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Win-Test Documentation

- This documentation is current to version 4.47
- This documentation can be downloaded in **PDF format**.

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Preface

From Win-Test Wiki
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The Win-Test wiki documentation project was originally started as an additional source of information for Win-Test users. As time progressed, more and more Win-Test users assisted and the wiki as seen now is the culmination of many people's contributions to the project. A big thank you to everyone who has helped!

Mailing list

An email-based mailing list exists for Win-Test users. This is the **primary source** for support. The Win-Test community are very helpful and the Win-Test developers are also very active on the reflector. It is highly recommended all Win-Test users subscribe. Please do not contact the Win-Test developers directly - they have private lives and your email may well be overlooked, missed or ignored if you do so.

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Installation

From Win-Test Wiki
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> **Attention:** For detailed screen shots describing how to purchase, download, install, register, and configure Win-Test, please review the ***Win-Test Installation, Registration, and Configuration Guide*** by following one of the links on the **FAQ Page**.

Download the software

Win-Test is provided as a trial version, free to use for 15 days. You can download it from http://www.win-test.com.

The trial version randomly quits, between 30 minutes and 2 hours after startup, and exported files (Cabrillo, Reg1test, ADIF) are limited to 50 QSOs.

If you wish to use Win-Test without these limitations, or if the 15-day trial period has expired, you can purchase a licence and register the software for a fee of 50 EUR.

One licence entitles you to use Win-Test on an unlimited number of computers. However, registration keys must be provided on each computer which can be requested here.

If you fail to receive an email with your registration details, please check your spam folder. Occasionally, Win-Test emails end up in spam due to the content of the email being written in three different languages.

Should you have any issues, please use the mailing list for further support.

Install the software

Install the software in a directory on your harddisk you like, normally in

```
C:\Program Files (x86)\Win-Test.
```

You can install new versions over a previous version. If you upgrade to a new major version (like from V3 to V4) your old registration key will become invalid and you'll have to acquire a new one.

Although a Windows program, some have managed to get Win-Test running on Linux in a Windows Emulator called wine on Linux.

Registering the software

You can register the software here.

After you have entered your registration details, you will *not* see a "thanks for registering" dialog or such-like; however, you can confirm registration was successful by restarting Win-Test and if all went well, you will no longer have to press the [**1**], [**2**], or [**3**] buttons.

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Configuration

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Articles on how to configure Win-Test...

One-time configuration

Some of Win-Test's configuration only needs to be done once and is saved for future contests. This includes:

Interface configuration
: *How to control your rig, CW keyer, DVK, SO2R interfaces etc.*
DX Cluster configuration
: *How to connect Win-Test to DX Clusters, CW Skimmer, or TNCs using* ***wtDxTelnet***
Rotator configuration
: *How to connect Win-Test to your rotators using* ***wtRotators***
RTTY configuration
: *How to set up Win-Test for RTTY*
Networking
: *How to set up Win-Test networking in a multi-op environment*
Win-Test Initialization file
: *Changing Win-Test default parameters in WT.INI file*

Pre-contest configuration

A description of what one needs to do prior to the start of each contest with Win-Test:

1. Create a new log for the contest - *Also describes how to re-open an existing log and how enable automatic loading of a log when Win-Test starts*
2. Download the latest country file - Select CTY_WT_MOD.DAT instead of CTY.DAT for best results
3. Install the latest super-check partial file (MASTER.SCP)
4. Set up DX cluster access
    1. Via telnet
    2. Via packet radio (TNC)
5. Program Digital Voice Keyer (DVK), CW and RTTY messages
6. Position windows and set fonts
7. Install contest-specific databases for exchange guessing (optional)
8. Load contest objectives (optional)
9. Interface HamCAP (optional)

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Interfaces

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Configuration of interfaces in Win-Test needs only be done once, rather than on a per-contest basis. This means you do not waste time remembering your interface configuration details prior to each contest!

Contents

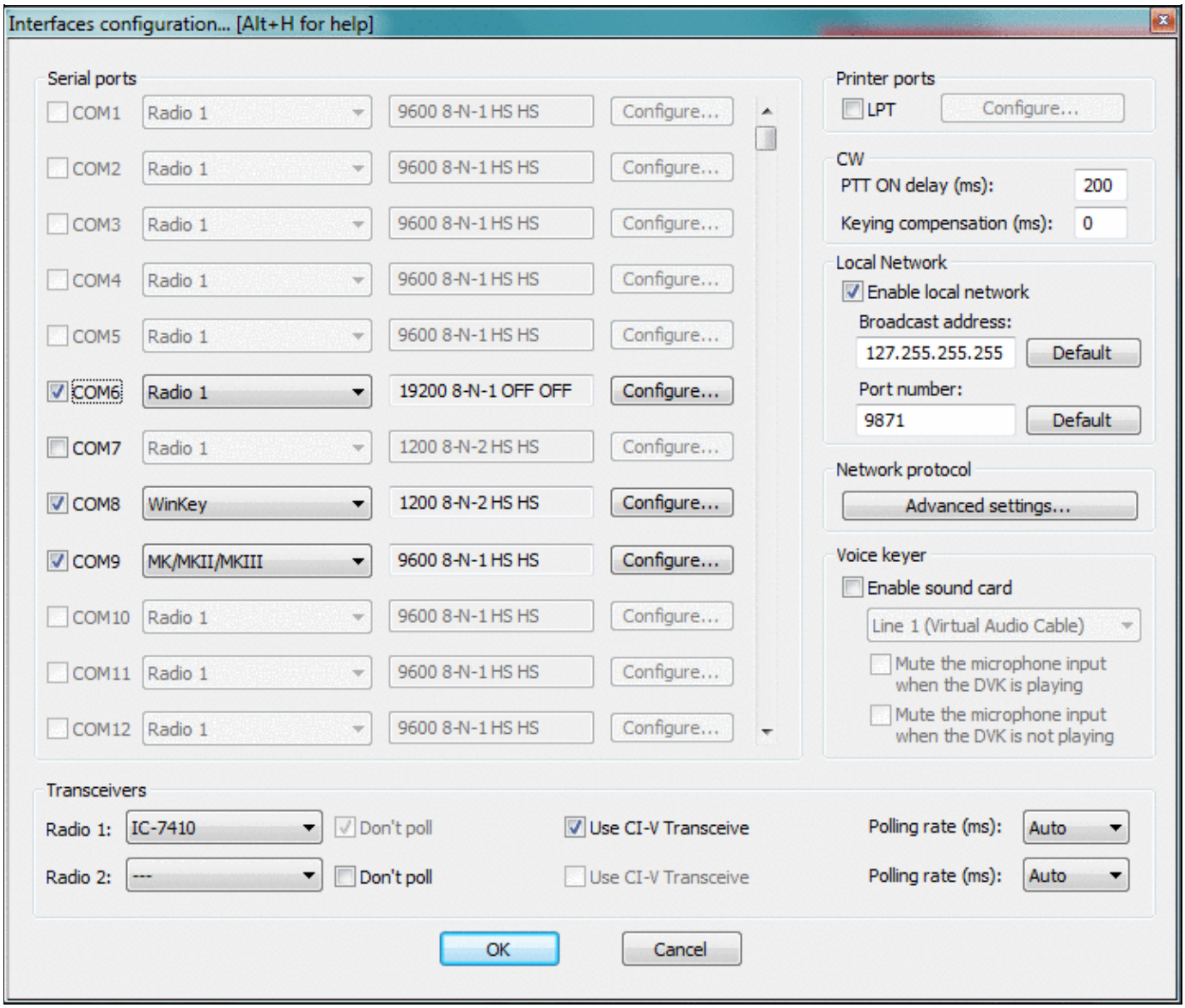
Interface configuration

The interface configuration window can be opened by clicking on `Options->Configure Interfaces` menu in the main Win-Test window, or via the text command **`SETUP`**.

Radio configuration

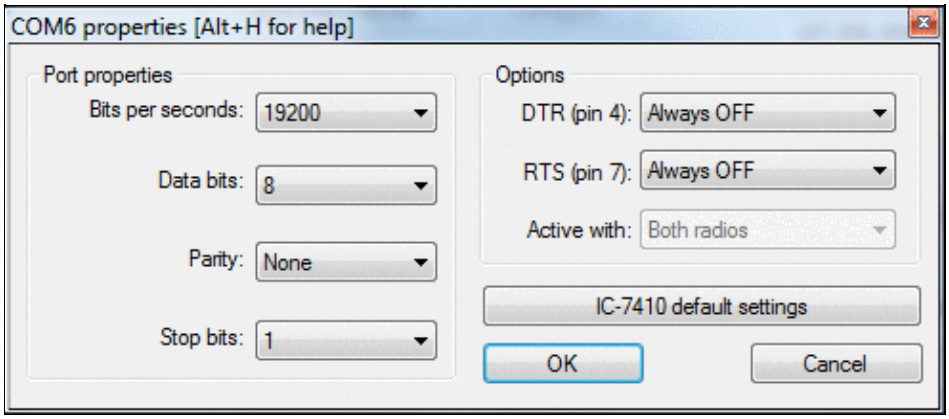
At the bottom of the window there is a "Transceivers" section which includes two drop-down lists where you set your radio type (**Radio 1** and **Radio 2**). First, choose your rig make and model from the appropriate list. Please note that there is only one "Kenwood" entry in the list because all Kenwood rigs use a common protocol.

On the left hand side of the window, you will see a list of COM ports (only available COM ports on your system will be selectable, others will be greyed-out). Serial ports COM1...COM32 can be selected (higher ports available by scrolliong down). After you have chosen the manufacturer and/or model of your rig, check the box corresponding to the COM port to which your radio is connected. For example:


Interfaces configuration... [Alt+H for help]
Serial ports
COM1 Radio 1 9600 8-N-1 HS HS Configure...
COM2 Radio 1 9600 8-N-1 HS HS Configure...
COM3 Radio 1 9600 8-N-1 HS HS Configure...
COM4 Radio 1 9600 8-N-1 HS HS Configure...
COM5 Radio 1 9600 8-N-1 HS HS Configure...
COM6 Radio 1 19200 8-N-1 OFF OFF Configure...
COM7 Radio 1 1200 8-N-2 HS HS Configure...
COM8 WinKey 1200 8-N-2 HS HS Configure...
COM9 MK/MKII/MKIII 9600 8-N-1 HS HS Configure...
COM10 Radio 1 9600 8-N-1 HS HS Configure...
COM11 Radio 1 9600 8-N-1 HS HS Configure...
COM12 Radio 1 9600 8-N-1 HS HS Configure...
Printer ports
LPT Configure...
CW
PTT ON delay (ms): 200
Keying compensation (ms): 0
Local Network
Enable local network
Broadcast address:
127.255.255.255 Default
Port number:
9871 Default
Network protocol
Advanced settings...
Voice keyer
Enable sound card
Line 1 (Virtual Audio Cable)
Mute the microphone input when the DVK is playing
Mute the microphone input when the DVK is not playing
Transceivers
Radio 1: IC-7410 Don't poll Use CI-V Transceive Polling rate (ms): Auto
Radio 2: --- Don't poll Use CI-V Transceive Polling rate (ms): Auto
OK
Cancel

COM port configuration
Upon checking the box, you will notice that the adjacent drop-down box will now be enabled. You *must* choose **Radio 1** or **Radio 2** from this drop-down list. You must also **ensure that the port (baud rate) settings are correct for your radio**.

By default, the settings of 19200 8-N-1 will be configured, which is probably incorrect for your radio. Click on the adjacent **`[Configure...]`** button to display the COM port properties dialog:



COM port configuration for Radio1 / Radio2
If you are not sure about the baud rate settings for your transceiver, press the **`[default settings]`** button to change all values to the known hardware defaults for the selected radio.

There is also a list of known working settings for common contest radios located in the Supported rigs chapter.

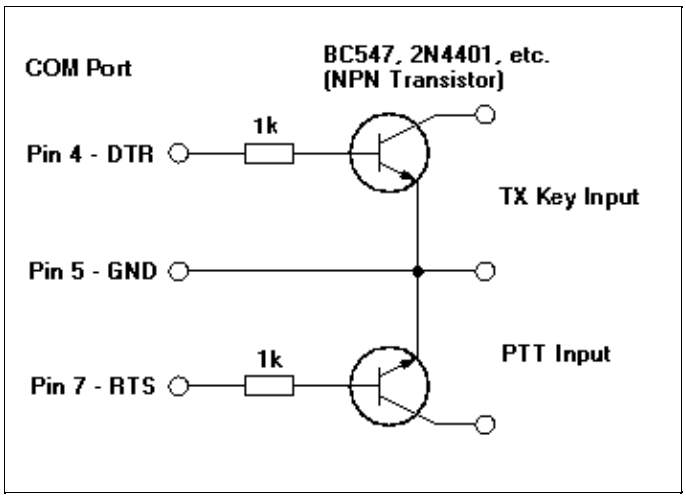
Configuring other interfaces

As you may well have noticed by this stage, a variety of other interfaces can also be enabled from the `Configure Interfaces` dialog box. It is just a simple case of ticking the relevant COM port and choosing said device from the drop-down list. Examples include TNCs, SO2R switching boxes (e.g. EZmaster, microHAM MK2R, WinKey, W5XD Keyer, etc.). For everything not on the list, you can choose `Other interface...` and configure the port settings yourself - for example, COM port CW interface (see below).

COM-port CW keying

If you have a simple transistor-based COM port CW interface (see below), you can enable this by again choosing the corresponding COM port, and selecting `Other interface...` from the drop-down list. Clicking on the `Configure` button will display the COM Port Properties dialog including a drop-down list of options for DTR (pin 4) and RTS (pin 7) on a DE9 connector (pins 20 and 4 on a DB25). Connect the emitter of the NPN transistor to signal ground, pin 5 on DE9 (pin 7 on DB25).

*Be sure to select **DTR: CW** and **RTS: PTT** in the COM port Properties under Interface Configuration.*



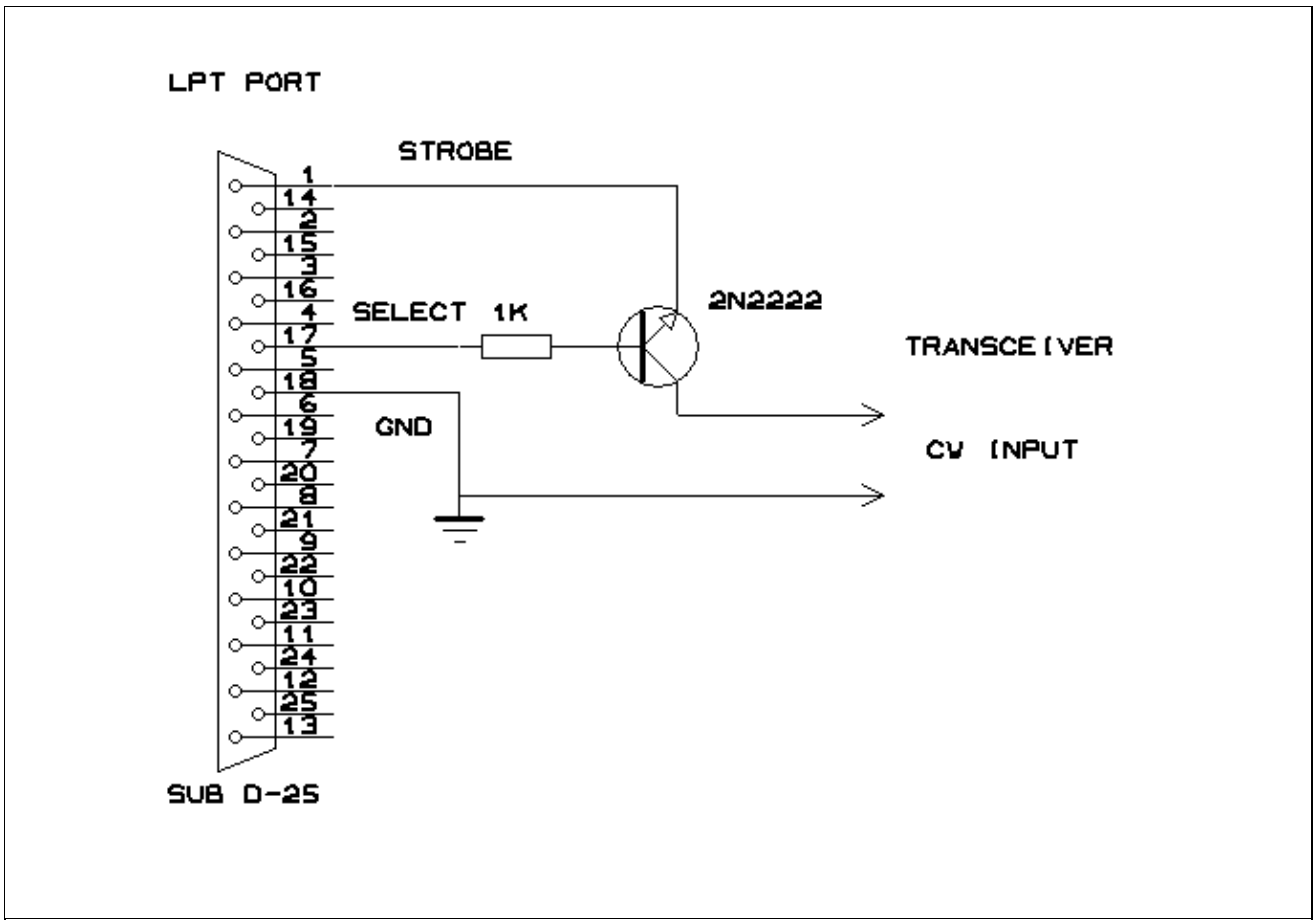
Simple COM port CW and PTT interface for DE-9 9-pin serial connector or USB-to-Serial adapter
This interface was originally designed for K1EA's CT and cann still in used with Win-Test.

