager.

Second, in an SSB contest using the Sound Board as the contest Digital Voice Keyer,

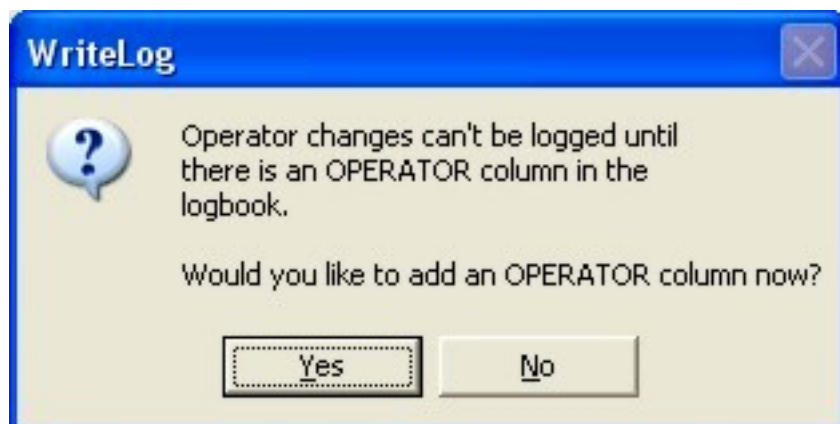
each individual operator can record their own message files - in their own personal order preference associated with the function keys - and when the Operator logs on to operate, WriteLog will automatically switch the wave files to that operator.

So if K9JY is an operator and records "73 K9JY" on the F3 function key and WE9V records "QSL Your 59 Illinois" on the F3 function key, when WE9V logs on as the operator he will get his voice and the exchange message sent when he presses F3.

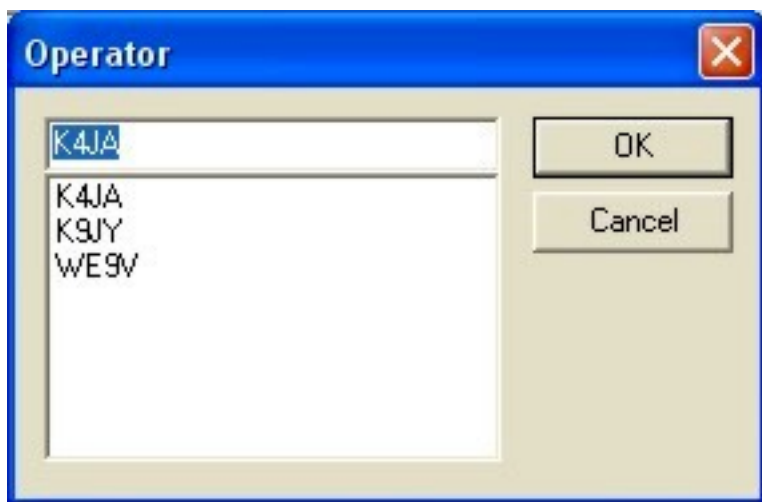
In a highly simplified screen, select the Operator Field here:



When you click on this field, a dialog box pops up:



Clicking on Yes yields another dialog box where you input each operator's call for the contest:



By entering the call in this dialog box, WriteLog will make a subdirectory for the operator to be available for WAV files.

NOTE: You must first tell WriteLog where the .wav files are located so that the operator entries will be saved. This is done in 'Setup.'

When it's time to actually change operators during the contest, the operator follows this same procedure and will just be presented the Operator dialog box shown above. Click on the correct call and click on OK and the call will now be recorded in the log.

You can delete Operators from this list by going to your WriteLog default WAV file location found in the 'Wave File Locate' button in the Ports dialog window and deleting the operator's folder from the directory.

Edit Number of Radios [Top of Page](#)

This option relates to how many radios are connected *to this computer*. So in multi-op environments, there is typically only one radio connected to the PC. Single operators, however, can have one or more radios connected to the single PC. WriteLog supports four radios connected to one PC, but most users will select one or two radios for this option. The screen looks like this:



Click on the number of radios connected to your PC. Also note the check by 'This Window is Radio Left.' You need to check either left or right (start by checking Left) so that the sound card works properly with WriteLog. NOTE: in some SO1R/SO2R configurations, you will also need to click on 'Activate this Radio' as being able to change CW speeds or using the Escape key correctly. Users with Kenwood radios and the W5XD computer have reported this.

Exception: There is always an exception, right? For RTTY contests where you want to have two TNC's decoding but you are only using one radio with the one PC, you need to check '2' radios here so that WriteLog knows it can open two Rttyrite programs. Don, AA5AU, has an excellent site showing how to use two receive TNC's with one radio at [his site](#).

Designate Radio for Multi-Single/Multi-Two Stations [Top of Page](#)

If you use the Band Changes window (found on the Toolbar under Windows|Band Changes), you will need to designate which radio will perform the appropriate role in the contest. The screen looks like this:



This option is useful in two situations:

1. Ten-minute rule, usually in Multi-single. The operator MUST designate the current Radio as the Run radio or the Mult radio. If your station setup is simply two radios with one used for running all the time and another used for the Multiplier station all the time, set each computer to the appropriate role and you are done. However, if you have multiple radios changing roles during the contest (e.g., four radios in a M/S environment), then each time the role changes, this Run/Mult designation MUST be made for the Band Change window to operate properly and to show the correct radio in the log. Before logging a QSO, the operator MUST designate the radio as Run or Mult.

2. Band Changes per hour, usually in Multi-two. 'This Window is Run (A) Radio' corresponds to Radio 'A' corresponds to Radio One. 'This Window is Mult (B) Radio' corresponds to Radio Two. If your station setup is simply two radios, designate one as 'Run (A)' and one as 'Mult (B)'. However, if you have multiple radios changing roles during the contest (e.g., four radios in a M/2 environment), then each time the role changes, this 'Run (A)/Mult (B)' designation MUST be made for the Band Change window to operate properly and to show the correct radio in the log. Before logging a QSO, the operator MUST designate the radio as 'Run (A)' or 'Mult (B).'

Ports [Top of Page](#)

This section tells WriteLog where all your stuff is connected. Rig control, PTT, Wave file locations, DVK types, etc. It's an important screen and can be found here:



Once you click on Ports, the following dialog box opens:

Port Setup--What is Connected?

	CW	DVK	Antenna relay	Rig Type	Baud Rate	Poll	Comm PTT
COM1	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Yaesu FT-1KMP	AUTO	<input checked="" type="checkbox"/>	YES
COM2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	No Rig	AUTO	<input checked="" type="checkbox"/>	YES
COM3	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	No Rig	AUTO	<input checked="" type="checkbox"/>	YES
COM4	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	No Rig	AUTO	<input checked="" type="checkbox"/>	YES
LPT1	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	DVK type <input type="radio"/> NA interface <input checked="" type="radio"/> Windows sound board <input type="radio"/> W9XT interface <input type="radio"/> None			OK
LPT2	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>				Cancel
LPT3	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>				Help

All mode PTT on CW port RTS

Rotator control on COM port

Left (or only) Rig: None DCU-1

Right Rig: None DCU-1

CW keyer type

- PC generates
- old w5xd keyer
- AEA PK-232
- w5xd multi+mk1100

Wave File Locate...

CW Speeds...

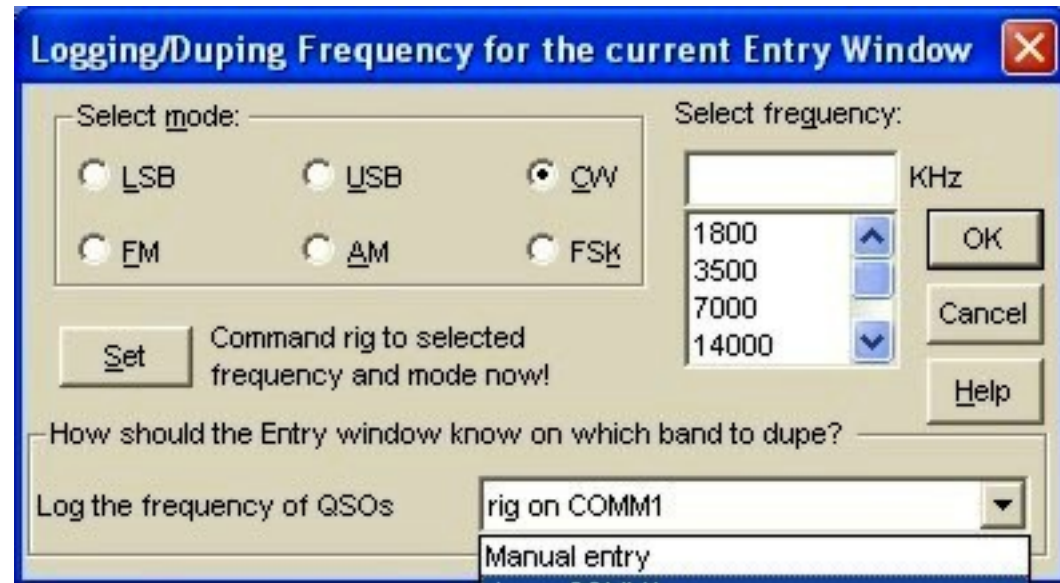
CW PTT...