Note that you may need to delay PTT in order to avoid truncated charcters. Also there is an option to apply time compensation to generate clean CW signals.

LPT-port CW keying

Likewise, if you have an LPT (parallel) port CW interface (see schematics below), you can enable it by checking the box next to 'LPT' in the Configure interfaces dialog. Clicking on the `[Configure]` button in the Printer Ports section will display the Printer Ports dialog. At the very bottom, you can enable CW and PTT on pin 17 and 16 respectively. *Ensure this is checked.*

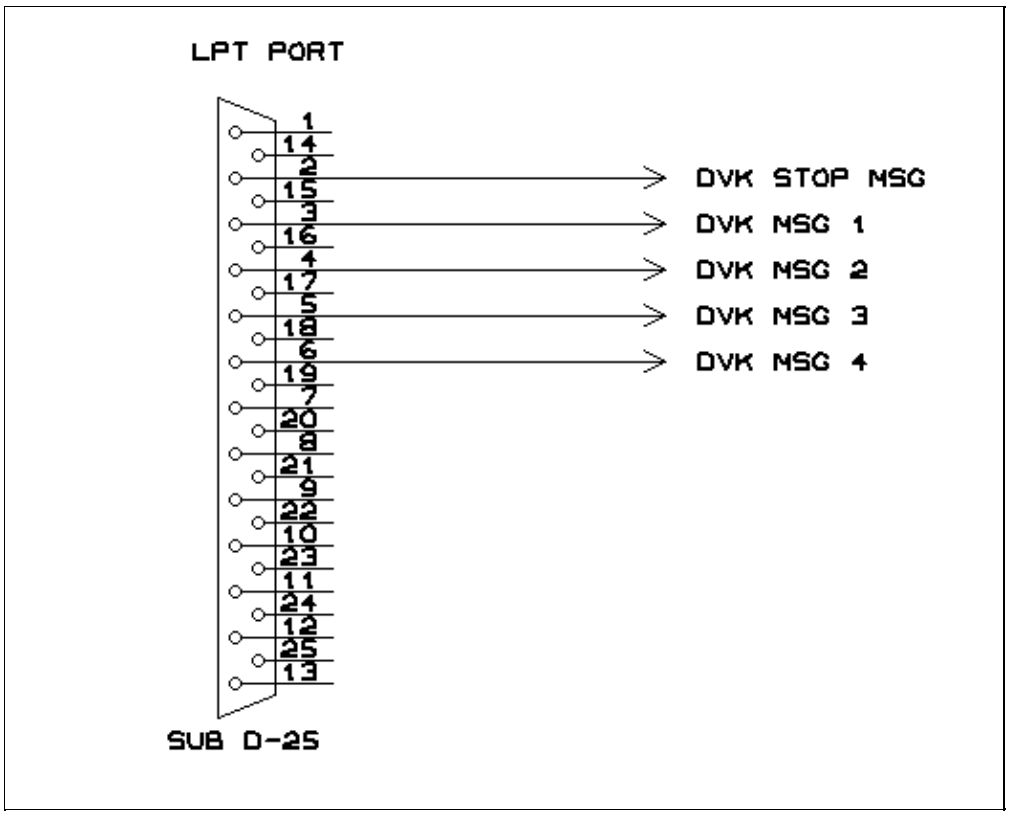
> **WARNING:** In order for LPT keying to function correctly under Windows XP, Vista, or 32-bit Windows 7, you will need an additional utility, **DLPortIO.dll** installed by Port95NT.exe, obtainable from the Win-Test website. It is a simple process and only needs to be installed/run once. Please click here to download. For 64-bit Windows 7, use InpOut32.dll as described in this post.



Simple LPT port CW interface
Note that you may need to delay PTT in order to avoid truncated charcters. Also there is an option to apply time compensation to generate clean CW signals.

Digital Voice Keyer

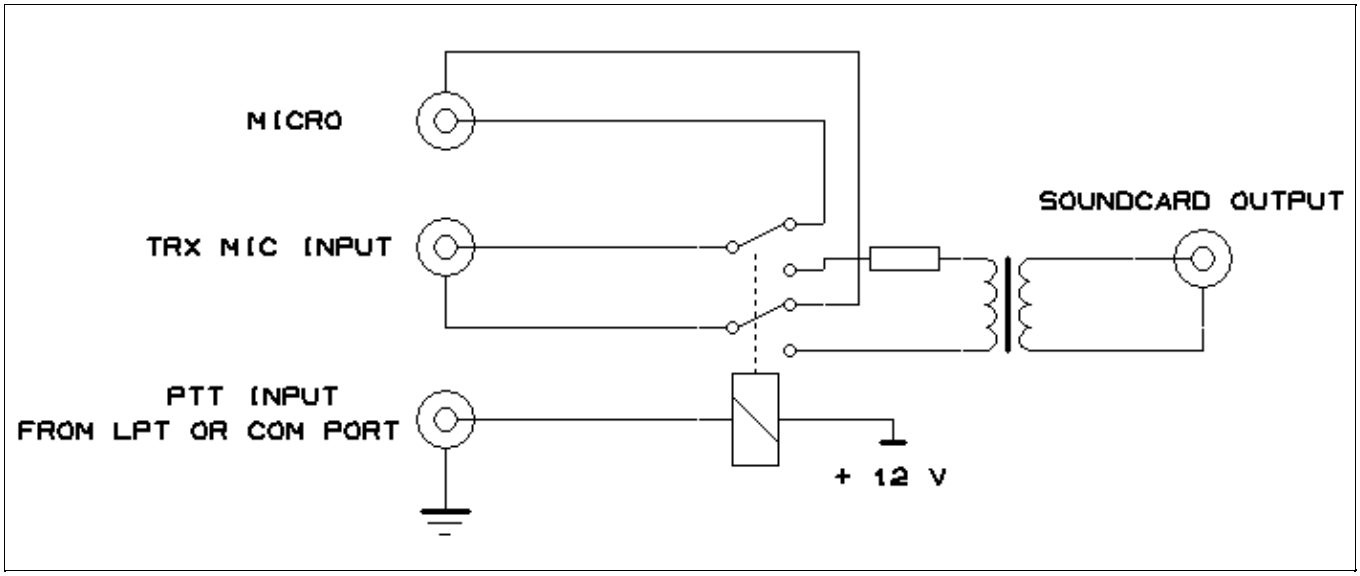
The DVK-100 voice keyer was the first computer-controlled voice memory in the contesting world in the early 90s. Later, some equipment manufacturers built voice memories into their radios like Kenwood (TS-850, TS-950 with the DRU2 and DRU3 units respectively - probably others). These devices can be controlled by Win-Test using the following LPT interface.



Simple LPT port DVK interface
Usually the device has 3-4 different memories which can be triggered by [**F1**]...[**F4**] on the computer keyboard.

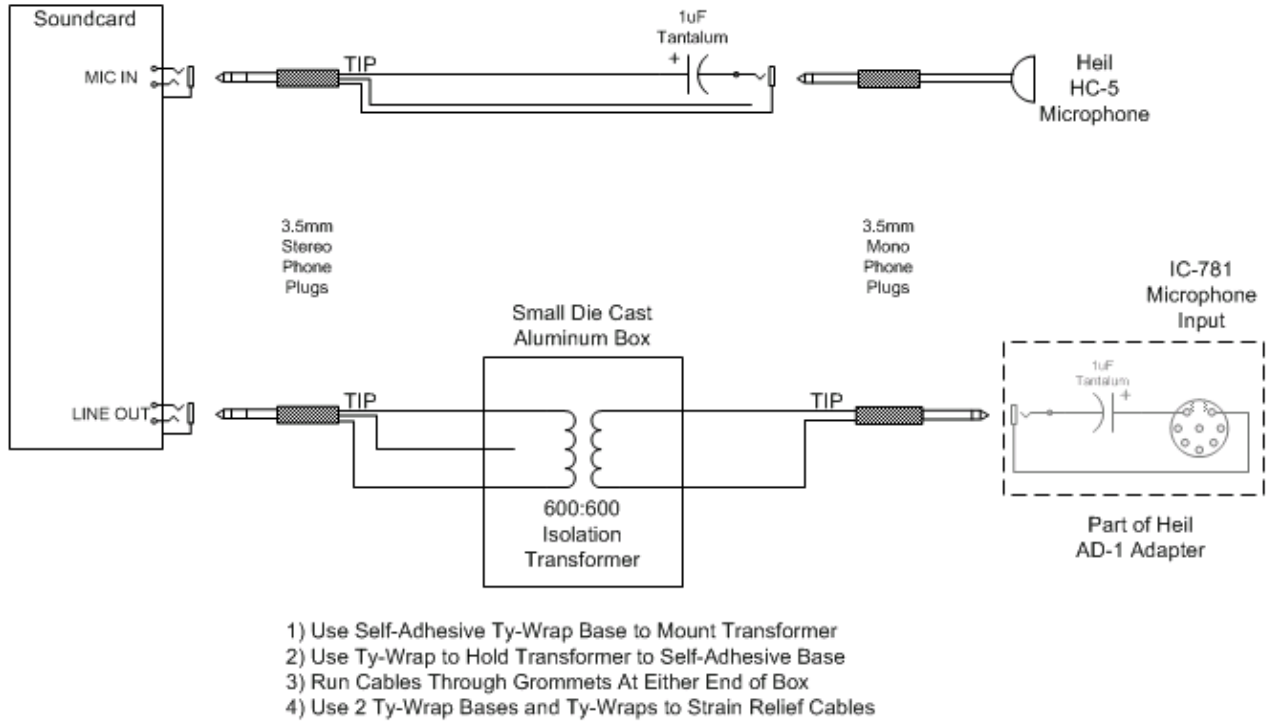
Sound Card

Wav files can also be played from an internal sound card by utilizing a small interface like shown below. Messages are recorded using **Shift-F1**...**Shift-F7**.



Sound Card Interface

The use of an isolation transformer is recommended both on the output side of the sound card. Of course, you can go without one but first think about the trouble you will encounter when the Line Out port of your sound card gets killed by stray RF or when someone tells you you got hum on your audio in the middle of the contest.



1) Use Self-Adhesive Ty-Wrap Base to Mount Transformer
2) Use Ty-Wrap to Hold Transformer to Self-Adhesive Base
3) Run Cables Through Grommets At Either End of Box
4) Use 2 Ty-Wrap Bases and Ty-Wraps to Strain Relief Cables

PARTS LIST

Aluminum Box	1	Circuit Specialists 03-125BR
Transformer	1	Triad TY-145P
1uF Capacitor	1	Kemet T322B105K035AT
3.5mm Stereo Molded Cables – 6 Ft	2	Kobiconn 172-2206
3.5mm Mono Molded Cable – 3Ft	1	Kobiconn 172-2136
3.5mm Stereo Socket, w/Strain Relief	1	Kobiconn 161-3200-EX

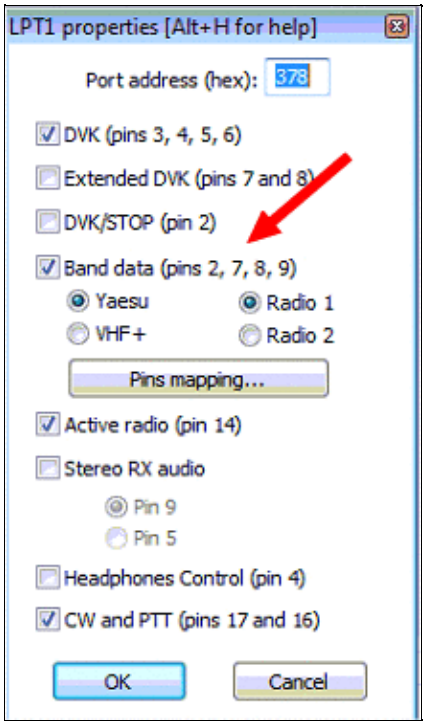
Sound Card interface kindly provided by W9ZRX. This interface is in use at the K3LR M/M station. W9ZRX has provided this design that comes without a relay to switch Mic input between radio and sound card. Most sound cards allow routing from Mic input to Line Out so that you can control muting Line Out from within Win-Test. Make sure that the Microphone has been enabled as an Input to the Sound Card Mixer. Different Sound Cards set up slightly differently, but most seem to either show the Microphone Input to the Mixer as **muted**, or the default Mixer Inputs do not include the Microphone until **enabled**.

There are sound cards that do not support this option. The Writelog download site has a sound card checker that will help you to determine if you have this problem if it absolutely doesn't work.

Another way would be to try using the Win-Test PTT output to drive a relay to allow a direct routing between your Mic and the Mic input of your TRX when the PTT output is off. This requires some additional components but better than an external mic to record the DVK messages.

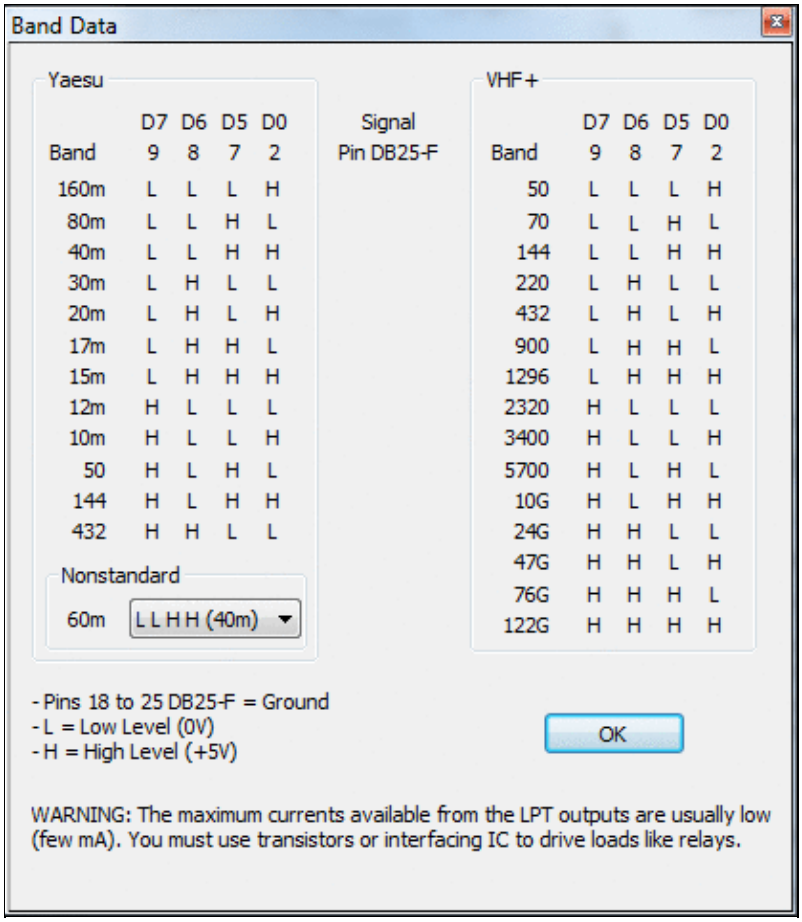
Band Data

Win-Test supports filter and antenna switching by supplying Yaesu-standard Band data on pins 2, 7, 8 and 9 of the parallel port. Go to `Options | Configure interface | LPT configure | Pins mapping...`



LPT1 Properties

This feature allows you to automatically control other devices in your station, probably by using a band decoder like the one from Top Ten Devices. Band data code is also available designed for VHF+ bands, from 50 MHz to 122 GHz.