There are several items to fill in here:

- *Your radio and Comm port.* This is used by WriteLog to control your rig. With rig control, for example, you can click on a packet spot and WriteLog will automatically move your radio to the frequency specified in the packet spot. In my case, I have a Yaesu FT-1000MP connected on Comm 1. So the rig is selected by the drop down menu, the baud rate is auto (the pull down selection can pull specific baud rates), we want that Comm port polled (so the frequency and other features work with the PC), and we're saying that PTT can be done on this port as well. You will need to check your radio's serial port connection in your radio manual to make sure the speeds match.
- *Your method of sending CW and Comm Port.* In my case, I have the PC be the keyer for the CW. I have a serial cable to perform my CW sending. So check your correct port in the first column for CW and highlight something out of the 'CW keyer type' to match your equipment.
- *Your DVK type.* I utilize the sound board from the computer and Wave files for sending voice messages.
- Your rotor controls are also controlled from COM ports.
- If you want to set up your sound card with your radio and WriteLog, you can also

check out the [sound card](#) section on the K9JY site. There is also a section on <http://www.writelog.com> under the Support section.

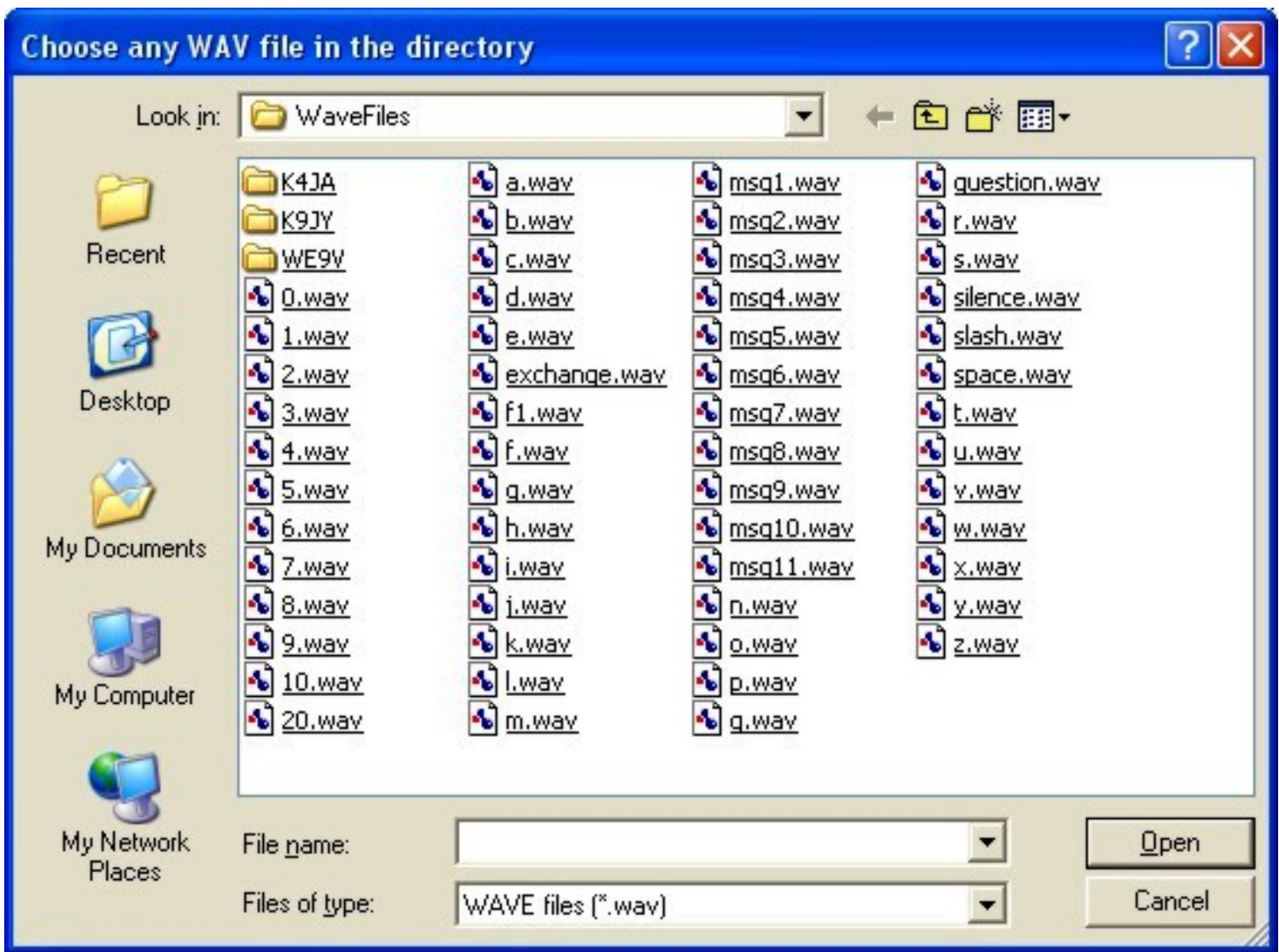
Following this process will sometimes still not provide you with Rig Control. If this is the case, click 'Bands' on the Toolbar and select 'Set Frequency & Mode...'. Doing so will produce the following dialog box:



Note at the bottom where it says 'Log the frequency of QSO's.' The drop down menu needs to match the Com port you selected in the Port dialog box. If you have selected a Com port and see 'Manual entry' in this field, changing it will fix the problem.

SSB Wave File Locate

Clicking on the 'Wave File Locate' button to tell WriteLog the location of your SSB wav files. Mine are located in the 'WaveFile' subdirectory in WriteLog as shown here:

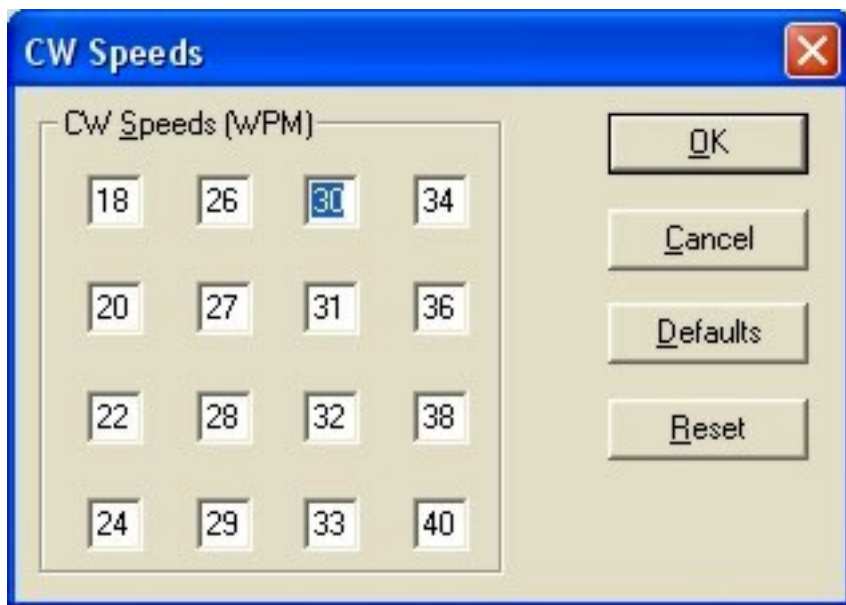


Note two items: first, a wav file MUST already be in the subdirectory. Notice on the top of the tool bar where it asks 'Choose any WAV file in the directory.' Without a wav file in the directory, you can't click on one! Click on a wav file and then click on Open.

Second, notice the operator folders to the left. If you are in a multi environment and have established operators as shown earlier, this is where the wav files for those operators are located.

CW Speeds

This table establishes the CW speeds sent by WriteLog. Clicking on the 'CW Speeds' button produces the following dialog box:

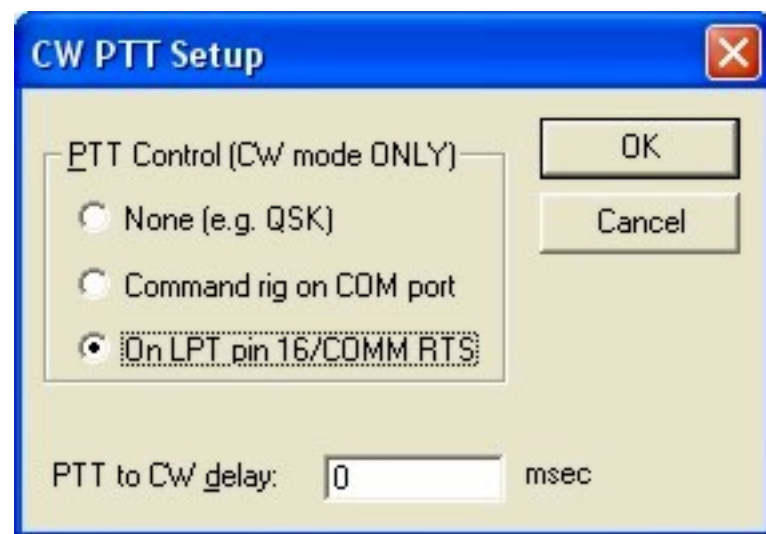


These are the speeds stored in my program. Once acceptable, click on 'OK.' When in the WriteLog program and contesting, the CW speeds are incremented and decremented by the 'Page Up' and 'Page Down' buttons on your PC. The increment the CW speed changes to is determined from your entries in this CW Speeds box.

The default speed that WriteLog uses upon opening the program for a CW contest is the value in the cell at the top of column 3. As shown in the screen print above, 30 WPM.

CW PTT

This dialog box tells WriteLog where to provide Push-to-Talk for sending automated messages. Clicking on the 'CW PTT' button reveals the following dialog box:



Two notes here. First, where mine is checked, the PTT is on the serial port. It is a dual selection - on LPT pin 16 if you have LPT keying or on the Comm RTS line on the Comm port.