Band Data

Yaesu

Band	D7 9	D6 8	D5 7	D0 2
160m	L	L	L	H
80m	L	L	H	L
40m	L	L	H	H
30m	L	H	L	L
20m	L	H	L	H
17m	L	H	H	L
15m	L	H	H	H
12m	H	L	L	L
10m	H	L	L	H
50	H	L	H	L
144	H	L	H	H
432	H	H	L	L

Nonstandard

60m L L H H (40m)

Signal Pin DB25-F

VHF+

Band	D7 9	D6 8	D5 7	D0 2
50	L	L	L	H
70	L	L	H	L
144	L	L	H	H
220	L	H	L	L
432	L	H	L	H
900	L	H	H	L
1296	L	H	H	H
2320	H	L	L	L
3400	H	L	L	H
5700	H	L	H	L
10G	H	L	H	H
24G	H	H	L	L
47G	H	H	L	H
76G	H	H	H	L
122G	H	H	H	H

- Pins 18 to 25 DB25-F = Ground
- L = Low Level (0V)
- H = High Level (+5V)

OK

WARNING: The maximum currents available from the LPT outputs are usually low (few mA). You must use transistors or interfacing IC to drive loads like relays.

LPT Port Pin Mapping to control external devices

Radio 1/Radio 2

LPT pin 14 is used to send Radio1/2 information to an external interface. High = Radio1, Low = Radio2.

Headphones Control

The signals *Headphones Control* (called *RX Focus* in the MK2R microHAM SO2R interface) is available on LPT, pin 4. This signal allows to control which radio you want to listen to in the headphones. Must be enabled in the LPT Configuration Window. Low = Radio 1, High = Radio 2.

See Also

From the Win-Test manual

- Configure interfaces dialog
- Networking configuration for multi-ops
- EZMaster setup
- microHAM MK2R setup

External sources

- microHAM MicroKeyer Manual
- microHAM USB II Interface Manual

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RTTY

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Win-Test includes support for RTTY contests using the MMTTY engine.

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Downloading MMTTY

> **Note:** If you're already using N1MM Logger or WriteLog, you may already have this installed so it's worthwhile checking before-hand.

Win-Test uses MMTTY by JE3HHT, so the first task, before you can start operating RTTY, is to go to the MMTTY home page, scroll to the **Downloads** section, download and run **MMTTY168A.exe**. For SO2R operating, you will need to install MMTTY twice, in two separate directories.

If you do *not* have a microHAM device, and you wish to use FSK instead of AFSK, be sure to download and install the EXTFSK extension, which is a ZIP file named **ExtFSK106.zip** (at bottom of page). Details for setting up EXTFSK can be found at the MM HAMSOFT site provided by VE5KC, and on AA5AU's extensive Getting Started on RTTY pages.

EXTFSK is *not* recommended or needed when using most microHAM devices as your RTTY interface. See this post by W4TV.

We recommend setting up MMTTY as a standalone application first, before integrating it into Win-Test, especially if you wish to get FSK going. Although it's possible to control your radio from MMTTY, PLEASE DO NOT configure this, as it will interfere with Win-Test's rig control. Set up only RTTY decoding, RTTY keying, and PTT through the sound card and/or COM ports.

Now you are ready to set up Win-Test to launch MMTTY.

Configuring received data logging on MMTTY (optional)

If you want to keep all sent and received RTTY characters in a text file, then you should activate logging in MMTTY, since Win-Test has no option to log all the RTTY data received.

To configure logging, start MMTTY (from the desktop, not from Win-Test!), then select **`File(F) | Options of Received-log`** to configure the file the information is written to, and enable timestamps. Next select **`File(F) | Log Rx file(L)`** to activate Logging.

Now close MMTTY and restart it to check whether the options are still set correctly. You might need to save the MMTTY options as a profile. Now check the log file. It should have more than 0 bytes and contain data like this:

```
<071113 17:07:04 MMTTY Startup>
<071113 17:07:07 TX>
TEST TEST TEST
<071113 17:07:10 RX>
DSGFIEUGSLD  SFGAF G
<071113 17:07:04 MMTTY Close>
```

If all works properly, shut down MMTTY and go back to Win-Test.

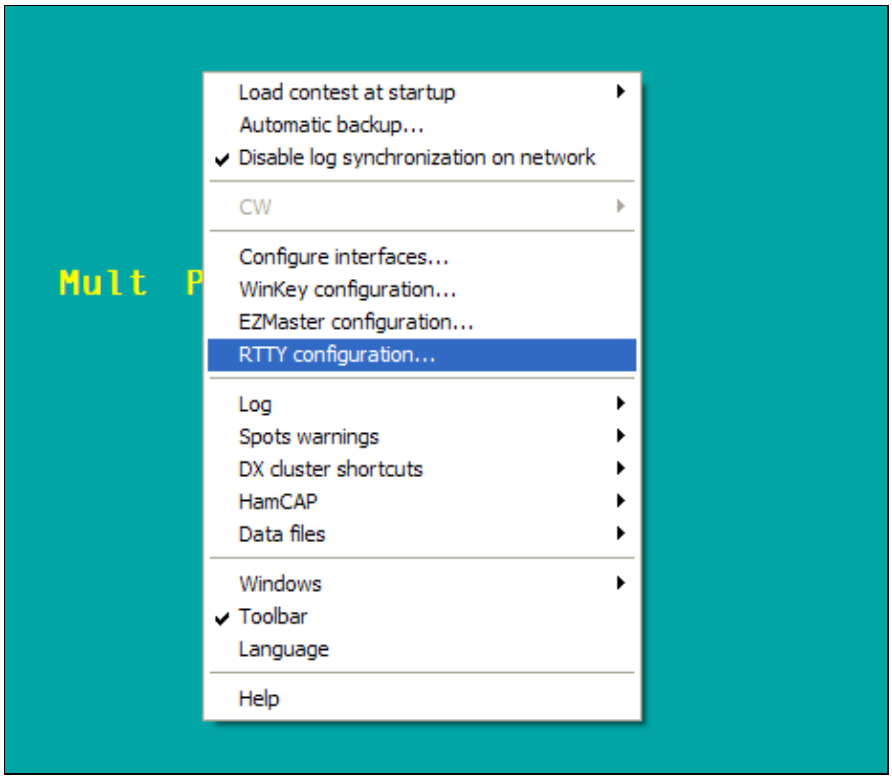
> **Note:** MMTTY saves are buffered, so you might not see all the data logged immediately. After you close MMTTY (or Win-Test), the file will be closed, and everything will be saved.

Win-Test RTTY configuration

Now that you've got the engine downloaded and installed, it's time to fire up Win-Test and get things set up!

Open the RTTY configuration box

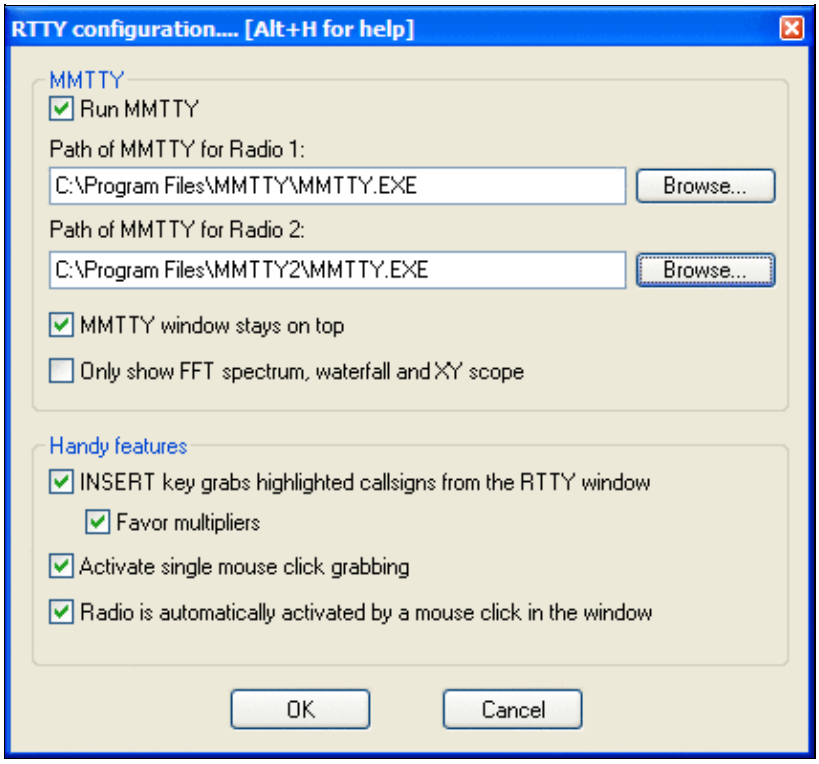
Open a contest file for a RTTY contest. Once it has loaded, right-click on the Win-Test logging window, and select **RTTY configuration...**, or just type the text command **`RTTYSETUP`** in the logging window, and press `[Enter]`.



Main screen right click

Enable MMTTY

After selecting **RTTY configuration**, you will see the dialog below:



RTTY Configuration dialog

Run MMTTY

Check this box and add the path to the MMTTY executable file (.exe). You may use the **Browse** button to navigate to the MMTTY installation directory to highlight MMTTY.EXE, then click **Open** to select the file and fill in the text box.

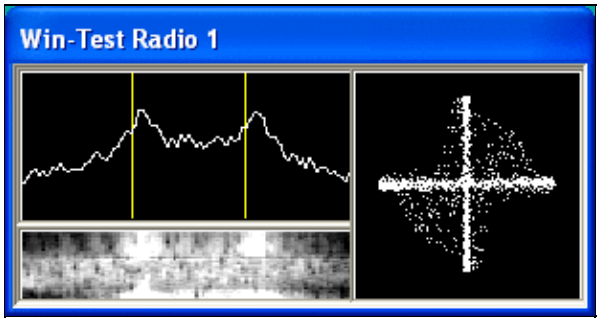
Note: If you want to do SO2R RTTY (with two radios) you need two installations of the MMTTY engine, in separate directories, one for each radio. Add the path to the second copy of MMTTY.exe in the **Path of MMTTY for Radio 2** text box as shown above.

MMTTY window stays on top

Enable this option to have the MMTTY window painted on top of other windows, which is helpful when tuning in RTTY signals.

Only show FFT spectrum, waterfall and XY scope

Enable this option to display a smaller MMTTY window without a menu or the other MMTTY controls:



Reduced MMTTY plugin window

INSERT key grabs highlighted callsigns from the RTTY window
: Enable this option to load the most recent highlighted callsign into the logging window automatically when you press the `[Insert]` key, without having to click on it with the mouse.

Favor multipliers
: Enable this sub-option to have the `[Insert]` key pick the most recent callsign that is a new multiplier, even if there are more recent highlighted callsigns (that are not new multipliers).

Activate single mouse click grabbing
: Enable this option to use a single-left-click of the mouse, rather than a double-left-click, to load a callsign into the logging window. Note: use a **middle-click** (press down on scroll wheel) to load a callsign into the Partner window / callsign stack.

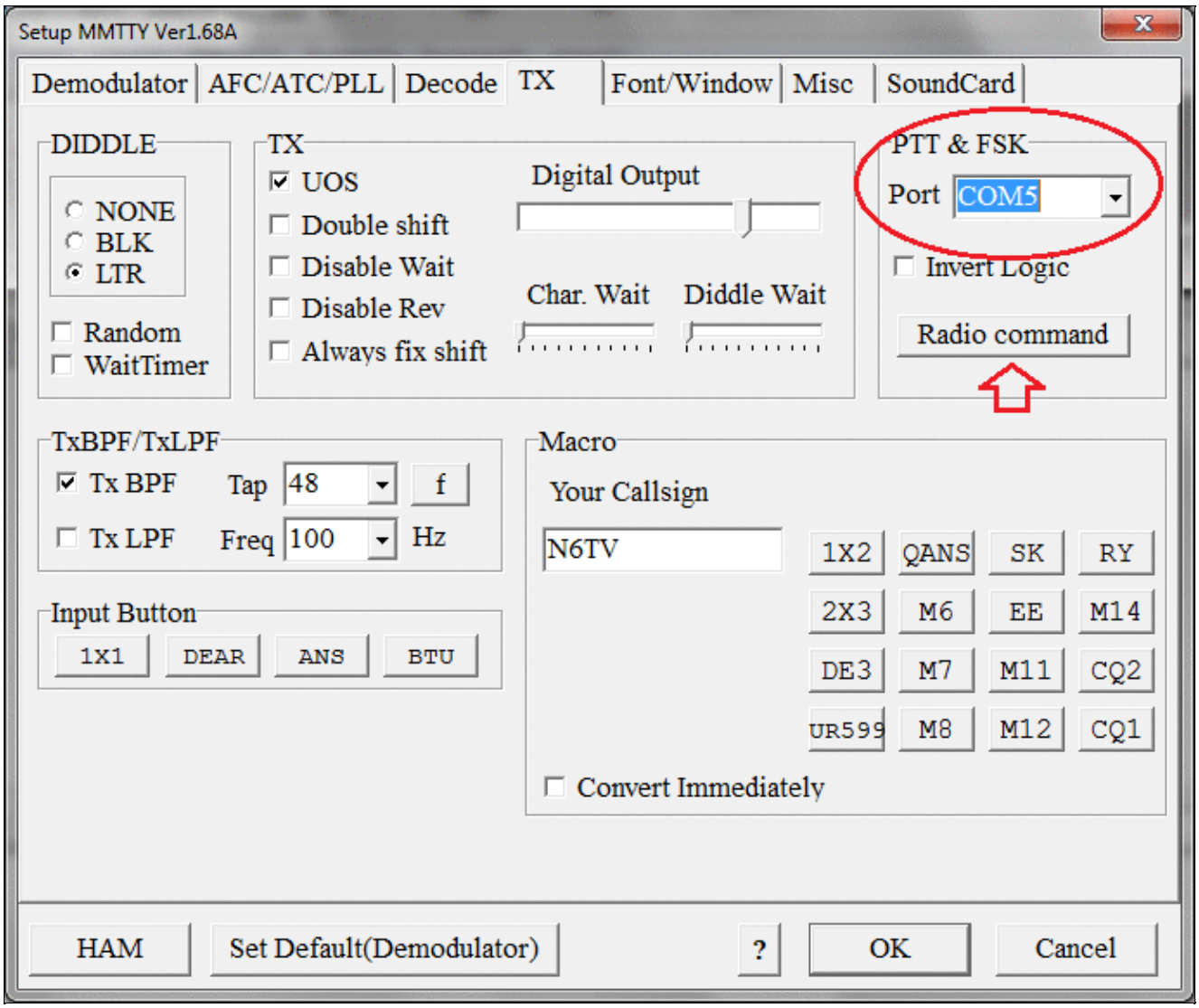
Radio is automatically activated by a mouse click in the window
: Enable this option when using SO2R mode to switch transmitters simply by clicking on the appropriate RTTY window.

Be sure to click **OK** to exit.

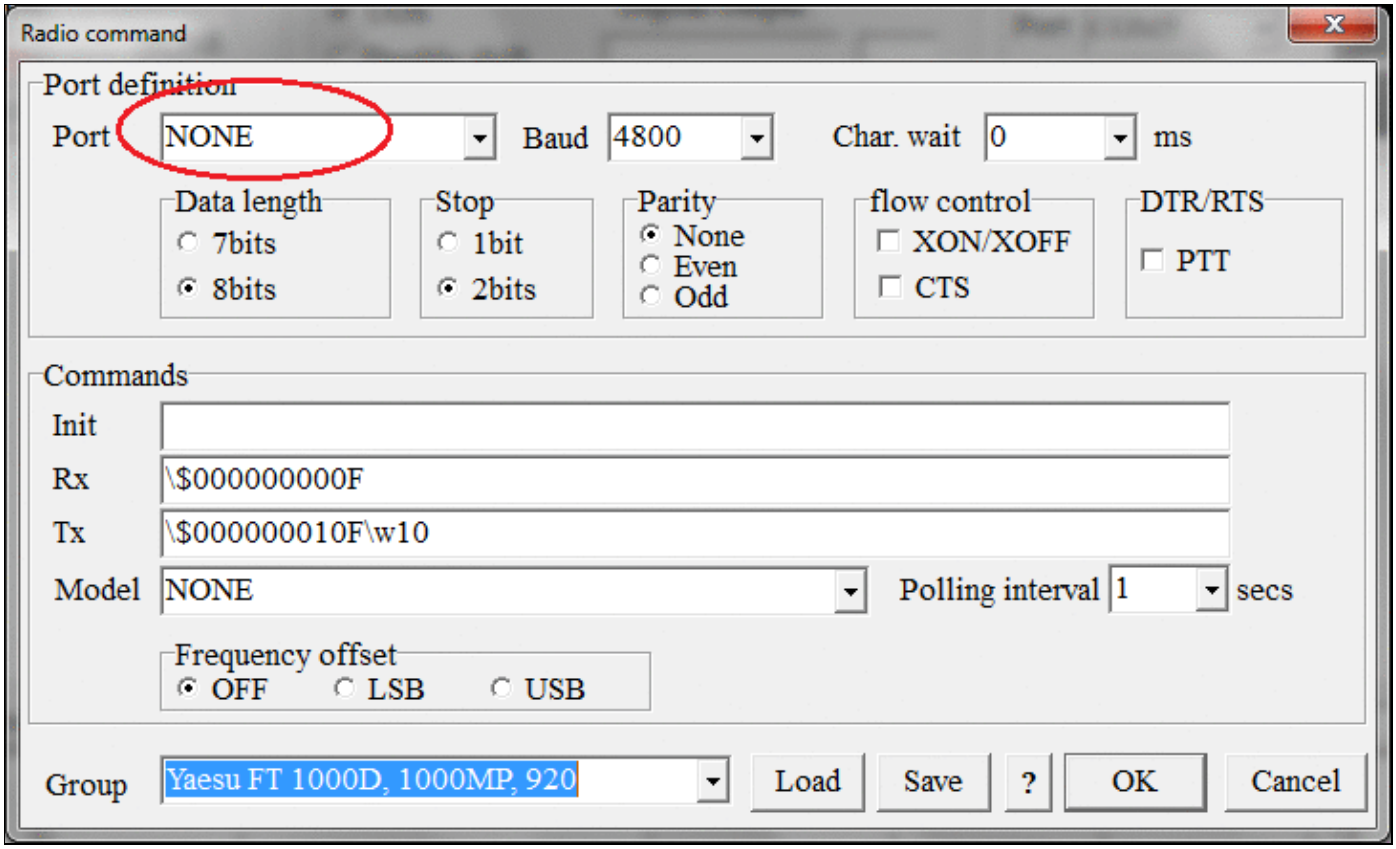
If **Run MMTTY** was enabled, the MMTTY window should open automatically after you press **OK**. If you have configured MMTTY to run standalone before, everything should start to work right away.

Set up MMTTY PTT COM Port

Win-Test and MMTTY run as two separate programs. Only one program can use a COM port at a time. You cannot tell both Win-Test and MMTTY to use the same COM port for PTT. For RTTY mode, only MMTTY should control the COM port used for PTT, not Win-Test:


Setup MMTTY Ver1.68A
Demodulator
AFC/ATC/PLL
Decode
TX
Font/Window
Misc
SoundCard
DIDDLE
NONE
BLK
LTR
Random
WaitTimer
TX
UOS
Double shift
Disable Wait
Disable Rev
Always fix shift
Digital Output
Char. Wait
Diddle Wait
PTT & FSK
Port
COM5
Invert Logic
Radio command
TxBPF/TxLPF
Tx BPF
Tap
48
f
Tx LPF
Freq
100
Hz
Input Button
1X1
DEAR
ANS
BTU
Macro
Your Callsign
N6TV
1X2
QANS
SK
RY
2X3
M6
EE
M14
DE3
M7
M11
CQ2
UR599
M8
M12
CQ1
Convert Immediately
HAM
Set Default(Demodulator)
?
OK
Cancel

MMTTY PTT and FSK via COM port pins. Click the Radio Command button to set Radio port to NONE. Similarly, only Win-Test should control the COM port used for rig control (CAT commands), not MMTTY. Under the **TX** tab on MMTTY Setup, click the **Radio Command** button and make sure that the **Port** in that sub-dialog is set to **None**:



MMTTY Radio Command (CAT) port. Radio port should be set to NONE here because Win-Test needs exclusive access to this port for rig control.

Testing

Try to receive and decode a RTTY signal. If that works, try to key the transmitter and get on the air by pressing **Alt-K** (keyboard mode), then type some text. Press **Alt-K** again to end transmissions. If you can monitor your signal, you should now hear the typical RTTY diddle.

In case you still need to set up something in MMTTY, you may do so without exiting Win-Test by clicking **Options | Setup** in the MMTTY sub-window (to access the MMTTY menu, you must first disable the **`RTTYSETUP`** option **Only show FFT spectrum, waterfall and XY scope** if previously enabled).

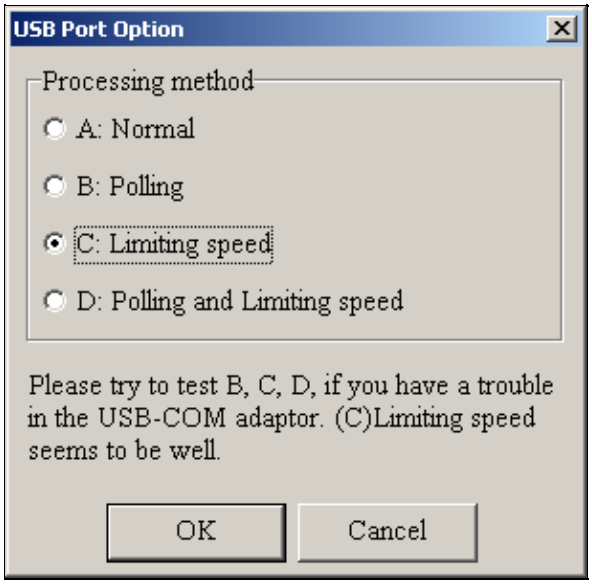
Note that you might need the EXTFSK extension for MMTTY if you are using MMTTY via an USB-to-serial adapter rather than a "real" (legacy) serial port.

microHAM interfaces

EXTFSK is *not* recommended or needed when using most microHAM devices as your RTTY interface. See this post by W4TV.

See the Logger Setup Guides on the microHAM Web Site for detailed instructions. Click **Support**, **Application Notes**, **Logger Setup Guides**, select your device, then click **Win-Test** for a microHAM PDF document with detailed screen shots showing how to use the device with Win-Test.

For FSK, in the MMTTY **Misc** tab, set **Tx Port** to COM-TxD(FSK). Select the **USB Port** button next to this option, and select option "C" **Limiting speed**, and click **OK**. You can find this setting in the Logger Setup Guides documentation on the microHAM website.



MMTTY USB Port Option - Option C is recommended

LPT port

According to this post by IZ4EFN, FSK keying is also possible through the LPT port. It involves installing and configuring **TDLPortIO.dll** as well as EXTFSK.

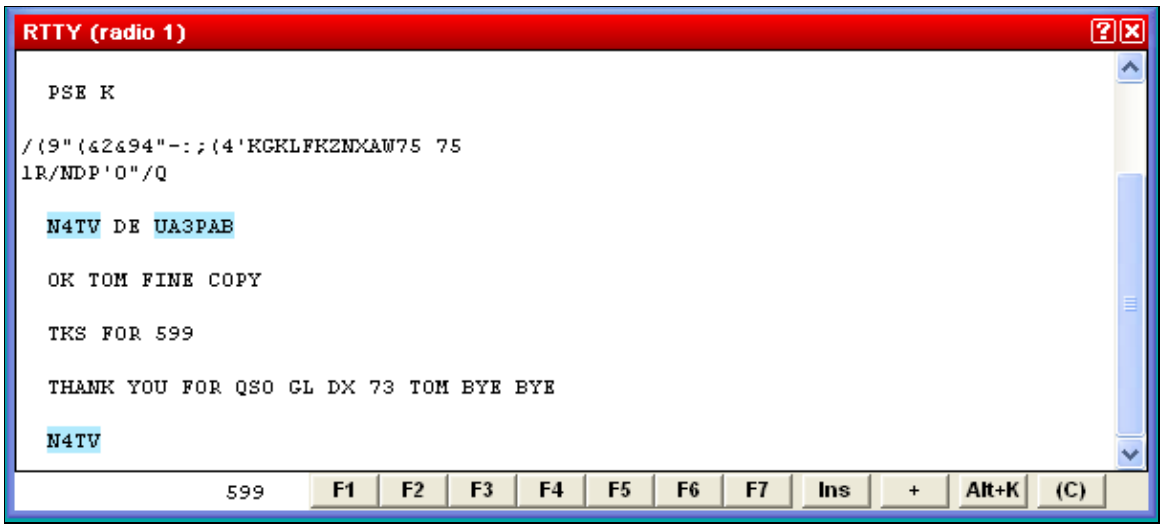
General usage

Once you have everything set up, here's a basic guide to logging QSOs. Press **[F1]** or click F1 in the RTTY Window to call CQ. Press or click **[Ins]** to load the most recently highlighted callsign into the logging window and send the exchange. Press or click **[+]** to send the TU message and log the QSO. Press or click **[F7]** to send the "?" message.

RTTY window

By default, Win-Test doesn't open the RTTY window(s) automatically. From the Win-Test menu, select **`Windows | RTTY(radio 1)`**. This will open the RTTY receive window for Radio 1.

If you're running SO2R RTTY, select **`Windows | RTTY(radio 2)`**, which will open a second RTTY receive window for Radio 2.



RTTY TX/RX Window. The blue highlighting of the two callsigns UA3PAB and N4TV means: these are new callsigns yet to be worked.
Highlight colors:

Blue
: New callsigns

Yellow
: New multipliers

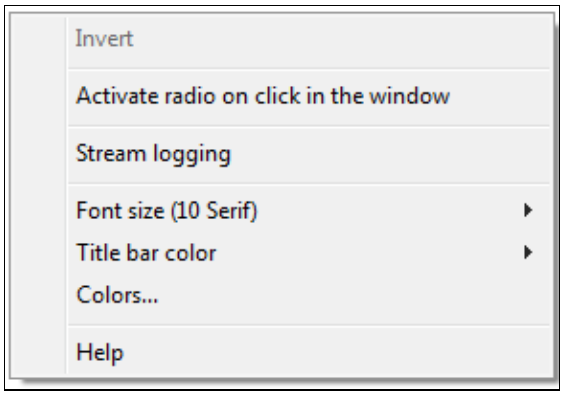
Green
: New double-multipliers

Red
: Duplicate callsigns (dupes)

Your own transmissions will be displayed in blue text.

With the mouse cursor, you can double-click (or single-click, if the option is enabled) on a callsign, and it will be copied to the callsign entry field in the logging window. Remember that pressing `[Insert]` when the callsign entry field is empty will copy the most recently highlighted callsign into the callsign field. Clicking on a contest exchange will copy it into the received exchange field. **Middle-clicking** on a callsign (click on mouse wheel) will transfer the call to the Partner window / callsign stack.

Context Menu



RTTY Context Menu.
Right-click of the mouse brings up a context menu, containing the **INVERT** feature. This feature allows you to invert (change from baudot characters to figures) selected text. First select the text to be inverted with the left mouse button and then hit the right mouse button and **INVERT** the text. Thus **TOO QWE** will become **599 123**.

Stream Logging will - when enabled - log all RTTY RX and TX traffic to an ASCII file named **{filename}.ry1** for the RTTY Window 1 and **{filename}.ry2** for RTTY Window 2. This is usefule for later review of potentially broken QSOs.

Function Keys

Most of the function keys have a corresponding button at the bottom of the RTTY window which you may click with the mouse to activate instead of using the keyboard. Clicking on a function key button while holding down the **[Shift]** key will allows you to reprogram the contents of a message button quickly. All RTTY messages may be edited at once via **Options | RTTY | Modify standard messages ...** or the text command shortcut **`MSGS`** `[Enter]`.

Pressing the **Alt+K** button toggles in and out of keyboard mode so you can type and transmit any text real-time.

Pressing the **(C)** button clears the TX/RX window.

To scroll text in the RTTY window, drag the scroll bar with the left mouse button, or turn the mouse wheel. **[Shift] + mouse wheel** will jump to the beginning or the end of the RTTY window.

Most routine situations in RTTY contests can be handled with the mouse alone, without pressing any key.

Defining messages

Most of the RTTY messages are already set up for you to use by default, but often you will want to change them. Use $13 in a message to send a Carriage Return (CR). See Message Variables for a complete list.

All RTTY messages may be edited at once via **Options | RTTY | Modify standard messages ...** or the text command shortcut **`MSGS`** `[Enter]`.

You can also quickly edit a single message. To do this, press **`Shift-F1 .. F7`**, **`Shift-[Insert]`**, or **`Shift-[+]`**. Note: if you're operating in SO2R mode with **Shift Binds to Secondary Radio** enabled, you must use the **`[AltGr]`** (or **`[Ctrl]+[Alt]`**) keys instead of the **`[Shift]`** key to reprogram messages.

RTTY Macros
As the **++** and **--** speed accelerators used for CW do not make sense on RTTY, you should remove them.

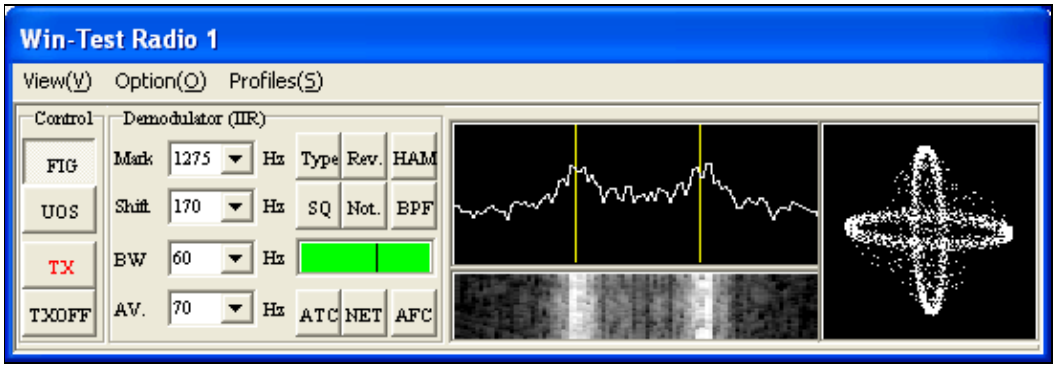
Once you're done, click **Validate** to close the window.

Please see the Configuring CW/RTTY messages page for more details.

MMTTY window

You may occasionally encounter a problem with the cursor disappearing or the application loses focus. To

recover, minimize and restore Win-Test using the mouse.



MMTTY Window
The above screenshot is of the MMTTY window in normal mode when operating RTTY. This is when **Only show FFT spectrum, waterfall and XY scope** is disabled.

This is a mimimized version of MMTTY, but it allows you to change most of the settings. For example, to enable the XY scope (the two ellipsoides) go to the **`View`** menu of MMTTY and tick the **`XYScope`** option. For the rest of the bells and whistles of MMTTY, please see the online help of that software.

See also

- microHAM Logger Setup Guides
- Getting Started on RTTY - very detailed MMTTY set-up guide by AA5AU
- Getting ready for a RTTY Contest
- Setting up an Kenwood TS-850S with the microHAM microKeyer
- RTTY Contesting.com: Great tutorials on how to use MMTTY.

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Networking

From Win-Test Wiki
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Multi-op networking in Win-Test assumes you know at least a little about the TCP/IP protocol (in particular IP addressing and subnetting). This document outlines what you need to do to configure Win-Test for use across an local network in Win-Test.

Contents

Step 1: Configuring your Windows network

The first step is to configure your Windows network on all machines that you intend to run Win-Test on. You will need to set a fixed IP address on each machine and ensure the subnet mask matches on all machines. For an answer to the question, why DHCP is not recommended see [1].

You can view your networking configuration by visiting Windows' *Control Panel*, and double-clicking on the *Networking* icon. Ensure that the TCP/IP protocol is installed on *all* machines.