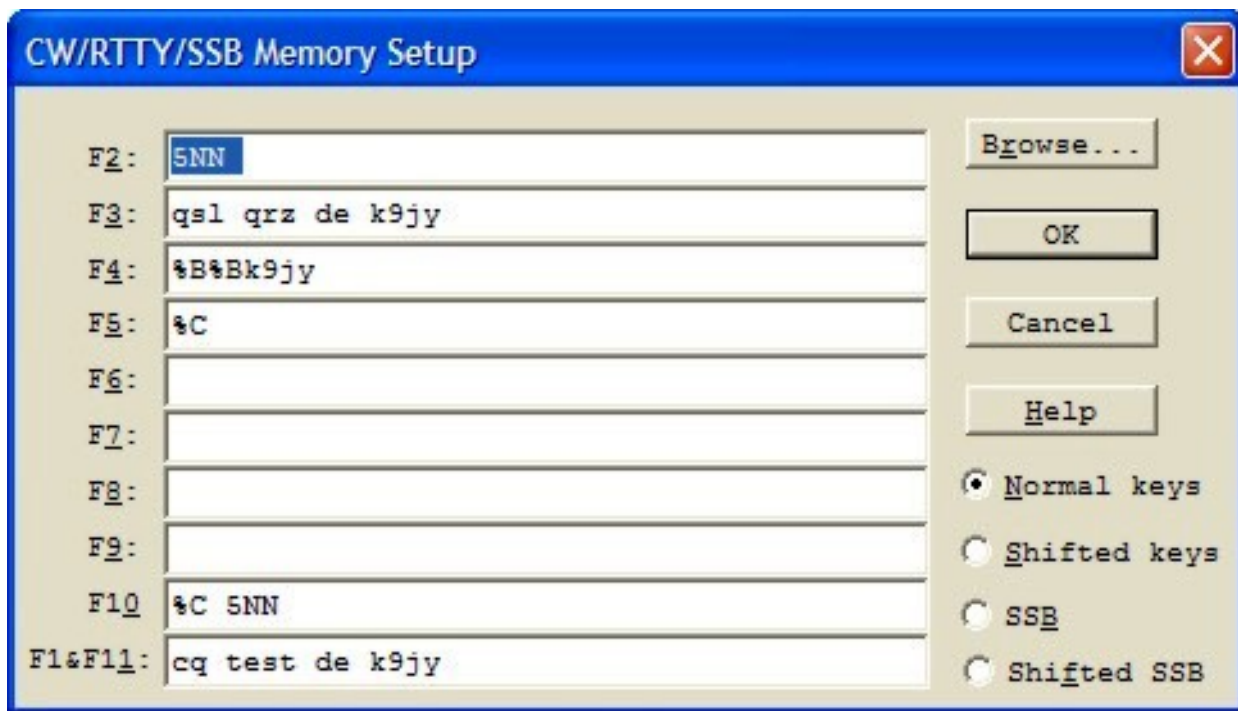
Second, with some serial keying, especially on faster PC's, WriteLog may sound like it is stuttering when sending CW. Adding in 50 milliseconds delay in the 'PTT to CW delay' field solves that issue.

CW/RTTY/SSB Messages [Top of Page](#)

You access the automated messages here:



Clicking the selection leads you to the following dialog box where you set up automated messages for WriteLog to send when you press a function key associated with the message. The dialog box looks like this:



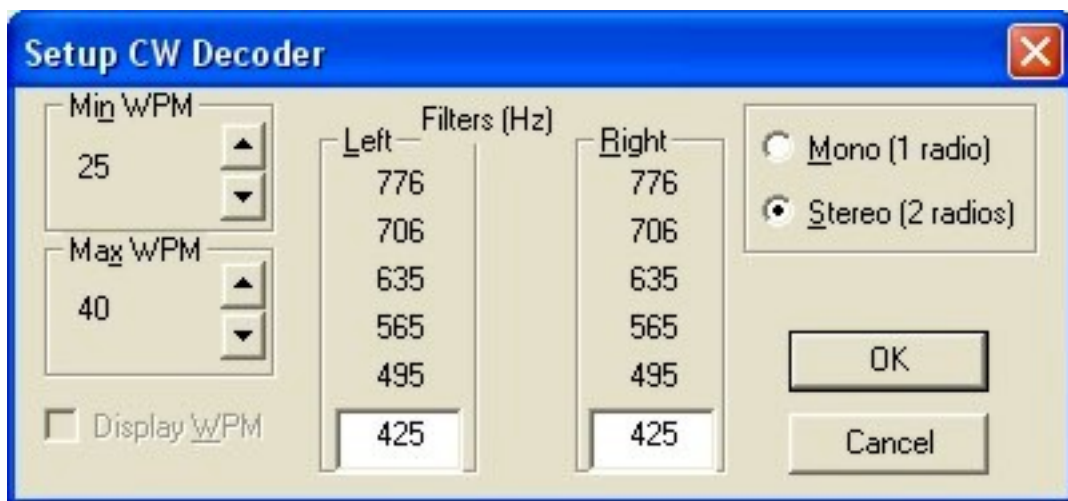
This example was for a RTTY contest. Note the special characters showing up within the lines. For what all the characters mean as well as information on how to set up SSB messaging, sneak over to the WriteLog Windows ['Automated Messages'](#) page for all the answers.

CW Decoder [Top of Page](#)

The CW Decoder takes six channels around a center frequency and decodes the signals. Working well on machine sent code (like messages sent from function keys on contest programs), the window has three settings to adjust. To access the setup, you can open the window itself and right-click on the program and access the setup that way, or you can use the Setup menu to access it as well as shown below:



Clicking on the selection produces the following dialog box:



The three settings to adjust are:

1. Minimum and maximum WPM to try and decode. The wider the setting, the greater use of your computer resources. Don't try this with a 75MHz Pentium. During a contest, I set mine between 30 and 45 WPM because I have a hard time copying 40 WPM!

2. The filters. Putting in a value establishes the pitch of the CW signal. Changing '550' to '450,' for example, will change the other values that will be decoded on each of the six channels shown and lower the overall pitch of the decoded signal. Put in a value that will center the listening frequency to your liking and filters installed on your radio. I like listening to a lower pitched CW signal, so my normal value is 425.
3. The mono/stereo setting. This looks like it's for one radio or two, but is a bit deceiving based upon the sound card you have in your system. If you have two radios using one sound card, select stereo. If you have one radio, select Mono. If the window doesn't decode in the Mono setting (mine does not), then select Stereo even though you only have one radio. It will open a second CW decoder window and I close the one that isn't decoding anything.

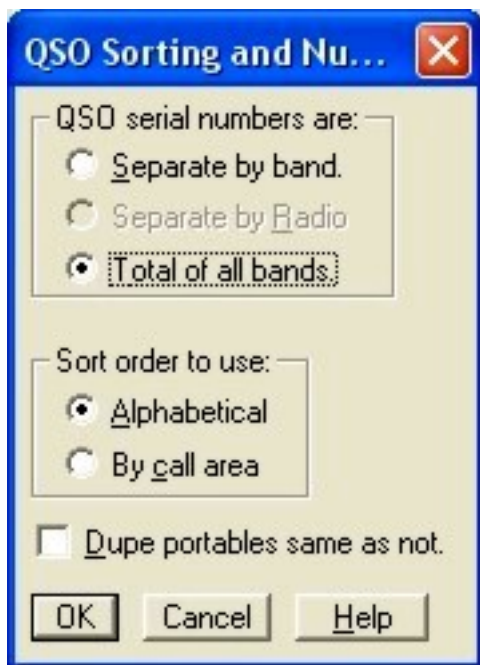
Sort Ordering and Serial Numbers [Top of Page](#)

This option tells WriteLog how to address serial numbers during the contest, if appropriate. For example, in WPX contests, multi-operator stations are often asked to provide serial numbers by band rather than as an overall total (because most other contesting programs duplicate serial numbers in a Multi environment and the sponsors can't evaluate logs properly...but that's commentary).

Access the dialog box by selecting:



Which produces the following little dialog box:



Most of the time, especially for single operators, the default 'Total of all bands' will work just fine. Use 'Separate by Band' if required by the rules regardless of the radio making

the contact. Use 'Separate by Radio' where the rules require it.

Log which radio makes the QSO [Top of Page](#)

This is a toggle setting, which you can activate by clicking here:



While used mostly in Multi-Op contesting environments, it is also used by SO2R contest entries. The purpose is to aid in auditing 10-minute and 6-band change per hour rules for Multi-Ops and to see how effective the second radio was used by SO2R operators.

Networking [Top of Page](#)

Networking is used to connect multiple computers together to share information. Most often, this is done in a Multi-Op contesting environment. However, RTTY SO2R contesters will also connect two radios to two different PC's and network the PC's together instead of connecting two radios to one PC. If you're only using one PC, just skip this step.