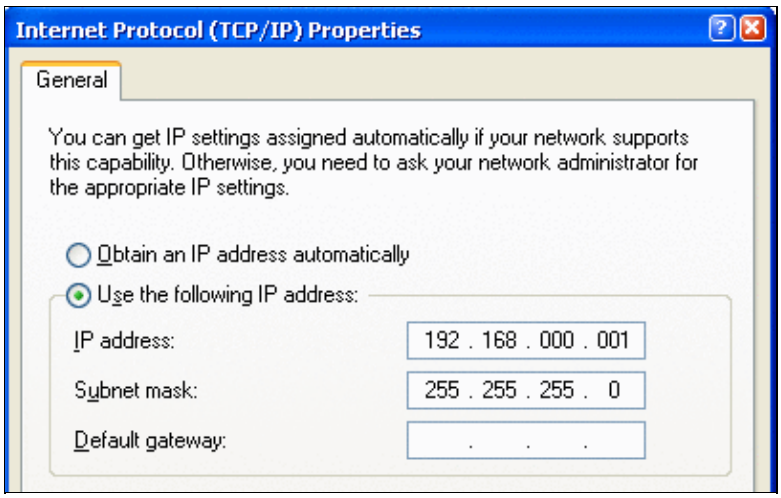
For simplicity, it is recommended you use an IP address in the range **`192.168.0.x`** where 'x' is a number from 1 to 254. A nice idea is to assign addresses systematically, like

```
192.168.0.160 (160m)
192.168.0.80  (80m)
192.168.0.40  (40m)
192.168.0.20  (20m)
192.168.0.15  (15m)
192.168.0.10  (10m)
192.168.0.99  (Spare)
```

or a some similar method to quickly translate an IP address to a station, and vice versa. If one PC is getting lots of packet errors due to RFI problems or hardware problems, it can be quickly identified by the failing IP address [2].

The subnet to match should be **`255.255.255.0`**. Of course, the IP address should be *different* on each machine (increment 'x' by one for simplicity) but the subnet mask should be the *same* (i.e. `255.255.255.0`). This is very important!

A screenshot of what to expect (Windows XP):



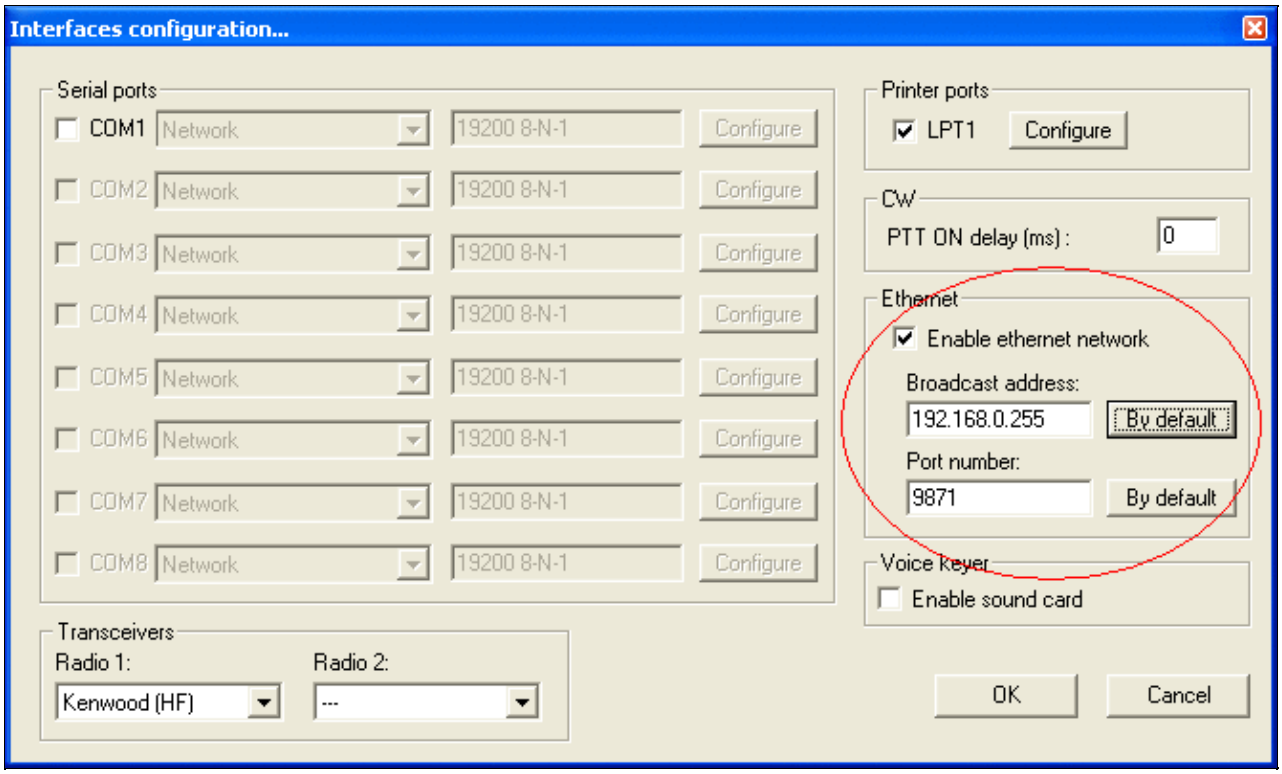
For configuring networking on a **single computer** to connect Win-Test and wtDxTelnet, please see DX Cluster/Telnet.

Step 2: Configuring Win-Test for multi-op networking

The next step is to configure Win-Test itself to match your network configuration. This is a very easy task, especially if you have chosen to do the wise thing and configure your Windows network as instructed in step 1.

To configure Win-Test, you'll have to open the `Configure Interfaces` dialog box, located under the `Options` menu in Win-Test. You'll see a section on the right-hand side of this window titled `'Local'` and within this section, a checkbox with the text `Enable local network`. Ensure this box is ticked.

If you followed step 1, and configured your Windows network to have addresses in the range `192.168.0.x` with the subnet mask `255.255.255.0`, then simply use the details as given in the following image:



It is recommended you leave the port number as-is (set to 9871).

Settings for Win-Test networking on different IP ranges

If you have opted to use a different IP range than given in step 1, or if you are unable to control the IP addressing on your network, then here are the settings you require to enter in the networking configuration in Win-Test for other common internal IP addresses:

Please note: Some numbers rounded to three digits for clarity

IP address	Subnet	Win-Test configuration
10.000.000.x	255.255.255.000	10.000.000.255
10.000.001.x	255.255.000.000	10.000.255.255
10.001.001.x	255.000.000.000	10.255.255.255
172.16.000.x	255.255.255.000	172.16.000.255
172.16.001.x	255.255.000.000	172.16.255.255

If, for whatever reason, you seem unable to get Win-Test networked using your IP address range/subnet, please send an email to the Win-Test support mailing list.

This has already been said, but it shall be said again: *It is very important that you have matching broadcast addresses and port numbers on **all** the Win-Test machines running on the network*. Failure to do so may result in partial log data being received by a machine whose broadcast address is incorrectly set - sometimes not always obvious until the contest is underway!

Step 3: Testing the network

By this stage, you have successfully configured both Windows and Win-Test for a multi-op environment. As a result, you should be able to open a test log (as always, ensuring you choose the same contest across the entire network) and try sending some gab messages to/from each machine. Use the **`Alt+G`** keyboard shortcut to open the gab window.

You can also enable time distribution across the network to ensure all Win-Test networked machines have times that match. Designate one machine on your network to control the time for the remainder of the network (perhaps you have a standalone machine running Win-Test and wtDxTelnet for monitoring and DX cluster access respectively?) and on this machine, tick the box that says **`Enable time distribution across the network`** when opening a log. Please refer to the Menu:File new:Network Parameters chapter for more details.

This is all that needs to be done - no settings have to be changed on the rest of the network.

You will probably now want to configure WtDxTelnet, a stand-alone application included in the Win-Test package for telnet DX cluster access. Follow the link below (under the 'See Also' section).

Log Synchronization

Log Synchronization has been introduced with Release 3.0.0.

It is based on a peer-to-peer model, where WT opened logs can be synchronized between all stations on a network, on-the-fly and without the need of a central server.

If new stations come in the network, or a station become alive after a reboot, during a contest, their logs are automatically updated, in a full transparent way and, of course, you still can run and enter QSOs while the synchronization process is in progress.

Log synchronization is turned on by default. The menu option Disable log synchronization on network will let the user turn off synchronization.

Please note that, in some circumstances, log synchronization can be automatically disabled. See note below:

> **Note:** When a log is being opened in a networked environment, the date of the first QSO must match the others logs date with 20 days tolerance. If not, a warning will come up and the networking and synchronization will be disabled on this machine. You can override this behaviour if you really know what you're doing!

Please see Merge Logs and Multi-op/Issues/Editing serials for more information about log synchronization.

Large Networks

Large networks, spanning 20, 30 or more computers, probably connected via GRPS, Wireless and broadband links develop their own characteristics. Win-Test allows for several optimizations to keep network traffic at a reasonable level to avoid congestion, delays and other unwanted effects. The large network often combines a few computers in a LAN with other LANs via a WAN connection.

WT Tunnel

A specific program available only on special request that allows to establish a wide area Win-Test network via the Internet. This program is run on a central server and all other stations connect to this server via an application called the WT Tunnel.

Traffic Shaping

Win-Test allows traffic shaping by configuring enabled and disabled protocol types. This allows setting up, for example, a silent backup on the network, or a scenario where two stations only share packet spots on the network, but nothing else.

The Bridgehead Concept

This feature works with the wtTunnel suite **only**. To respect multi-op ethics, the wtTunnel package is *only* available to headquarter stations during the IARU HF contest.

In a large network it makes little sense for every computer to synchronize with every other computer. The traffic becomes extremely high, latency increases and data loss may occur. This is where the bridgehead concept comes into play.

In every LAN, one designated station serves as a hub, collects all local QSOs and shares them with other bridgehead stations through the WAN. Other bridgehead stations on the WAN distribute the information in

their LANs so that in the end, every computer will have the complete log.

Every computer in the LAN, *except the bridgehead computer*, will leave this box *unchecked* in the Network Protocol Advanced Settings dialog

The bridgehead computer *will* check this box, so that it will synchronize with all computers:

[x] This station is a WAN bridgehead

Starting at 0 QSOs

Before the beginning of a contest like the IARU Radiosport, where many stations are spread out all over the country, or at a multi-op, every log needs to start with 0 QSOs. However, since some operators may have logged a few contacts before the contest, the control station of the network may need to use the **`REMOTE`** command dialog to remotely delete all of these QSOs from all logs right before the contest starts. See clearing all logs before the start.

See Also

In the manual

- Multi-op contesting
- Configuring WtDxTelnet and Win-Test for telnet DX cluster access

External sources

- Subnet calculator (web page that help in defining Subnet Masks and Broadcast Addresses)

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WT.INI

From Win-Test Wiki
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Several default parameters can be set up in the Win-Test initialization file WT.INI which is an ASCII file located as follows:

For Win-Test version 4:

- Windows XP: **C:\Documents and Settings\All Users\Application Data\Win-Test\cfg\wt.ini**
- Windows Vista: **C:\ProgramData\Win-Test\cfg\wt.ini**

For Win-Test version 3:

- **C:\Program Files\Win-Test\wt.ini**

Changes in this file are necessary only in a specific situation and require a considerable amount of know-how, like using an ASCII editor. Note, that you can change the WT.INI file only when Win-Test is not alive. If you edit the file, while Win-Test runs, you will probably find all of your changes gone once you finish the program.

Generic ICOM radio

ICOM radio types are identified by a specific address for each model. A list of such addresses may be found here. So for example, the popular IC-735 has the address 04h (h stands for hex), while the IC-756pro II has 72h and the IC-729 has 3Ah. This address can be changed in the radio, which makes sense, for example, when you run two identical radios and wish to control them from Win-Test. Then you have no other choice but give the second radio a different address.

To be able to use a different address, in the interfaces setup section of Win-Test, select **`IC-Generic`** as your radio instead of a specific ICOM radio model.

Doing this, in the [Interfaces] section of WT.INI, there will be the possibility to specify the right address:

```
[Interfaces]
....
IcomGenericRadio1=<n>h
IcomGenericRadio2=<n>h
```

where <n> is the hex address of the radio.

For example, the setting IcomGenericRadio2=48h will use address 48h for Radio 2.

See Also

In the manual

- Some ICOM addresses given on K1EA's Web Site
- More ICOM addresses from www.DockSideRadio.com
- Loading a different WT.INI file at startup

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New Log

From Win-Test Wiki
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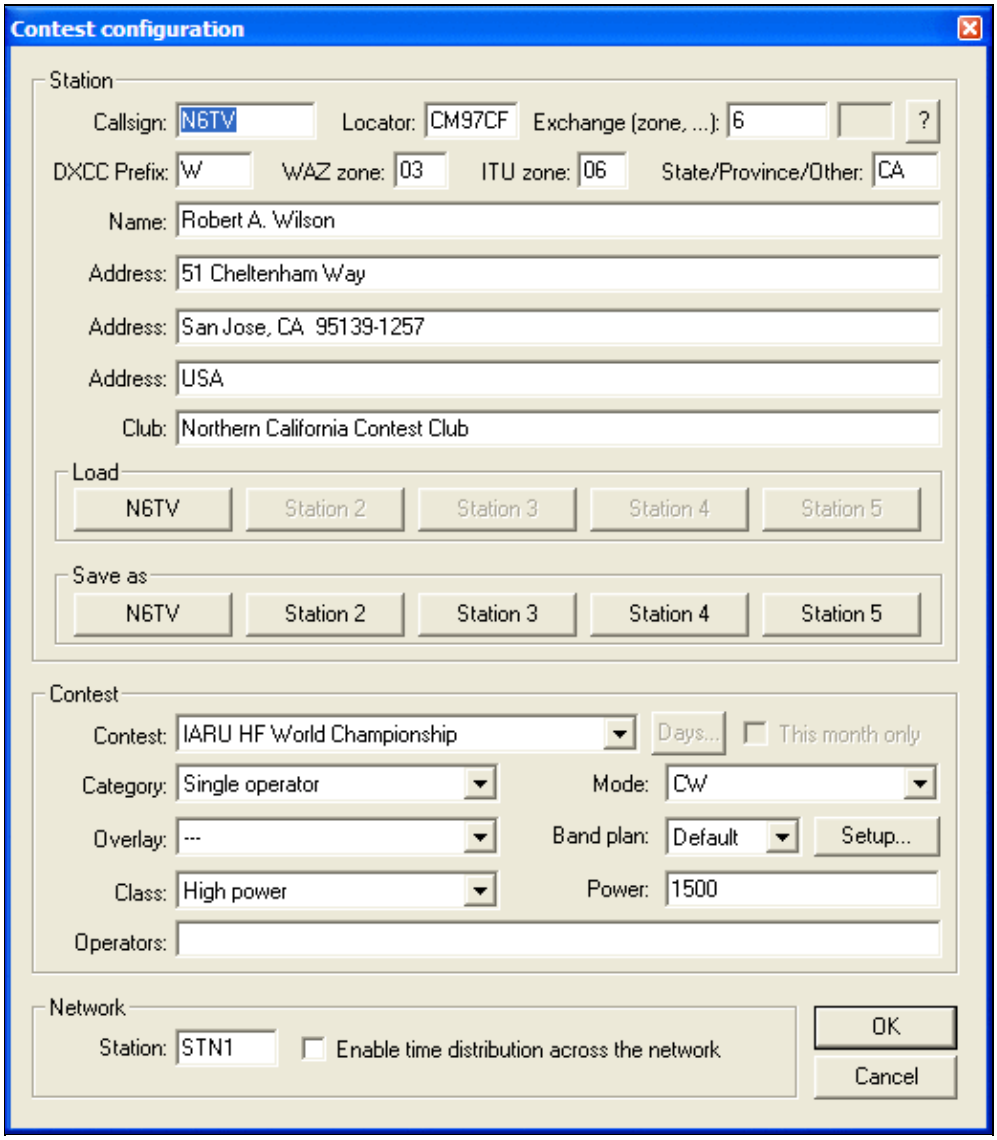
Creating a new log in Win-Test is a two step process. Of course, this only needs to be done once, prior to the contest.

Contents

Step 1: Setup your log

After starting Win-Test, click on the `File | New...` menu option or click the "New" toolbar icon. For more details, see Menu:File_new. The contest configuration screen is shown first:



Hopefully this screen will be quite self-explanitory, but here's a brief summary of what the various entry fields indicate. For more details, refer to Menu:File_new#Contest_Configuration:

- `Callsign` - enter the callsign which you plan to use during the contest
- `Locator` - must be filled with a complete locator (ex: CM97CF). To determine your locator, go to http://f6fvy.free.fr/qthLocator/fullScreen.php, find your location on the interactive map, and click on it to display your grid square number. This value is used to calculate beam headings and sunrise/sunset times for your QTH.
- `Exchange (zone, ...)` - If this field is editable, enter a CQ zone for the CQ WW contests, your year of first licence for the EU HF Championship, year of birth for the All Asian contest, your state for the NA Sprint, etc. It may be disabled for contests which require a serial number. If the contest has a Domestic-side and a DX-side where a serial must be sent, enter "DX". Sets the **`$ZONE`**, **`$STATE`**, or **`$YEAR`** message variables for CW messages, depending on the contest.
- `DXCC Prefix` - your station's standard country prefix, from `_cty.dat`
- `WAZ zone` - your station's CQ zone number
- `ITU zone` - your station's ITU zone number
- `State/Province/Other` - your station's U.S. state, Canadian province, or "DX".
- `Name` - the name which you want to be inserted into the final Cabrillo/ADIF log file
- `Address` - the address which you want to be inserted into the final Cabrillo/ADIF log file
- `Club` - the name of your radio club, for the Cabrillo log file (do not abbreviate)
- `Load` - click one of these buttons to quickly load address and configuration information saved previously (one of five different configurations may be selected). This avoids retyping everything when you create a new log.
- `Save as` - click one of these buttons to save the current address and configuration information in one of the five preset buttons. You will be prompted to name the button.
- `Contest` - this is a drop-down list from which you choose the contest which you plan to partake in. Check **`[This month only]`** to shorten this list considerably. If you select DX Expedition, press the **`[Days...]`** button to set the span of the Statistics Window from 1 to 15 days.
- `Category` - choose the appropriate category which you plan to enter in the contest
- `Mode` - CW, PHONE, MIXED, RTTY, DIGITAL, or All modes?
- `Overlay` - if the particular contest supports a 'contest overlay' (e.g. CQ WPX), choose it from this drop-down list
- `Band plan` - click **`[Setup...]`** to set up frequency ranges, and Win-Test will automatically filter packet spots by frequency, showing only those spots that apply to your selected contest mode. See Bandplans for more information.
- `Class` - the power class you plan to enter (drop-down list)
- `Op. name` - the operator's name, sets the **`$MYNAME`** message variable
- `Operators` - this operator list will be inserted into the final Cabrillo log file. It must be a space-delimited list of operator callsign(s). You may also list the callsign of the host station by placing an "@" character in front of the callsign within the operator list.
- `Station` - station name, only important in a multi-op environment where each networked computer needs its own unique identifier. Check **`[Enable time distribution across the network]`** if you want this computer's clock to be the "master clock" for all networked computers.

Click one of the **`Save as`** buttons to save address and other information. Click **`[OK]`** to open your newly created log. That's it! This only needs to be done once per contest log.

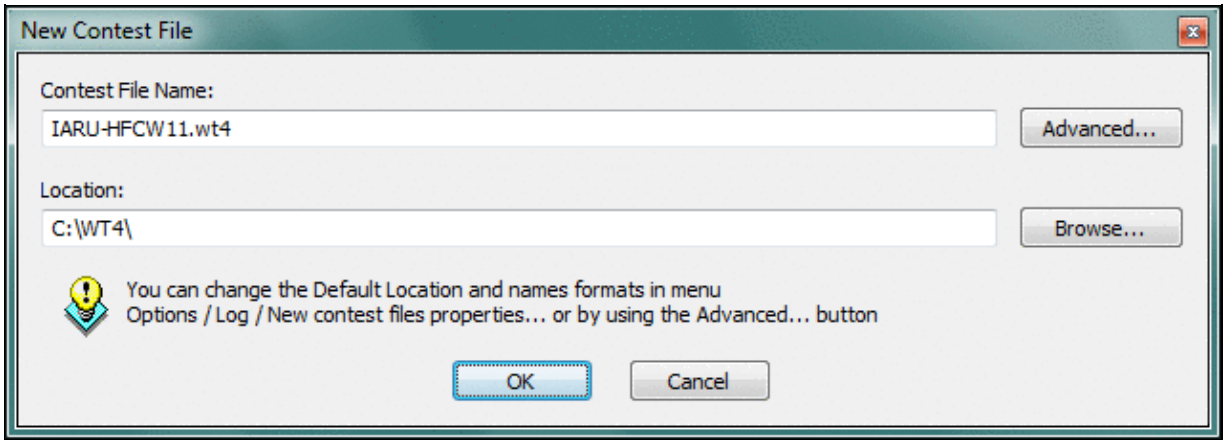
Editing the contest configuration

You can make changes in the above contest configuration dialog at any time by re-opening the log file. To do this, use the **`REOPEN`** or **`OPEN`** text command, or go to the `File | Open` menu option in Win-Test, and choose the appropriate log filename. Click `Open` and once again you will be greeted with the configuration dialog box. You can make any changes you like here and then click **`[OK]`**.

Step 2: Choosing a file name for your log

After selecting the contest type in step 1, you will see a window similar to the one below.

By default, Win-Test will generate a name for the log and place it in a new folder (or "sub-directory") named after the particular contest.



Dialog allowing you to customize the name and location of your log file

Opening your log automatically upon opening Win-Test

If you wish, you can have Win-Test automatically open the last opened log file upon start-up. This is very convenient during a contest; all you have to do is double-click the Win-Test icon on the desktop and the log file will be opened.

To enable this feature, use the Win-Test menu to select `Options | Load contest at startup | Enabled`.

Close Win-Test and then restart to verify that it works.

After opening a log automatically, you can easily modify anything entered on the contest configuration screen by typing the text command **`REOPEN`**.

Note: by pressing and holding the **[Ctrl]** key during Win-Test startup, automatic file loading will be ignored. You may also use the "-n" command line option to achieve the same affect:

```
wt -n
```

See Also

- Menu:File_new
- Menu:File_new#Open
- Menu:File_new#Export

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DVK CW RTTY Messaging

From Win-Test Wiki
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Configuring CW, RTTY and Digital Voice Keyer (henceforth DVK) messages in Win-Test can be done at any time 'on the fly'. This document shows you how. We will first cover how to configure CW messages and RTTY macros. For SSB, please look below under DVK.

Contents

Configuring CW/RTTY messages

Editing CW and RTTY messages is a simple case of pressing **`Shift+Fx`** where **`x`** is a number in the range 1 .. 7. **`F8`** and above are reserved as shortcuts for opening/closing various windows within Win-Test. Other keys you can edit are **`INSERT`** and the plus (**+**) key (the former of which sends the callsign entered in the callsign entry field + the content of the F2 key, and the plus key sends a TU message and logs the QSO by default).

With a log open, press and hold **`Shift+F1`**. This will let you edit the message that is assigned to the **`F1`** key.

Editing CW/RTTY message for F1 key

By default, this is a CQ message. You'll notice some special variables, prefixed by a dollar symbol - for example, `$MYCALL`, which is simply replaced by your callsign (as you entered in the contest configuration dialog box) when the message is sent. You can also speed up certain text by placing plus and minus symbols around the text which you want speeded up - *but you must ensure you have the same number of plus symbols (before the text) as minus symbols (after the text) otherwise you may discover some discrepencies in speed.*

Since the **++** and **--** accelerators have sense in CW only, they must not be used in RTTY messages, so they have to be removed.

Now press **`Shift+INSERT`**. You will notice that all this is doing is sending `$LOGGEDCALL`, which, as the name suggests, is replaced by the callsign you have currently entered in the callsign entry field, and the `$F2` variable is replaced by the content of the F2 key (thus you will have to use **`Shift+F2`** to edit the content for that key).

Additional CW/RTTY messages

We understand that sometimes, **F1** .. **F7** is just not adequate during a contest. So, Win-Test has catered for your needs. You can use additional CW/RTTY messages. To edit these CW/RTTY messages, use **ALT+C** to open the window. Enter the text you wish to have assigned to each key, and then you can simply click the `Transmit` button to send the messages

> **Tip:** You can also press **ALT+C** to open the additional CW messages window and then just hit the corresponding F-key for the messages you wish to send.

Since the release 3.8.6 the Message Variables (see below) will work also within these additional CW/RTTY messages.

Please also note that the additional CW/RTTY messages dialog can also be reached by clicking on the `Options | CW | Modify additional messages...` or `Options | RTTY | Modify additional messages...` menu.

Variables for use with CW/RTTY messages

OK, so now you understand *how* to edit the messages, but you want to know what all the various variables are/mean, right? Worry no more:

- `$SERIAL` - sends the current QSO (serial) number
- `$LOGGEDCALL` - sends the callsign you currently have entered in the callsign entry field
- `$ZONE` - sends your zone (as entered in the contest configuration screen)
- `$ZONE2` - sends your state or province (the second box after zone as entered in the contest configuration screen for the CQ WW RTTY contest for U.S. and Canadian entrants)
- `$INSERT` and `$PLUS` - sends the messages contained within the INSERT and PLUS keys respectively
- `$MSG1` ... `$MSG12` - sends content of additional CW messages (see above)
- `$SPACEBAR` - works just like hitting the SPACEBAR - can be useful within the INSERT key 'message' to move exchange fields
- `$GUESSEXCH` - attempts to guess the exchange but does not move the entry field (see also Database Files Installing a Database file)
- `$CR` - works just like pressing RETURN/ENTER - useful for inclusion in the PLUS key 'message' (to enter the QSO in to the log)
- `$MYCALL` - replaced with your callsign
- `$CORRECT` - useful for inclusion within the PLUS key message to send the correct call if you made a change to the other station's callsign since hitting INSERT
- `$F1 ... $F6` - sends the message corresponding to the F1 ... F6 key
- + and − - each plus symbol speeds up the text contained with these characters by 2 wpm, and minus slows down the text by 2 wpm. Please ensure you have an equal number of pluses and minuses around the text in question otherwise you may notice speed irregularity.
- Only in RTTY: `$13` sends a carriage return character, all message after this code will start on a new line in the terminal of the station receiving it.

Saving/Loading from *.smsg file

Two buttons on the left lower corner of the window allow you to save/load your preferred settings from a *.smsg file. This way you can export/import your personal favourite setup. The files are stored to/read from the current op's directory, which is typically `%ALLUSERSPOFILE%\win-Test\ops`. Example messages file for a RTTY contest.

```
#
```

```
# Standard Messages File generated by Win-Test
#
[RUN]
F1 CQ TEST $MYCALL $MYCALL CQ
F2 $SETEXCHSENT $RST-$SERIAL-$SERIAL
F3 $SERIAL
F4 $MYCALL
F5 $LOGGEDCALL
F6 NR?
F7 ?
INSERT $LOGGEDCALL $QSOB4 $F2 $LOGGEDCALL
PLUS $LOGGEDCALL TU $CR $MYCALL CQ
#
[S&P]
F1  $MYCALL $MYCALL
F2 $RST-$SERIAL-$SERIAL
F3 $SERIAL
F4 $MYCALL
F5 $LOGGEDCALL
F6 NR?
F7 ?
INSERT $F1
PLUS $LOGGEDCALL QSL $F2 $MYCALL $CR
#
[MISC]
QSOB4 QSOB4
```

Advanced SO2R specifics

Please note, for some SO2R configurations, you have to use **`AltGr+Fx`** to edit the messages. This is because of the 'shift binds second radio' functionality whereby the **`[SHIFT]`** key is bound to the second radio window (e.g. to enter a callsign on the second rig).

SO2R specific variables

There are also some SO2R specific variables which can be used:

- `$R1R1`, `$R1R2`, `$R2R1`, `$R2R2` - for headphone switching. For example, at the end of the F2 message, you could have `$R1R2` which would set the headphones so that the left ear is on radio 1 and the right ear is on radio 2, etc.
- `$TR1`, `$TR2` - set the TX to radio 1 or radio 2
- `$RESET` - reset any audio/headphone settings
- `$ALTERNATECQ` (or `$ACQ`) - swap primary and secondary radios and send CQ on the secondary radio
- `$CQ` - same as `$ALTERNATECQ` but does not swap radios

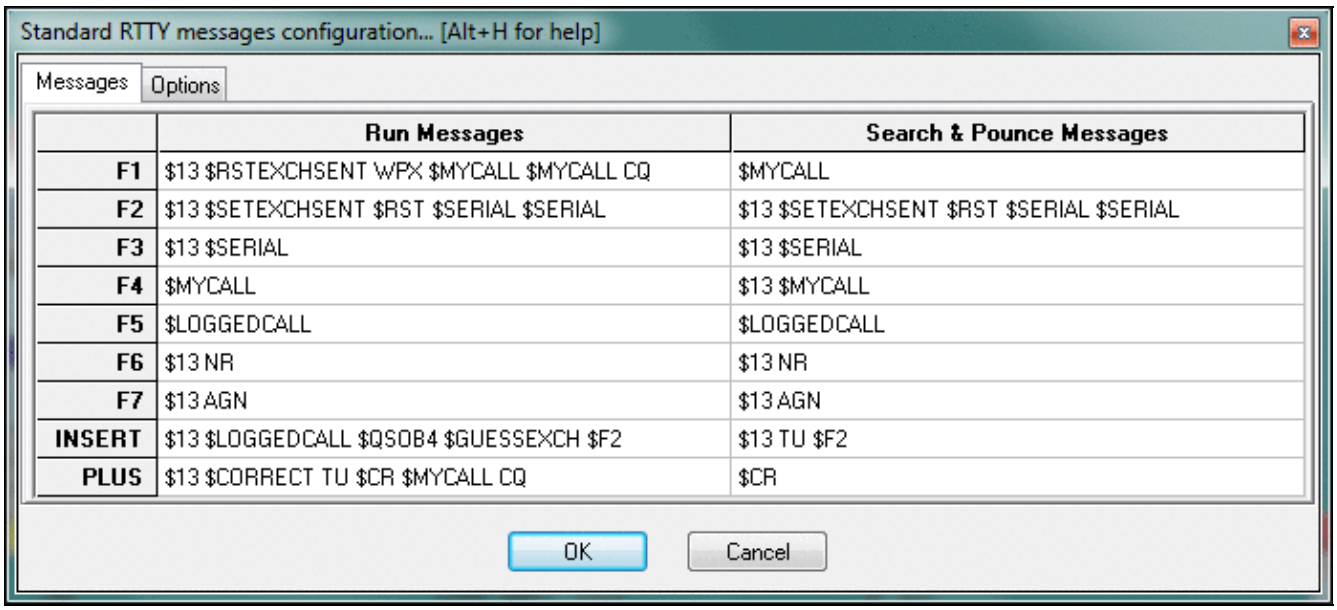
Please see the section regarding SO2R contesting for more information.

RTTY Message Tips

Here are some tips from W0YK for RTTY contesting.

RTTY contesting is evolving to be competitively similar to CW contesting. RTTY contests are no longer rallies for RTTY specialists to contact each other and work new countries. Just like the evolution of CW and SSB contesting, RTTY contesting is comprised of a growing number of serious contesters trying to be as efficient as possible with their transmissions. As such, RTTY contest messages should basically be similar to CW contest messages. Accordingly, here are some tips and recommendations for RTTY contest messages:

- Start most messages with a carriage return ($13) so that the message will stand out from noise and other information on the recipient's screen. Exceptions are your call sign message and his call sign message, where you may want to repeat them or chain with other messages.
- End all messages with a space character to separate it from noise and other information.
- Modularize messages so they can be repeated or combined to best fit the situation at the time. For example, have a message that contains your call sign only once. Depending on conditions, you may tap that function key twice or perhaps three times, with an appropriate amount of delay (space) between taps.
- Omit the "DE" in front of your call sign. It is no more needed in RTTY than it is in CW. (The inclusion of "DE" stems from earlier decoding software that used the "DE" to determine that the following characters were a call sign. Now, Super Check Partial databases more accurately identify call signs.)
- Send exchange element once unless the element is unique such as a serial number. Send unique elements twice. (Traditional RTTY practice was to send serial numbers three or more times with the rationale that if two or more of the instances were the same, then that would be considered the transmitted information. But, copy is good enough today that sending it only twice is sufficient for the receiver. If the two instances are different, then a repeat can be requested, but this happens rarely.)
- Do NOT put hyphens between exchange elements. Use spaces just like CW. The probability of accurate printing is slightly better with spaces, across all permutations of whether the sender or receiver, or both, are using UOS (Unshift On Space).
- Do NOT use cut numbers which actually take longer in RTTY because of the need to shift between the figures and letters character sets, requiring additional time to send control characters.
- Do NOT add the other station's call sign at the end of your exchange message. Depending on the situation, you can always tap your call sign message to chain it to the end of your exchange, but only do this if you feel there is a possibility that your sending of his call sign at the beginning of your exchange message was QRM'd.
- Your TU/QRZ message does not need his call sign at the beginning because you've already sent his call sign in your exchange. It is a waste of time. End the message with CQ rather than QRZ ... it is shorter and simply conveys that you are ready for another QSO. It is irrelevant whether you just ended a prior QSO or are free-CQing.
- Have a message for each of your exchange elements that may need repeating for a fill request. This avoids sending superfluous information.
- Have a message for requesting a fill on each important exchange element.
- If available for your radio, put a #CLEARRIT Lua script call at the end of CQ and TU/QRZ messages. Check N6TV's Lua scripts at http://bit.ly/wtscripts.
- In RUN mode, put another **CQ** at the end of your **F1** message so that somebody tuning in while you transmit knows what is going on, and can come back immediately. Same in the **PLUS** message which ends a QSO.