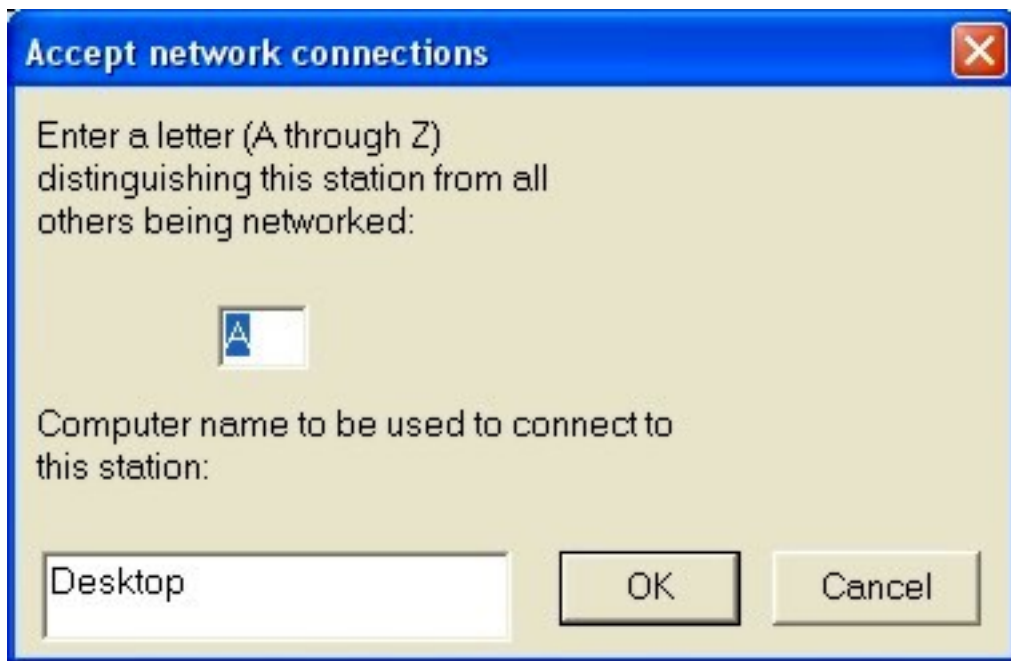
There is a longer, more detailed explanation of networking found in the [Networking](#) section of the K9JY website, but if you can see files on other local computers in Window's Network Neighborhood, you can most likely already network multiple PC's with WriteLog.

There is a three step process to establish networking:

First, Register to Accept Network Connections.



Clicking will produce the following dialog box where WriteLog retrieves the networking information from your PC:



In our example, 'Desktop' is the Windows network name for the PC and will show as a default. You need to put in, one time, the letter designation for the station; in this case 'A.' Click on OK.

Note: One PC simply needs to register to accept connections and do nothing else. All the other PC's in the network will connect to it. So in a two PC network, PC 'A' will now be done with the networking setup.

Second, Link to the Network.

Once you have registered to accept connections, the other PC's in the network will show additional options available in the Setup selections as shown below:



Note that 'Link to the Network,' 'Network Display Name,' and 'Disconnect Network' now become available. Click on 'Link to Network,' which produces the following dialog box:



Type in the name of computer that you want to connect to (WriteLog will remember it if

you do this again) and click OK. In our example, if we were on computer A (Desktop) wanting to connect to computer B (Laptop), you would type in 'LAPTOP' as the computer name that is also running WriteLog. If you are already connected, WriteLog will show the name in the 'Already connected to' box.

Third, type in a 'Network Display Name.'

This is the name that will be shown on the Networking Frequencies window. There are five available characters to input a name. I'd make it something that makes sense to everyone on the team like '40M' for forty meters or '2ND' for the second radio in an SO2R setup. The dialog box looks like this:



When you are done with the networking exercise, you should be able to see all the networked stations in the Networked Frequencies window.

Super Check Partial [Top of Page](#)

The Super Check Partial window defines the 'Master' call sign database to be used during the contest. If you followed the setup procedure for getting the Master call sign files in the [Initial Program Setup](#) screen, you already know that WriteLog can use different Master call signs depending upon the contest. Using my setup as an example, I have a Master call sign database that just has non-USA stations in the file for use during the DX contests and another that has just US stations and possessions for the November Sweepstakes contest. Using the right file really helps in the contest!

To designate the correct file for use, go to the Setup section as shown below:



Clicking on the Super Check Partial selection yields the following dialog box:



Note that WriteLog offers two types of Search algorithms for having the call come into the Super Check Partial window. After selecting your preference, note the 'Dta file name' on the right hand side.

Although you can use any .dta filename located anywhere on your PC, if you followed the convention in the Initial Program Setup section, you would have stored these files in your Programs subdirectory where WriteLog is located. Clicking on the Browse button provides you a standard Windows dialog box to help you find a file. Using it to go to my \Ham \WriteLog\Programs subdirectory provides me the following options:

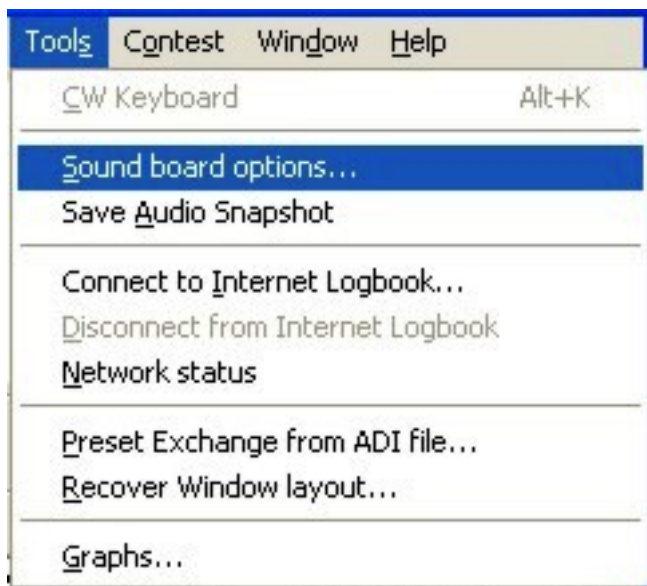


If I were going to do a Sweepstakes contest, I would select the 'masterss.dta' file and click on the 'Open' button. The dialog box closes and you then click on 'OK' on the Super Check Control Properties dialog box and you will have selected the proper file for the contest.

Sound Board Setup [Top of Page](#)

At this point, it is a very good idea to mute all of the sound channels on your PC except Volume Control. Use your PC-supplied mixer control. For more details, go to [Sound Cards](#) on the K9JY web site.

Next, if you selected Sound Board as your equipment for DVK or want to record the contest, you will need to set up the sound board parameters and set the levels for transmitting with the Sound Card. Sound board parameters are found under the 'Tools' section of the WriteLog tool bar as shown below:



Clicking on the selection produces the following dialog box:



Several options appear here:

1. Enable Recording Loop. Check this to enable the sound card to send and receive signals.
2. Echo Microphone. Check this in SSB contests to enable the sound card to send WAV files from function keys. Using WriteLog in RTTY mode automatically disables this feature.
3. Pause recording loop during SSB Wave Xmit. If your sound board does not support simultaneous playback and record (duplex), then you need to check the button on for SSB operation. If you do an Setup|Save Configuration after setting this button, then this option will automatically be checked every time WriteLog starts. If you set

this button off and your sound board doesn't support duplex, then you will get an error message whenever you try to transmit a WAV file in the SSB mode.

4. Continuously Record Audio to file. Turning on this menu selection causes WriteLog to record all received audio to disk. It does not stop until your disk is full, so you have to watch your disk space (I will either write the audio to a CD ROM or delete the wave files before the next contest). WriteLog automatically turns this selection off if it fails to be able to write output (that is, if your disk is full). This setting is saved when you do a Setup|Save Configuration, so if you want WriteLog to automatically start recording every time WriteLog is started, then check this menu item and do a Setup|Save Configuration. I turn this option on about five minutes before the contest starts.
5. Enable Compression. You can set WriteLog's sound recording to compress the audio as it is being written to disk. This will make the WAV files smaller (they are about 160MB per hour without compression), but may also limit the ability for Audio Review to analyze them. You select the type of compression by clicking on the 'Select WAV File compression' button.

If you haven't done an overall setup of your sound card (turning off system sounds, etc.), then check that out [here](#) on the web site and come back to this point.

Now, make sure that the levels of your sound card match the level you want for receiving and transmitting on your rig. This is a bit of experimentation for each contest and mode of operation. Basically, move the sliders for the volume control using WriteLog's Sound Board program. Adjust for both sending and receiving. Make sure your message sending levels in SSB match your voice sending (power out) with just using the microphone. And make sure you are not overdriving when using AFSK in RTTY or in PSK. Here's a screen print for reference:



Also see the section on [Sound Cards](#) on the web site for more information.

Setting up Sound cards to perform WriteLog functions provides an effective, inexpensive way to work a variety of contest modes. But setting up the sound card is not as simple as it looks because of the very diverse capabilities of sound cards, especially considering that they were not programmed for ham radio, but for other uses on the PC.

Wave File Compression [Top of Page](#)

Wave File Compression is used to minimize the amount of disk space used in recording the contest on a PC. As noted just above, without compression, the recording uses about 160MB of storage per hour of the contest, quite a bit for a 48 hour contest! So the issue becomes minimizing the amount of storage while maximizing the audio recorded so that one can review questionable calls and exchanges after the contest is finished.

Here is what I use for compression - one that fully supports SSB and also CW and RTTY. It will also allow you to record the entire 48-hour contest on your disk drive and also allow you to write it to a single CD ROM so that you can preserve the contest while freeing up your disk space for the next contest.

According to WE9V (thanks, Chad), you should have compression that is a minimum of twice the bandwidth of the signal (I'm paraphrasing the engineer, here, so please blame

me if I don't have it exactly correct). The best option, and one that has been highly successful for me, is to use Windows Media Player (7.1 and up) as the compression program. This is not standard on your PC, so select 'Windows Update' from your Start button and go on the Internet. When you are done with your Windows Update, you will see the option of downloading Windows Media Player. Go ahead and do so - it will take some time as it's a pretty big file.

Once downloaded and installed, click on the 'Select WAV File compression' button as shown above. This will produce the following dialog box (please note that in Windows 2000, Windows NT and XP, that this shows as '0 KB/s' due to how the operating system rounds the file size):



This will not be how yours looks initially. Click on the 'Format' down arrow until you find MP3 or MPEG Layer-3. This is the option that is now available to you after you installed Windows Media Player - it would not be there if you had not downloaded and installed the file. Then click on the 'Attributes' arrow and select the '8 kBit/s, 11,025 Hz, Mono' option. This is the SSB WAV file compression setting. See the 'Save As' button? Click on it and save it as 'SSB.' This will give you the following dialog box:



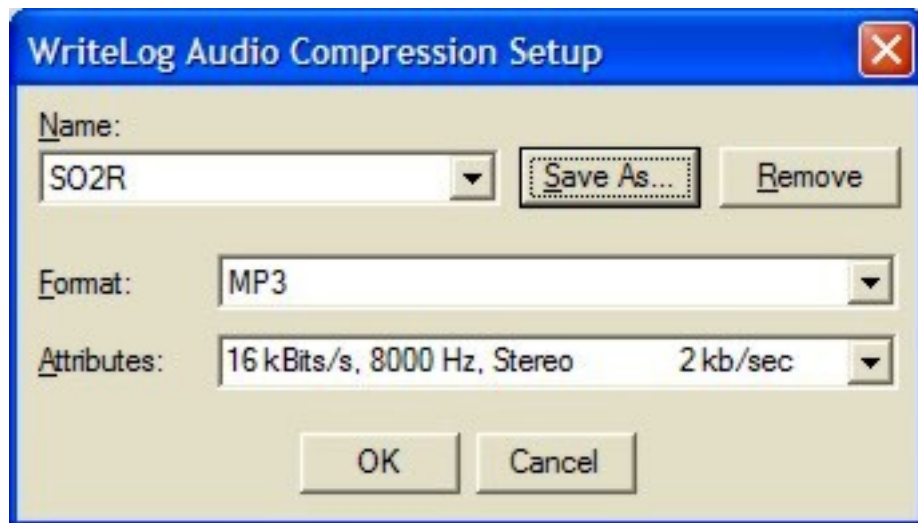
For CW, do the same thing and save the file as CW. The bandwidth 'Attribute' changes for CW, so it will look like this:



Once you have done the 'Save As' routine for both SSB and CW (use the CW setting for RTTY and PSK), click on the down arrow under 'name' and just select the type of compression needed for your contest of the moment (SSB for an SSB contest, etc.).

This type of compression is very good for both SSB and CW with very near perfect readability on the playback.

NOTE: if you have two radios using one sound card, you need to select a Stereo Option for the Attribute. The key ingredient is the 'Hz' selection. For example, a stereo setting for two radios on CW would still be 8,000 Hz, but would look like:



Some caveats:

The only format that preserves the exact sound that was used in real time is PCM 16bit, 11.025KHz stereo. This is the format used when you turn off the 'Enable Compression'

box.

You may select a monophonic format for the WAV file. WriteLog will continue to run in stereo for CW and RTTY decoding, SSB transmission, etc., if you choose a mono option, but the WAV file will have only a single channel of audio and it will be the left and right stereo channels mixed.

Recover Window Layout [Top of Page](#)

WriteLog allows you to use a window layout from a previous contest. For example, use the window layout from last year's contest knowing by the end of the contest you had your layout down cold. To do so, click on 'Recover Window Layout' as shown below:



After clicking, you will receive a standard Windows dialog box as if you were opening a file. Navigate to the contest file to copy the window layout you desire. Once selected, click OK and WriteLog will open your file with the new window layout. This must be done BEFORE saving your new contest file and logging any QSO's.

Preset Exchange From ADI File [Top of Page](#)

WriteLog allows you to use a previous contest log to load in previously worked calls and exchanges in the current contest. For example, loading in a previous Sweepstakes contest will cause all of the calls you worked and their exchanges to default into the Log Window. Your Check Call Partial window will also show the calls from the previous log to show up front in the list as the feature assumes that they are likely to be in this contest as well.

In the tools menu, the option is here:

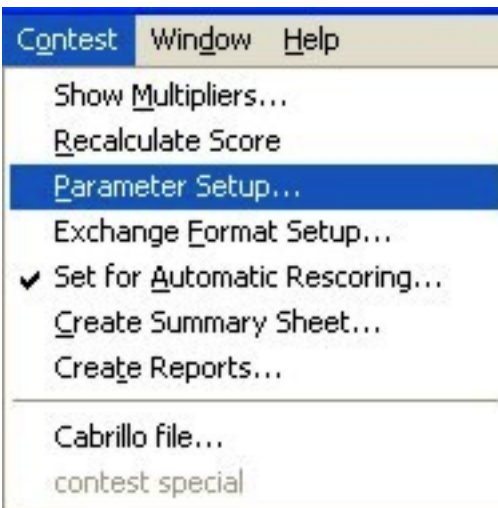


Selecting this option will provide you a standard Windows dialog box. Navigate to the ADI file, select it, and you're done.

Note: You must export a standard WriteLog file (a .wl extension) to an ADI file (an .adi extension). For an explanation of how to do that, click [here](#).

Parameter Setup [Top of Page](#)

The Parameter Setup box determines how WriteLog scores your log. It varies with every contest, sometimes with lots of entries and sometimes with none. But you need to check on this dialog box every time you set up a contest in order to insure your score is correct as you are looking at it during the contest and submitting your logs after the contest. You get to the dialog box this way:

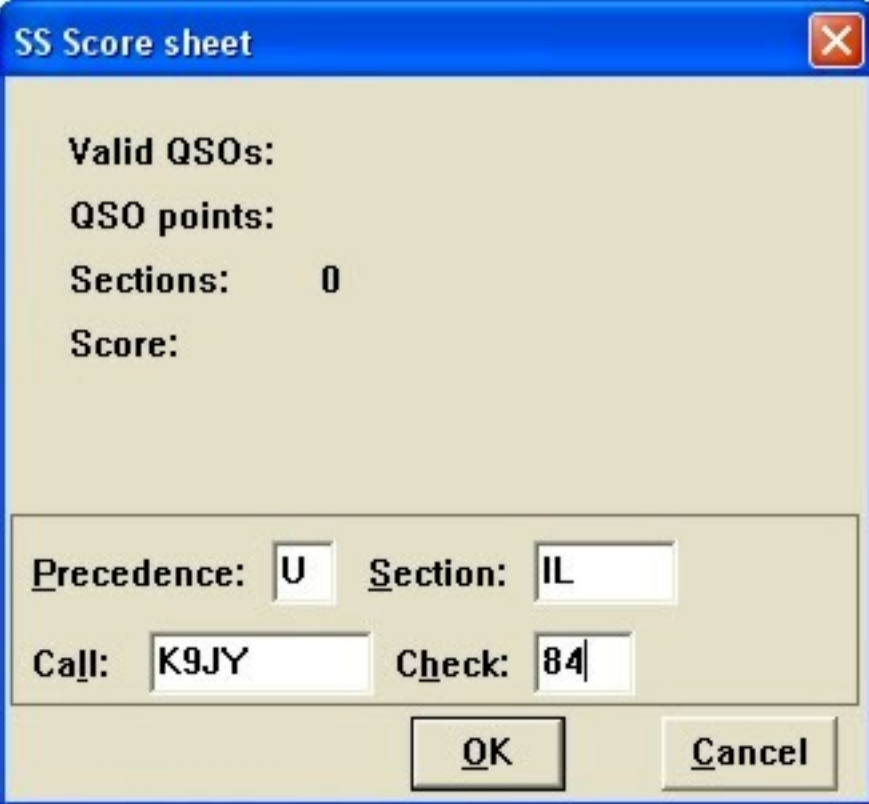


Note: if you change anything in the parameter box during the contest or after, make your changes to the 'Parameter Setup' and then click on 'Recalculate Score' just above it. This

will cause WriteLog to run your log again and score it correctly based upon the new parameters.

This is especially important if you travel for a contest (as in a contest DXpedition) and then return home with the log file. You need to have the 'Parameter Setup' box correct for the contest and the location you were at for the contest so that the program scores correctly. For example, I live in CQ Zone 3, but travel often to M/S contest at K4JA's place in Zone 5. Coming home, I need to make sure the parameter setup reflects that I was in Zone 5 for the contest when checking the log so WriteLog scores the contest correctly.

As I mentioned, the 'Parameter Setup' dialog box changes with every contest. Here is the dialog box presented for the ARRL Sweepstakes contest:

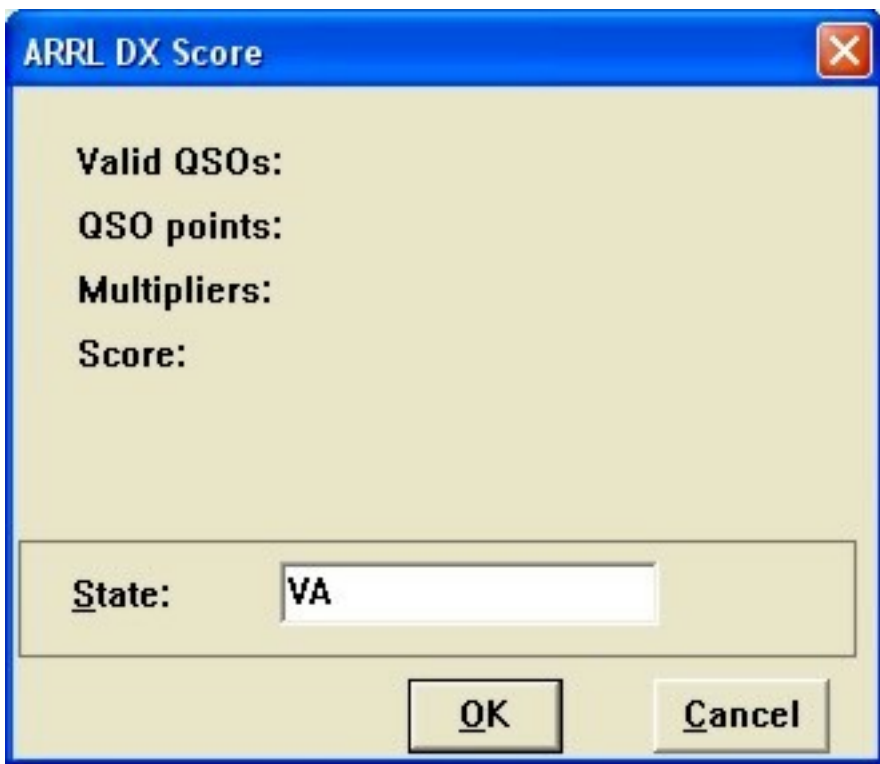


SS Score sheet

Valid QSOs:
QSO points:
Sections: 0
Score:

Precedence: **Section:**
Call: **Check:**

Here it is for ARRL if I was in Virginia and not in Illinois:



ARRL DX Score

Valid QSOs:
QSO points:
Multipliers:
Score:

State: VA

OK Cancel

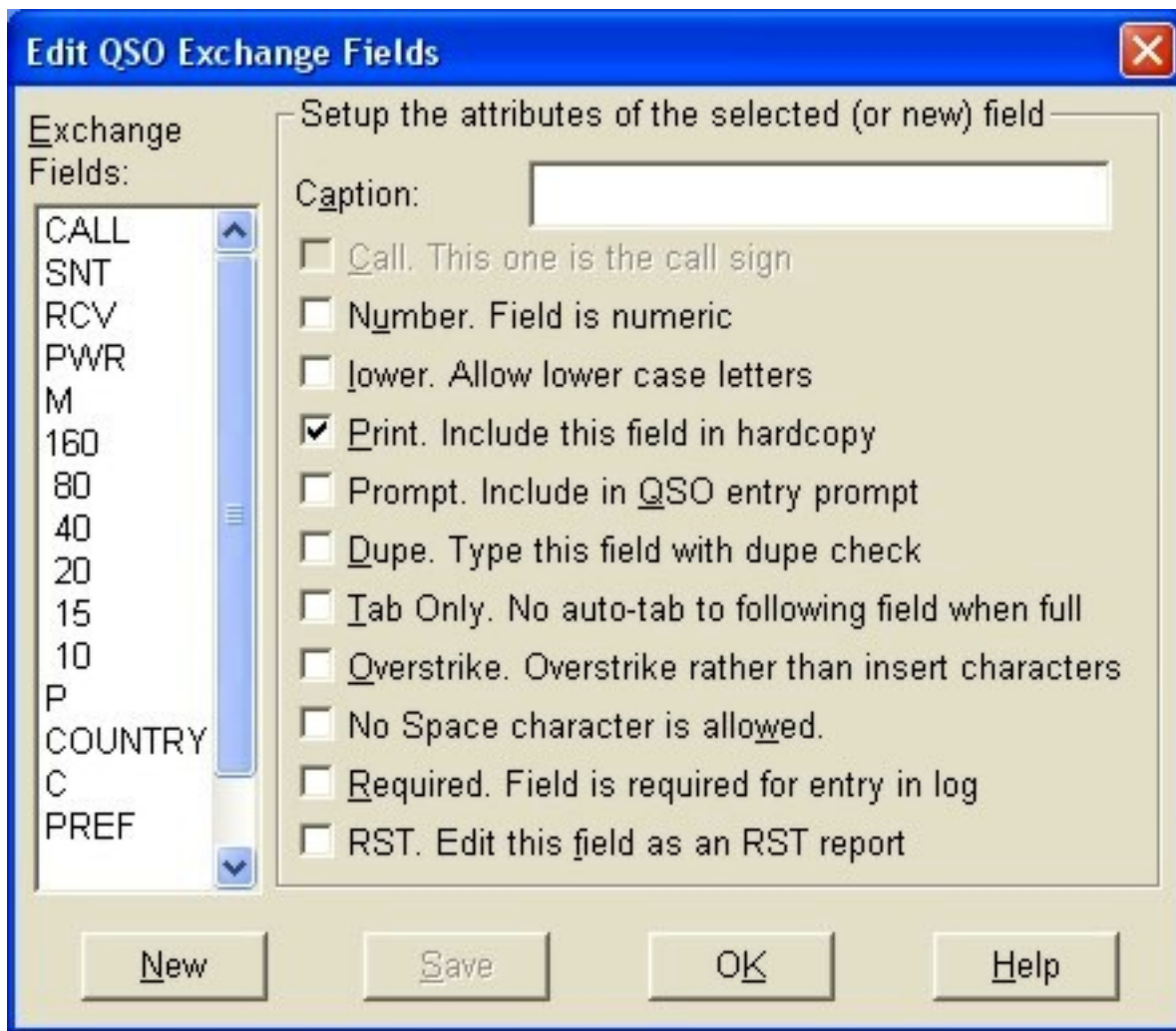
So for whatever your contest, fill in the needed information and click on OK.

Exchange Format Setup [Top of Page](#)

Every contest module has a default setup for the Entry Window (where you put in the call and exchange). This default setup varies by contest matching the fields needed for the exchange. This is where the user can modify the behavior of the cursor in the Entry window from the default. There are usually two items worth looking at here for each contest. First, the ability of the cursor to automatically (or not) move to the next field, such as the default RST field. Second, make sure all the fields you want to be required to be entered in the log are, in fact, required before you can get to the next contact.

Cursor movement

To check to make sure you have the Entry Window doing what you want, run a call or two through the window as if you were in the contest (either in a test program or without hitting Enter to place the call in the log). If the default works for you with the contest, no need to make changes. If the default isn't working for you (for example, I like to Tab or Space Bar through all the fields during the contest), then click 'Contest' on the toolbar and select 'Exchange Format Setup.' This will produce the following dialog box:



Note, on the left, that each of the fields in the Log and Entry windows are shown. RS is the RST field (in this case for CQ WW SSB). Check the Help file for the specifics on what each of the fields mean. For the contest, there are usually only one or two things that I will check or uncheck, and that relates to how the cursor behaves at the end of a field - does it automatically move when filled or do I have to hit the space bar or tab key to make the cursor move.

In this example, if I want to have the cursor move out of the RST field automatically when it is full (as shown), I need do nothing. If I want the cursor to move out of the field only if I hit the space bar or the tab key, I would need to check the 'Tab Only' box.

Required Fields

See the 'Required: Field is required for entry in the log' above? You should look at this for each field you want completed in the Entry window before committing the contact to the log. In the example above, the RST field, according to WriteLog, is NOT required to be filled in to be entered in the log. If the contest rules require an RST to be provided and you accidentally erase the RST field for the contact, WriteLog will record the contact without it and you will be dinged by the contest committee. Based upon WriteLog Reflector traffic, make sure at least the call and exchange information is, in fact,

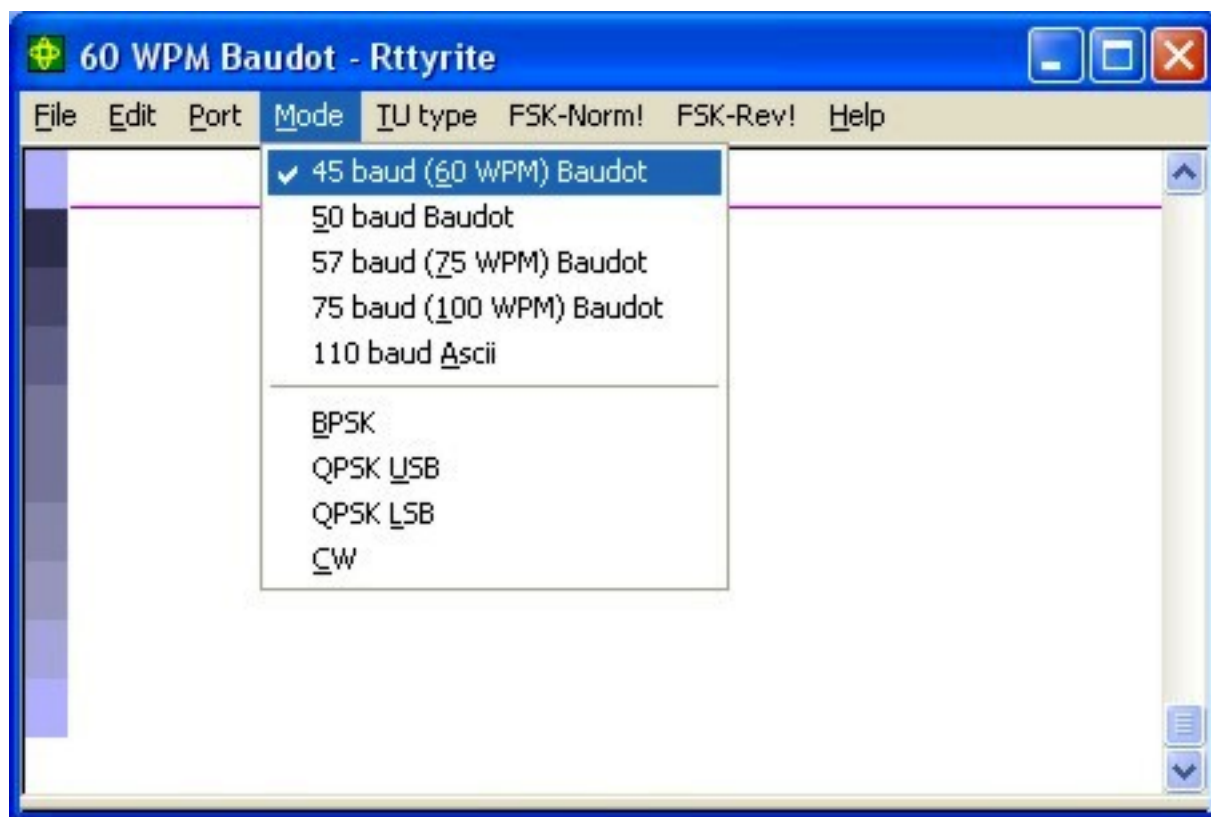
required.