	Run Messages	Search & Pounce Messages
F1	$13 $RSTEXCHSENT WPX $MYCALL $MYCALL CQ	$MYCALL
F2	$13 $SETEXCHSENT $RST $SERIAL $SERIAL	$13 $SETEXCHSENT $RST $SERIAL $SERIAL
F3	$13 $SERIAL	$13 $SERIAL
F4	$MYCALL	$13 $MYCALL
F5	$LOGGEDCALL	$LOGGEDCALL
F6	$13 NR	$13 NR
F7	$13 AGN	$13 AGN
INSERT	$13 $LOGGEDCALL $QSOB4 $GUESSEXCH $F2	$13 TU $F2
PLUS	$13 $CORRECT TU $CR $MYCALL CQ	$CR

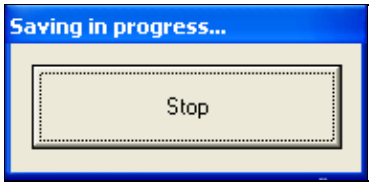
Typical RTTY messages for RUN and S/P mode used by W0YK.
You can find some useful information about RTTY Contesting on http://www.rttycontesting.com. Most tutorials are for Writelog, but a lot of the information is about MMTTY or RTTY Contesting in general. The RTTY information is quite helpful for beginners.

Configuring the Win-Test DVK messages

Using the built-in soundcard digital voice keyer (DVK) in Win-Test is of course much easier than CW messages because you have no variables to worry about! Of course, you must ensure the box labelled 'Enable sound card' is ticked in the `Options|Configure interfaces` dialog box.

Before you start, it is recommended you have your soundcard audio levels already correctly set. There is an SSB bar meter included in Win-Test which you can open using `Windows | SSB bargraph`.


SSB bargraph window



STOP recording

The audio should be in the yellow area for optimal performance.

Like with CW/RTTY messages, use **`Shift+Fx`** to edit (actually record) the messages. Please note that, as soon as you press **`Shift+Fx`**, Win-Test will start recording - so be prepared!

Upon clicking **`Shift+Fx`**, a window will appear with a button labelled 'Stop' (see picture). You can simply hit ENTER/RETURN or SPACEBAR to stop recording (no need to locate the mouse and physically click the button).

For each **`Shift+Fx`** key a corresponding **`msgx.wav`** file will be created/updated in the main Win-Test directory.

For **`Shift+F1`** a corresponding **`msg1.wav`** file will be created, and so forth for **`Shift+F2`** with a **`msg2.wav`** , up to **`Shift+F7`** with a corresponding **`msg7.wav`** file.

A useful feature of the Win-Test DVK is that you can vary speed by using **`Alt+F9`** and **`Alt+F10`** like on CW. Interestingly, this will not change audio characteristics, so your voice will still sound natural.

Text commands related to the DVK functionality

There are some text commands which can be entered to change the functionality of the voice keyer within Win-Test. Please note that these *must* be entered in the callsign entry field - there is no corresponding menu option.

- `MIC` - enables the mic input when the voice keyer is NOT playing
- `NOMIC` - mutes the mic input when the voice keyer is NOT playing *(default)*
- `MICWHENPLAY` - enables the mic input when the voice keyer is playing
- `NOMICWHENPLAY` - mutes the mic input when the voice keyer is playing *(default)*

Recording your messages in a separate application

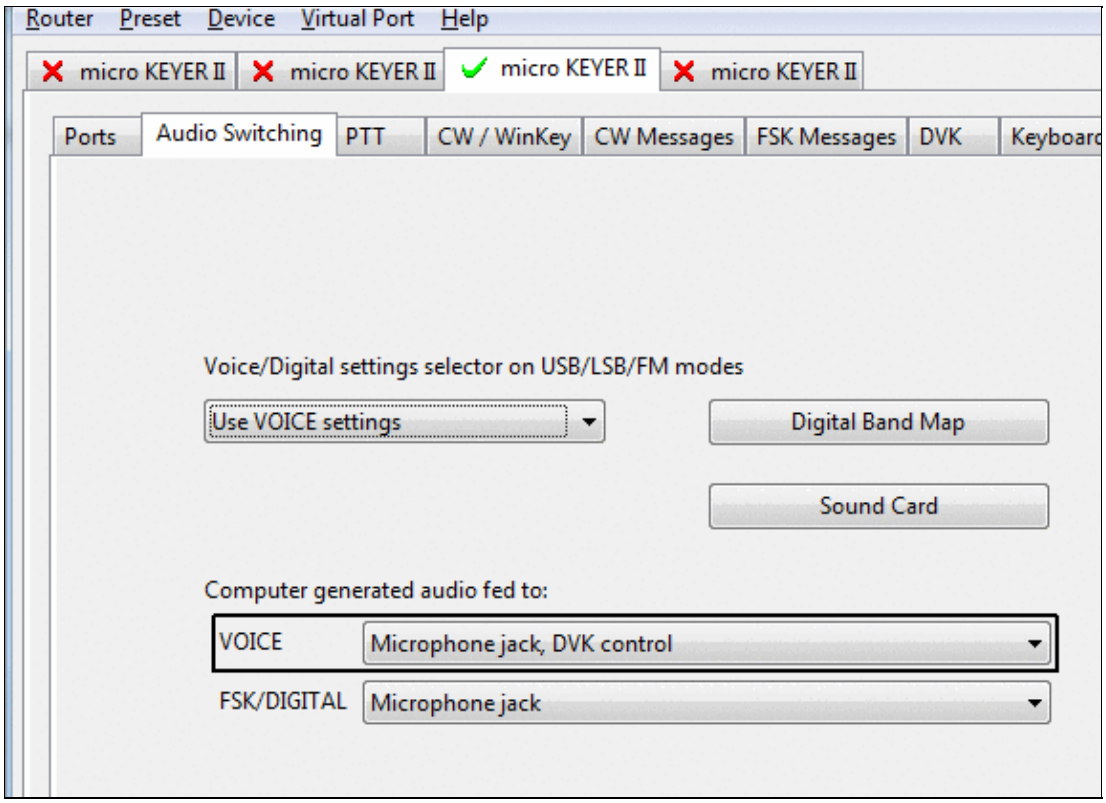
Please note that if you decide to record your messages in a separate program to Win-Test, it is **very** important you get the codec settings correct. Please ensure you use the ADPCM codec (standard WAV), with an 8000Hz sampling frequency (mono), and 16-bits per sample.

Using the microHAM DVK

Alternatively, if you own a microKeyer II or microKeyer III you might want to use the built-in DVK device to store audio snippets. The advantage is that you do not need to install additional audio cables, thus avoiding another source of RF feedback.

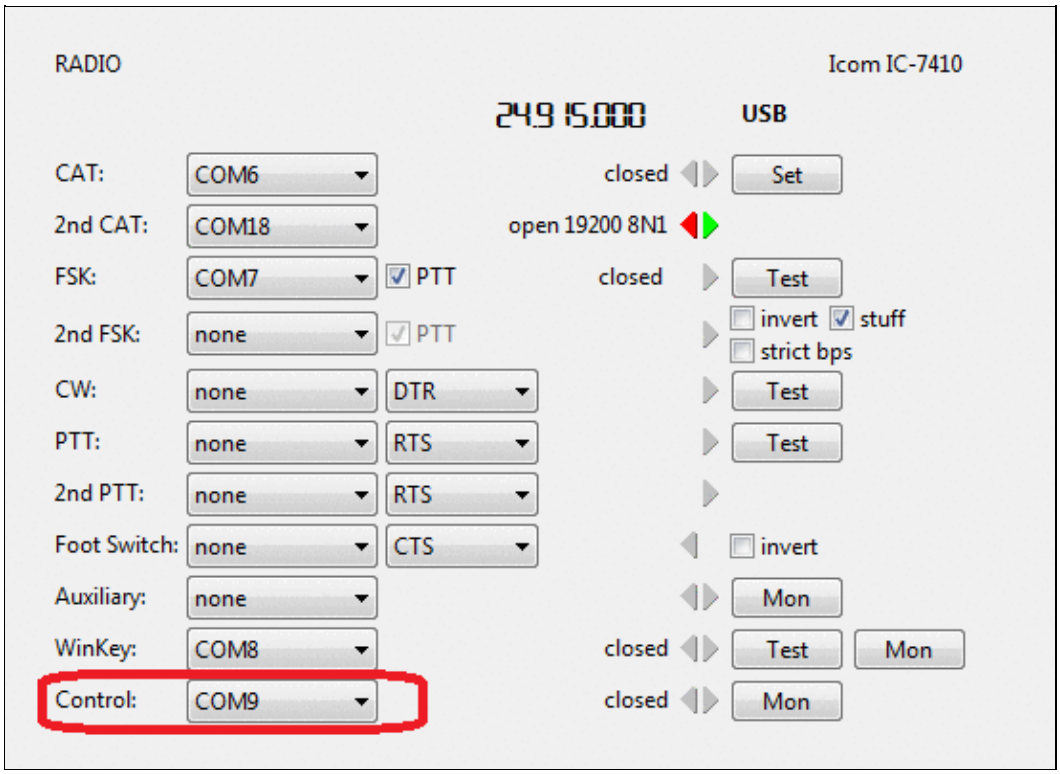
First you will have to configure the microKeyer control port in Win-Test.

- Assign an unused COM port in the microHAM router to the line named "Control".
- In the microHAM router in the Audio Switching tab, make sure you are using VOICE settings (automatic by frequency or manually by selecting VOICE)

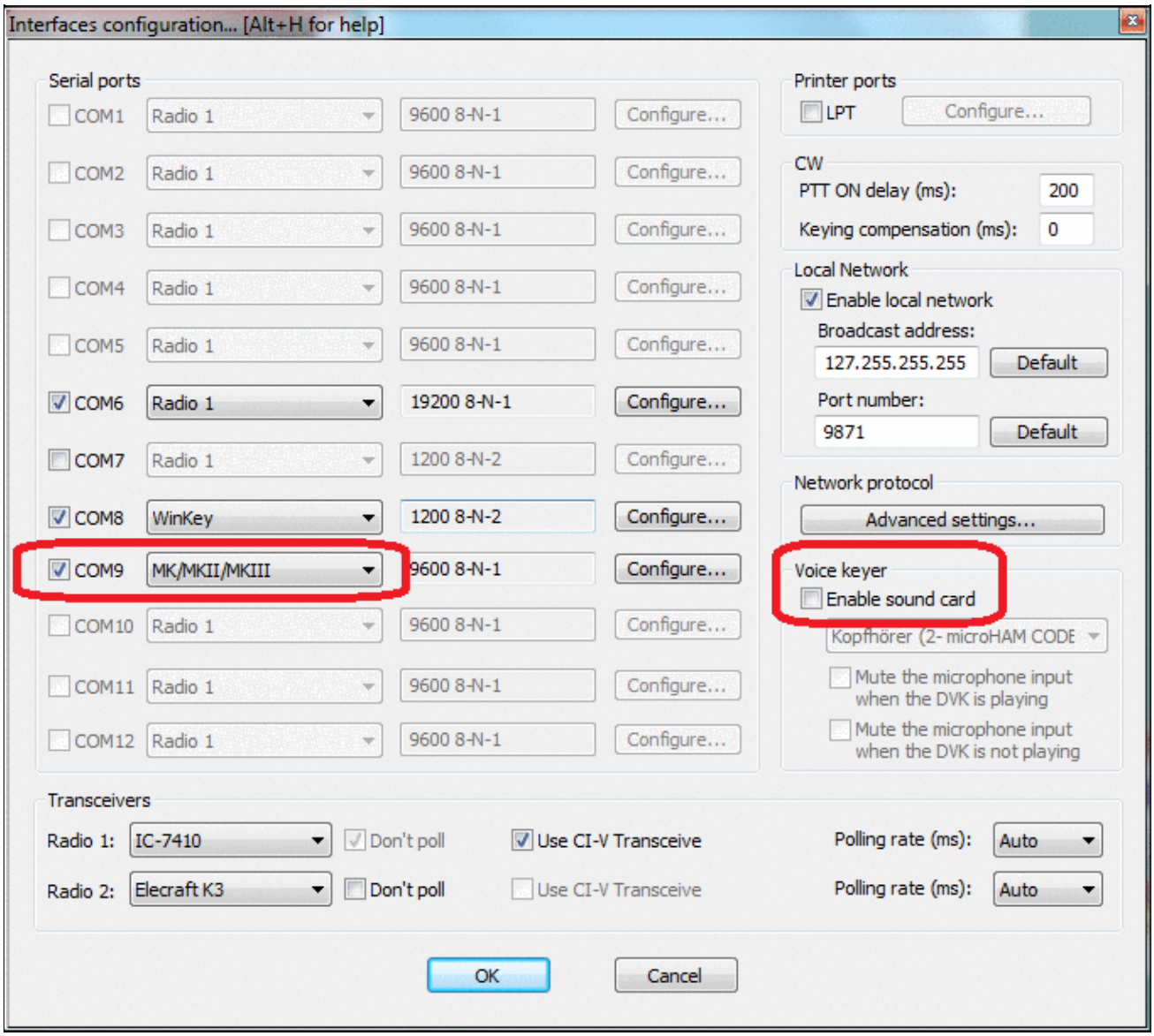


make sure, you are using correct settings for voice modes

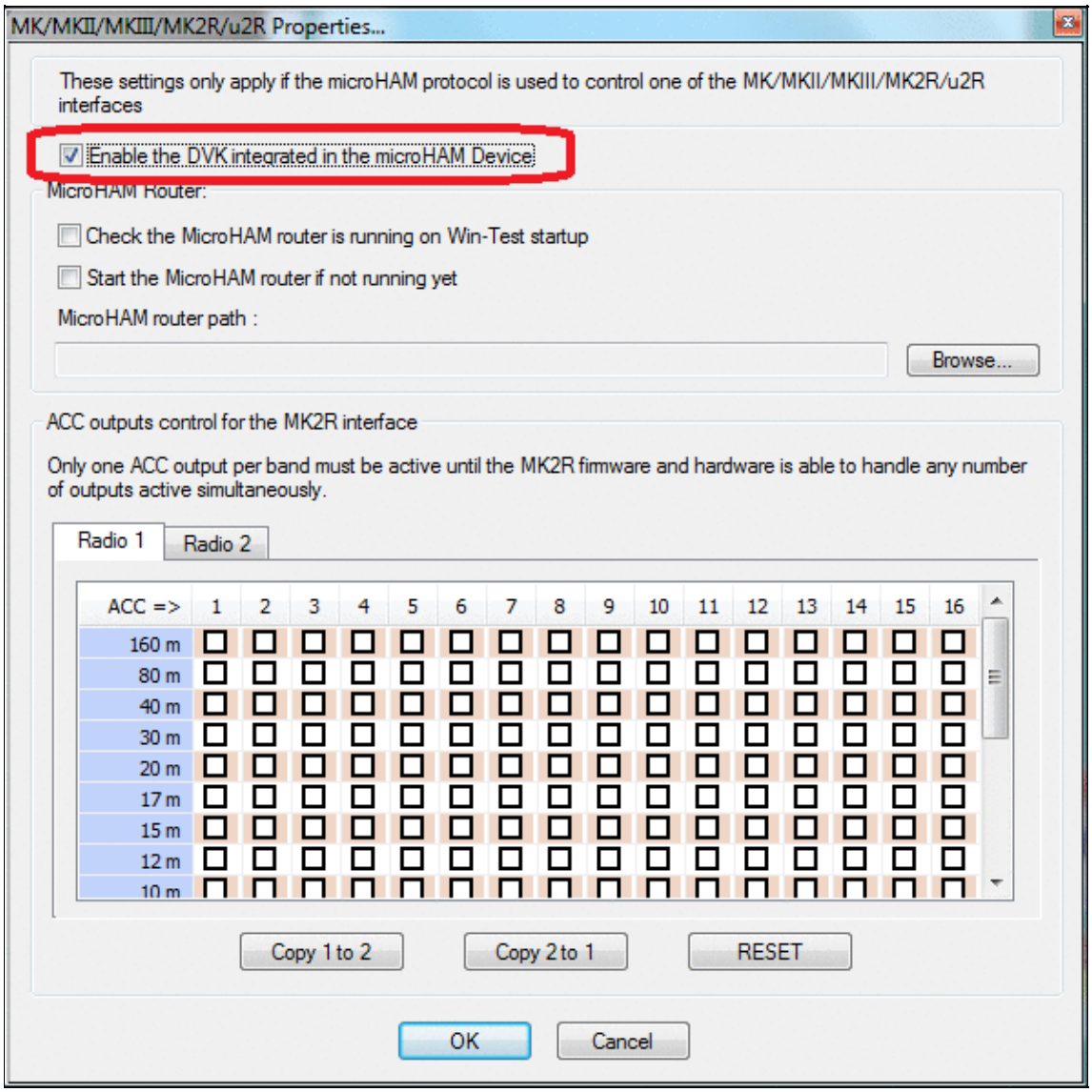
- In Win-Test enter `SETUP` and configure the COM port assigned to microHAM control to **MK/MKII/MKIII**.
- In the same menu, make sure under **Voice Keyer** the option **Enable sound card** is untagged.
- In Win-Test go to **Options | MK/MKII/MKIII/MK2R/u2R configuration...** and tag the option **Enable the DVK integrated in the microHAM Device**



microHAM router setup to enable DVK


Interfaces configuration... [Alt+H for help]
Serial ports
COM1 Radio 1 9600 8-N-1 Configure...
COM2 Radio 1 9600 8-N-1 Configure...
COM3 Radio 1 9600 8-N-1 Configure...
COM4 Radio 1 9600 8-N-1 Configure...
COM5 Radio 1 9600 8-N-1 Configure...
COM6 Radio 1 19200 8-N-1 Configure...
COM7 Radio 1 1200 8-N-2 Configure...
COM8 WinKey 1200 8-N-2 Configure...
COM9 MK/MKII/MKIII 9600 8-N-1 Configure...
COM10 Radio 1 9600 8-N-1 Configure...
COM11 Radio 1 9600 8-N-1 Configure...
COM12 Radio 1 9600 8-N-1 Configure...
Printer ports
LPT Configure...
CW
PTT ON delay (ms): 200
Keying compensation (ms): 0
Local Network
Enable local network
Broadcast address:
127.255.255.255 Default
Port number:
9871 Default
Network protocol
Advanced settings...
Voice keyer
Enable sound card
Kopfhörer (2- microHAM CODE
Mute the microphone input when the DVK is playing
Mute the microphone input when the DVK is not playing
Transceivers
Radio 1: IC-7410 Don't poll Use CI-V Transceive Polling rate (ms): Auto
Radio 2: Elecraft K3 Don't poll Use CI-V Transceive Polling rate (ms): Auto
OK
Cancel