Please note that I am NOT a fan of adding fields or changing much on the default contest setup beyond how I want the cursor to move and the required fields needed before logging. There are usually reasons why the exchange is defaulted the way it is, so be cautious. Exception: the general DX logging 'contest' option should vary depending upon needs.

RTTY/PSK Setup [Top of Page](#)

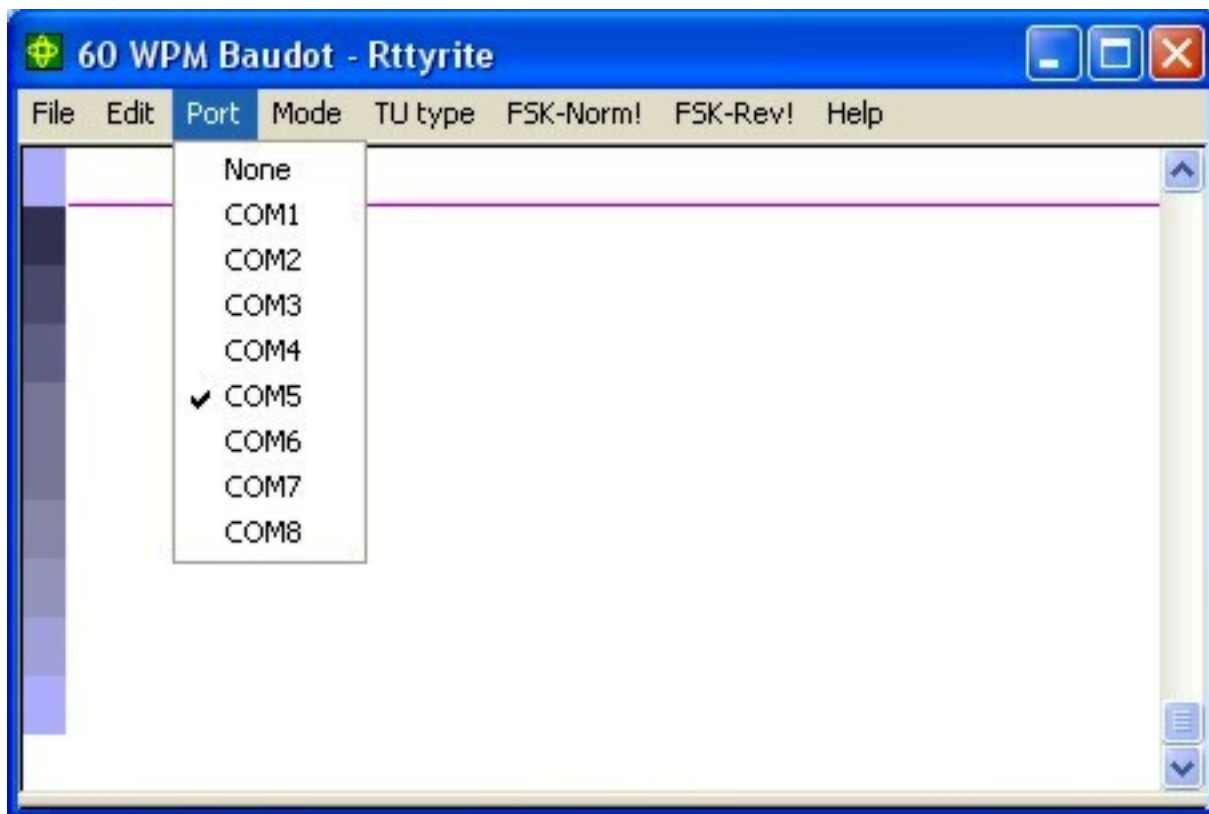
The 'Rttyrite' program is your window into the RTTY and PSK contesting arena. To open the window, from the toolbar click on 'Window' and check the 'RTTY' window. Clicking on the 'RTTY' selection opens the RTTY window and a tuning indicator. Place those windows where you desire. There are three steps.

First, place Rttyrite into the RTTY or PSK mode. On the Rttyrite toolbar, click on 'Mode' which will provide the following window:



For most RTTY contests, select '45 baud.' For PSK, select BPSK.

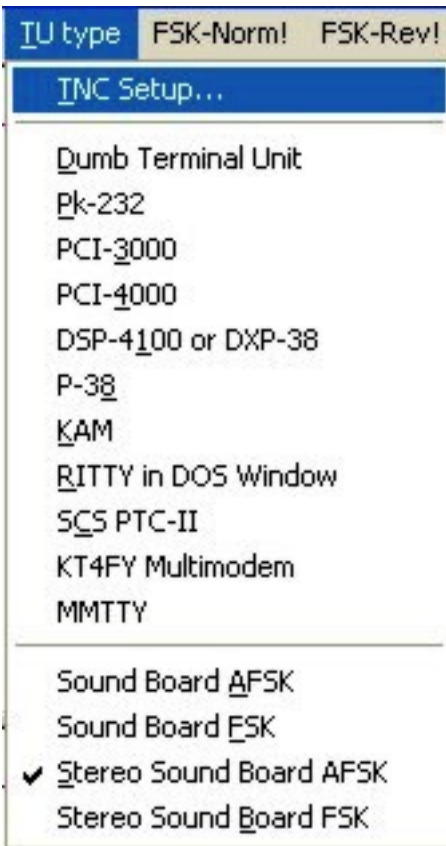
Once you have selected your mode, the *second* step is to tell WriteLog which port your Terminal Unit is connected. On the Rttyrite toolbar, click on the 'Port' option shown in the following window:



Select the com port location for your Terminal Unit. If your Terminal Unit is a Windows Sound Board, you would normally select 'None.' Note, however, that RIGblaster owners using the sound cards should put the com port associated with the RIGblaster as the Port in this window.

Also note that your Terminal Unit settings (9600,n,8,1, for example) need to match the com port settings in WriteLog.ini. If they don't match, your Terminal Unit will not work.

Third, select your Terminal Unit type to match your equipment. From the Rttyrite toolbar, click on the 'TU type' and then make your selection from the following window:



As you can see, WriteLog supports many different equipment types. The most common setting for PSK is 'Stereo Sound Board AFSK.' Using a sound card for RTTY would be 'Stereo Sound Board AFSK' or 'Stereo Sound Board FSK' for Frequency Shift Keying.

When you click on your TNC type, WriteLog will try and initialize and set up communications with the unit. If something is not correct, you will get a message saying that the unit could not initialize. That means something is incorrect in:

- Your Mode selection in Rttyrite
- Your Port selection in Rttyrite
- Your Terminal Unit selection in Rttyrite
- Your Port settings, including speed, stop bits, start bits, and parity in WriteLog.ini not matching your unit

To narrow the selection of problems down, try and work your (non-sound board) Terminal Unit with Windows HyperTerminal. If you can work your unit with HyperTerminal, or your favorite RTTY program, you will have eliminated physical problems. One of the four items above will not be matching your setup with WriteLog and that will need changing.

The one catch is that WriteLog does not try and change any settings in your Terminal Unit as some other programs. HyperTerminal doesn't try and change any settings either, which is why it is the best program to test your unit. Just be very aware that the speed settings in WriteLog.ini and your TNC must match.

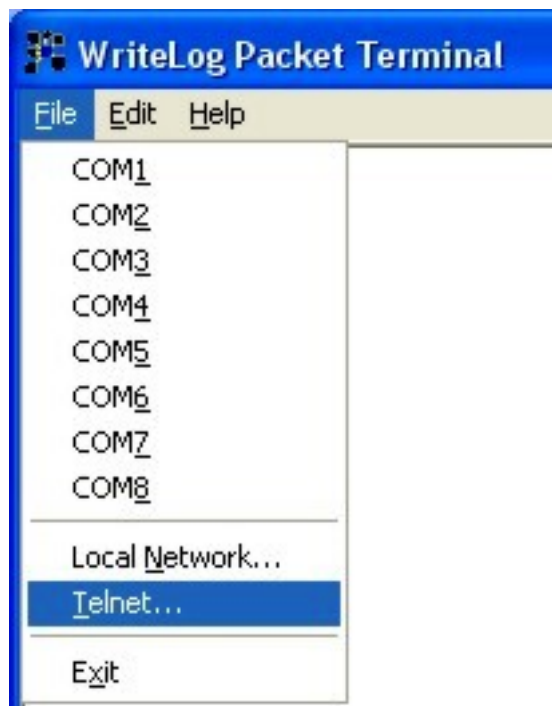
Correctly completing these steps will allow you to send and receive RTTY.

Packet Setup [Top of Page](#)

There are two windows that need to be opened in order to effectively use packet. They are the 'Packet Window' which establishes the external packet connection, and, the 'Packet Spots' window which shows only the call signs defined by the operator.

Packet Window

In order to open the packet window and establish the packet connection, go to the toolbar and click on 'Window.' Then place a check mark by the 'Packet Window' selection. Here's how the packet window looks:



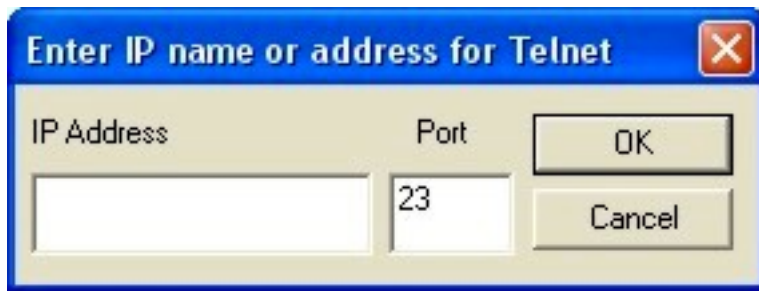
Using a TNC and RF to connect

To establish a connection with a TNC, select the TNC COM port. This COM port should match the settings and speed of the TNC and the settings for the COM port in the WriteLog.ini file. If they don't, your packet connection won't work.

Once connected, the packet cluster will prompt you for your callsign and, perhaps, a password. With the Packet Window in focus, simply start to enter your callsign. A separate quick window opens for you to type in your information. When you press 'Enter' on the keyboard, the window closes and the information you placed in the window is sent on its way.

Using a Telnet connection

Clicking on the 'Telnet' selection brings up a new window that looks like this:

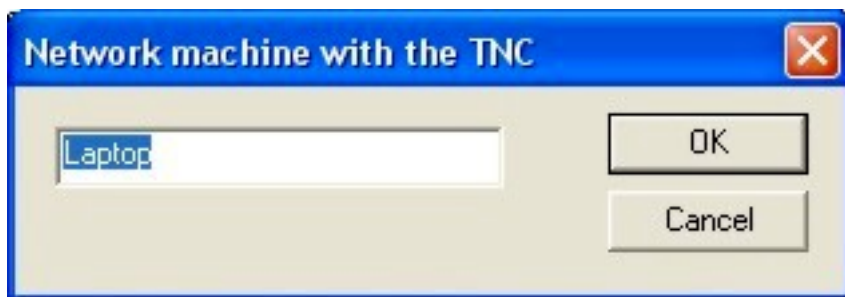


Enter the IP name or address for the telnet connection.

Once connected, a prompt will ask you for your call sign and password. With the Packet Window selected as the main window (in my case, with the title bar of the window in colors shown above vs. grayed out), simply start to enter your call sign and you will see a separate quick window open for you to type in your information. When you press 'Enter' on the keyboard, the window closes and the information you placed in the window is sent on its way.

Using a local server connection

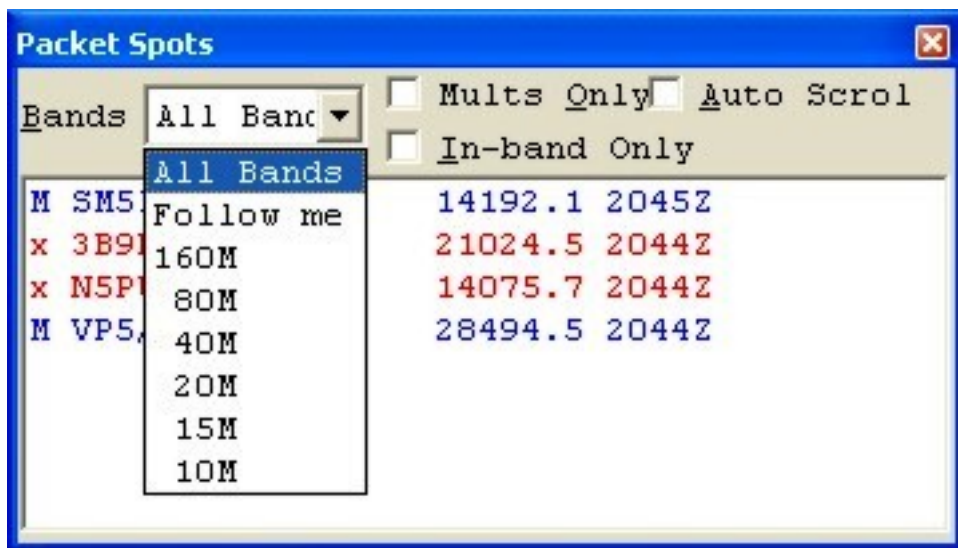
If your TNC is located on a networked computer (such as in a multi-op situation), you should select 'Local Network' as your option. This opens the following window:



Enter the name of the networked machine that has the telnet or RF connection. The program will now go looking for the packet connection through the network.

Packet Spots Window

The Packet Spots Window is opened from the toolbar using the 'Window' selection and then checking the 'Packet Spots' selection from the drop down menu. The Packet Spots window looks like this:



Place the window where you want it on your screen. During the contest, this window provides the filtered calls from the Packet Window. The drop down menu associated with the current 'All Bands' selection offers all the separate bands of the contest as well as a 'follow me' selection. When you change the band on your radio, the radio control function automatically switches your packet selection to match your radio.

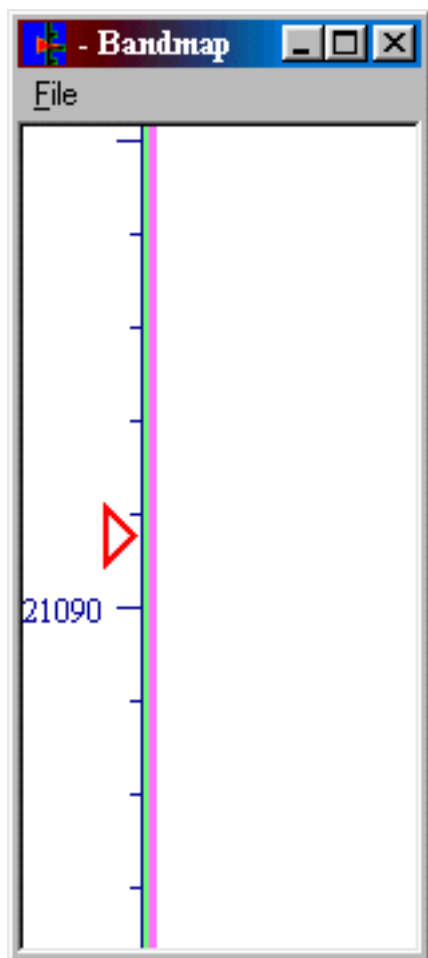
Checking the 'Mult's Only' box will eliminate new calls available to work and narrow the focus to only new multipliers to work on the bands you have selected.

The 'In-band Contacts' will only show stations or multipliers that are within the band parameters you established in 'Edit Sub-bands' which can be found on the main program options within the Windows 'Start|Programs|WriteLog' location.

The 'Auto Scroll' function forces the most recent spots to be at the top of the screen.

Band Map Setup [Top of Page](#)

The Band Map screen is a separate window in WriteLog that normally is used in conjunction with packet. Open it from the toolbar under 'Window' and 'Band Map.' As packet spots come in and as you work or enter calls into the log, the Band Map highlights the calls as new mult's, new stations, or dupes. By clicking on a call, WriteLog will move the radio to the frequency of the Band Map and enter the call into the Entry Window. The screen, in my configuration, looks like this:



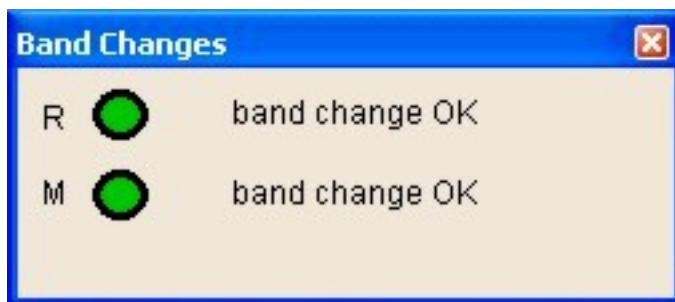
Calls come up to the right of the center line.

Band Change Window [Top of Page](#)

The Band Change window can be found under the 'Windows' section of the tool bar and is activated by checking the 'Band Change' option.

The Band Change window has two views: 10-minute and band-changes-per-hour views. If only one option is available in a contest (e.g., ARRL DX Contest only allows band changes per hour), the contest module will default to the correct view.

If a contest allows both modes (many of the CQ Contests, for example), both 10-minute rule and band changes per hour will be available. To change between the views, right click on the window and select '10-minute rule' or 'band changes per hour.' The '10-minute rule' window looks like this:



The top line ('R') corresponds to the radio logging contacts that has been designated as the 'Run' radio under 'Radio|This window is Run (A) Radio.' The bottom line ('M') corresponds to the radio logging contacts that has been designated as the 'Mult' radio under 'Radio|This window is Mult (B) Radio.' The count down from 10 minutes starts with the logging of the contact.

This view is of the 'band changes per hour:'



The top line ('A') corresponds to the radio logging contacts that has been designated as the 'Run (A) radio under 'Radio|This window is Run (A) Radio.' The bottom line ('B') corresponds to the radio logging contacts that has been designated as the 'Mult (B)' radio under 'Radio|This window is Mult (B) Radio.' The count is of the number of band changes made from the top of the hour during the hour. The count is reset at the top of the hour.

Suggested Testing [Top of Page](#)

Once you have set up these options for the contest, I suggest that you try and test the following items, in no particular order:

1. Sending and receiving packet spots
2. Seeing all PC's on the network (networked environment)
3. Network Gab (networked environment)
4. CW/RTTY/SSB automated message sending (test each function key)
5. Multi-Operator - change of WAV file messages with changes in Operator
6. CW Receiving
7. Recording of contest and playback of the recording

Save Configuration and Save File [Top of Page](#)

As noted in the Initial Program Setup section, you should both save the configuration and

save the file. Each action saves different parts of the file (some whine about this on the reflector; perfectly understandable). For example, if you change one of the automated messages during the contest, saving the configuration won't save the change; only File| Save will. I've gotten in the habit of saving the configuration and then saving the file just to be sure since I can't keep track of what is saved when. You should too.

[K9JY WriteLog Home](#)

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