DVK setup in Win-Test



Enable microHAM DVK setup in Win-Test configuration

Now you will be able to comfortably record and play voice messages from the microHAM device. Your microphone of course, needs to be connected to the microHAM device, either via the RJ45 connector on the back or via the 3.5mm phone jack on the front of the device so that the audio goes through the device.

Press **`F1`** to play voice memory 1, **`Shift+F1`** to record to memory 1. Four memories can be controlled from your keyboard using **`F1`** to **`F4`**. Memory 2 is also bound to the **Insert** key, memory 3 is bound to the **Plus** key and **Esc** is bound to message abort.

What's more, in a multi-op environment, when you switch operators using **`OPON`**, different voice banks will be selected so that the recording of one operator will not overwrite the recordings of another. Since these messages are stored in the microHAM device, you can even re-use them in the next contest.

See Also

- Description of various Interfaces elsewhere in this manual

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Positioning Windows

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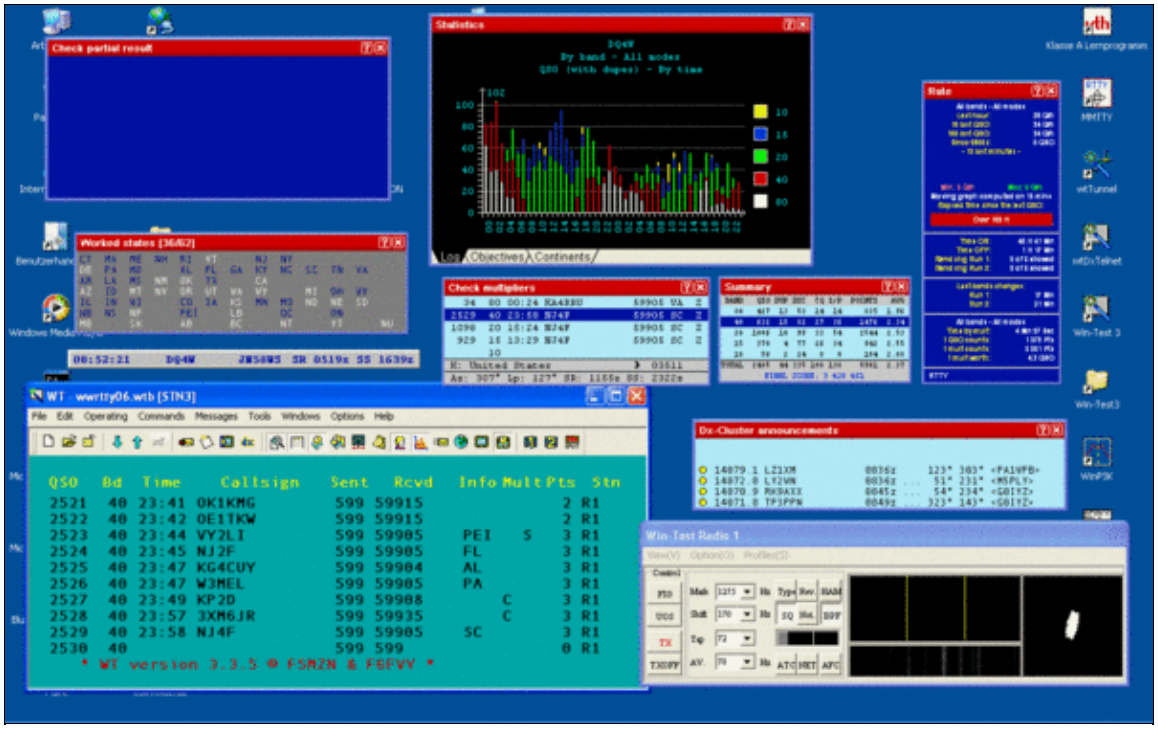
Window positioning is very easy in Win-Test. Simply click and hold the title bar on the window in question, and drag it where you want it! You can also click inside the windows while holding the Ctrl key. Releasing the mouse button will fix it in that position. Windows can be overlapped without any problem.

Floating window layout



The floating windows option in Win-Test allows you to freely move WT's windows around on your Windows desktop.
By default, Win-Test positions all its child windows within one big window (with a green CT-like background). However, we understand this may not be to everyone's liking. As a result, there is a floating window option which will position all the child windows where you like with the main window being resized also to just show the log data. Press the Enlarge symbol to the right of the image caption (the two little squares) to display a hi resolution version of this image.

Configuring windows

Right clicking on a window enables you to configure various options specific to that window. For example, with most windows you can change the titlebar background colour (default is red for all windows) and also change the font size, weight and typeface (sans-serif or serif).

Changing the log font

You can configure the log font settings (size, weight and sans-serif/serif) by going to the `Options | Log | Font` menu. These settings can of course be altered at any stage during a contest with an opened log. You can also modify the font size by using your mouse wheel while holding the [**`Ctrl`**] key down (a la Mozilla/Firefox). Currently, there are four fonts: small, medium, large, extra large which you can use in regular or bold print.

Resizing windows

Textual windows can be resized in height by steps of the font height by dragging the mouse while holding the [**Shift**] key down. This ensures no line will be cut.

Moving windows

If you hold the [**Shift**] key down while you move a window, it will "snap" at most to the other opened windows, or at least will be aligned with them.

See Also

- Options | Windows for information on how to save the current window layout as a default for new logs.

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HamCAP

From Win-Test Wiki
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Contents

Introduction

This chapter will give information and references to install and configure Ham CAP by VE3NEA to be used in conjunction with Win-Test.

If not done already, go to the Ham CAP web site, download and install this freeware package, along with its pre-requisite VOACAP v.08.1124W package. Ham CAP may *not* work with other versions of VOACAP due to formatting changes.

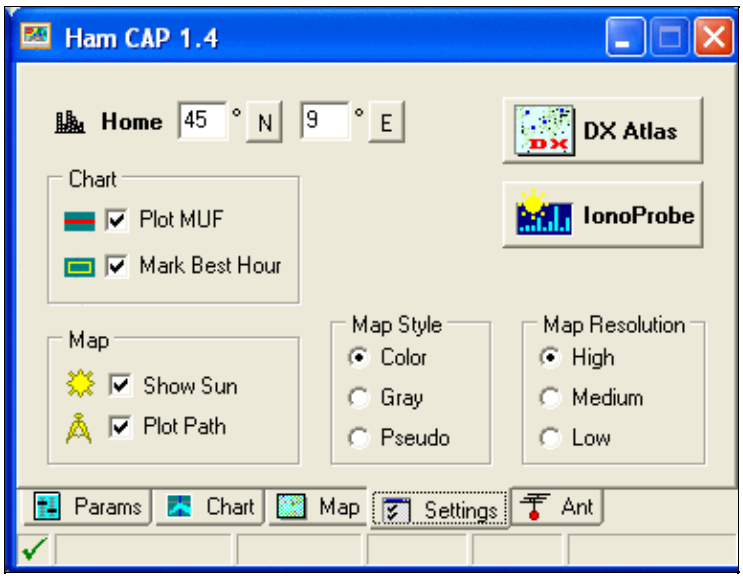
HamCAP is quite easy to configure to suite for your needs and, if you follow the User's guide and Tutorial you can find at the end of this chapter, it will be straightforward.

Set preferences

Within the Settings tab you can set the latitude and longitude coordinates of your QTH (the approximation to 1 degree is enough for our needs).

Home coordinates are essentials to have the propagation forecast directly related to your QTH.

In this tab you can also check the options related to what information you want to see in the **Chart** and in the **Map** tabs, as well as the **Map Style** and **Map Resolution**, to best suite your look and feel preferences.



HamCAP Settings tab

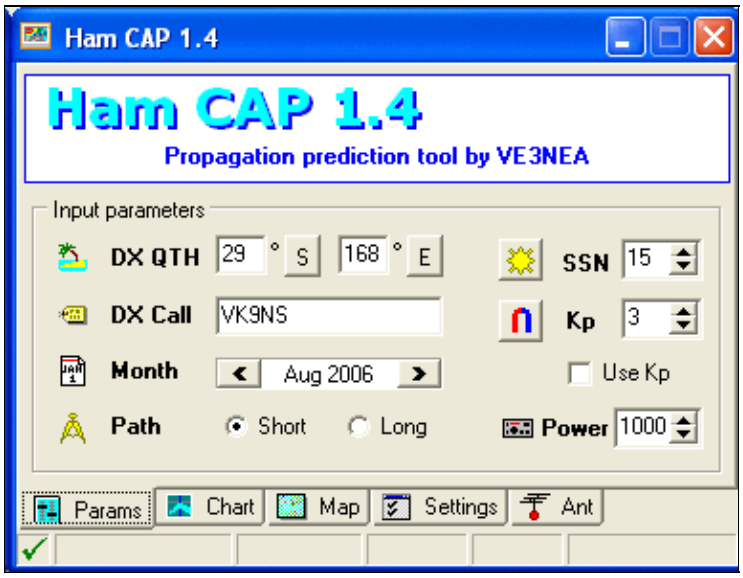
A setup like the one shown in the picture above is generally easy to view.

If you are using also IonoProbe, and want it to update the Solar parameters, just press the **IonoProbe** button, and you are done; if this is the case, you should select Options | HamCAP | Solar Indexes passing to **None**.

Set Parameters

Within the Params tab you can set your transmitting **Power** and to determine whether you want the **Short Path** or **Long Path** propagation forecast.

You should also set the **SSN** (Sun Spot Number) value, which is useful if HamCAP is working in stand-alone mode, otherwise this value will be set by IonoProbe or by Win-Test itself each time HamCAP will be invoked.



HamCAP Params tab

Usually the **Month** is automatically set by HamCAP itself, and is related to the actual date; this should usually be a "don't care", unless you want to make a forecast for the next CQWW six months ahead from today!

Also the **DX QTH** and **DX Call** are set by the call from Win-Test, related to the callsign in the entry field for which the **`Ctrl-P`** has been invoked.

For the **Kp** value, as well the **Use Kp** checkbox, please refer to the HamCAP documentation referenced at the end of this chapter; as a starting point, these are almost a "don't care" as well.

Set TX and RX antennas

Within the Ant tab you should describe your antenna farm, in the **TX Antennas** frame, and what you can presume, or you are interested in, for your correspondant in the **RX Antennas** frame.

These information are used by HamCAP to calculate the estimated S/N ratio.

HamCAP Ant tab

Please refer to the HamCAP documentation, referenced below at the end of this chapter, for a better understanding of this setup.

See Also

In the manual

- Menu:Options HamCAP
- Menu:Commands Propagation_forecast
- Menu:Windows Solar_Activity

External sources

Two very comprehensive guides:

- HamCAP User's Guide by OH6BG
- HamCAP tutorial by VE3SUN

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Database Files

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Win-Test has a feature called 'exchange guessing', which aims to fill in the exchange for a specific callsign by searching a database of known contesters' callsigns and their usual exchanges in a database file.

These database files are available from http://download.win-test.com/databases.

This directory contains 3 types of files:

- Countries / Mult files
- Mult equivalence files
- Exchange Databases

Some of them are zipped to save space and bandwidth on our server.

Contents

Country Files/Mult Files

These files are used by WT to maintain countries or multipliers lists. The default country files (**CTY*.DAT**) are now in this directory:

http://download.win-test.com/files/country/

Mult lists files, specific to some contests:

```
AGCW.DAT          AGCW Happy New Year contest, Maintained by Lothar DJ8EW (Lothar _at_ Sac
ARISEC.DAT        ARI Sezioni contest
DOK.DAT           DARC WAG contest
DOK_XMAS.DAT      DARC Xmas contest
IOTA.DAT          RSGB IOTA contest
RDA.DAT           RDA contest
UFT.DAT           UFT HF contest
```

Mult Equivalence Files

These files are useful to substitute entered exchanges with official ones.

```
ARIPROV.DAT       ARI Contest
OBLASTS.DAT       Russian DX contest
STATES.DAT        ARRL 10m, ARRL DX (DX side) and CQWW 160m contests
VEPROV.DAT        RAC Canada Day and Canada Winter contests
```

Exchange Databases

The WT databases are used, if possible, to "guess" the received exchanges. These are binary files and are not editable with a text editor.

```
VHF.DTB is used for all VHF+ EU contests.
```

Note: **VHF_USA.DTB** (inside in **VHF_USA.ZIP**) must be used for US VHF+ contests and VHF DXPed (US callsigns and 4-chars locators). This file is maintained by Dave W9ZRX (zephd _at_ indy.rr.com) To use the **VHF_USA.DTB** file, download it, and rename it **VHF.DTB**

Other databases are adapted for some contests:

```
AGCW_DTC.DTB       AGCW DTC
AGCW_HNY.DTB       AGCW Happy New Year contest
ARI.DTB            ARI and ARI 40/80 contest
ARI_SEZIONI.DTB    ARI Sezioni Contest
ARRL_10M.DTB       ARRL 10m (contains US/VE/XE stations only)
ARRL_160M.DTB      ARRL 160 m and ARRL Sweepstakes (contains US/VE/XE stations only)
ARRL-ALL.DTB       NAQP, NA Sprint
ARRL-DX.DTB        ARRL DX contest (use if you are inside US/VE)
ARRL-USVE.DTB      ARRL DX contest, ARRL RTTY Roundup, CQWW 160m, CQWW DX RTTY, RAC Day an
CQWW.DTB           CQWW DX, GACW and JIDX contests (JA side)
EU_DX.DTB          EU-DX contest
EU_HF.DTB          EU HF contest
FOC_MARATHON.DTB   FOC Marathon
HADX.DTB           HADX contest
HELVETIA_DX.DTB    Helvetia DX
ITU.DTB            IARU HF contest and LZ DX contest (LZ side) and RRTC
IOTA.DTB           IOTA contest (Islands activities)
JIDX.DTB           JIDX contest (DX side)
KCJ.DTB            KCJ (Keyman's Club of Japan) contest
KOS.DTB            King Of Spain contest
LZDX.DTB           LZ DX contest (DX side)
NCCC.DTB           NCCC Sprint
NRAU_BALTIC.DTB    NRAU Baltic contest
OKOMDX.DTB         OK OM DX contest
PACC_DX.DTB        PACC contest (DX side)
RAEM.DTB           RAEM contest
RDAC.DTB           RDA contest
RDXC.DTB           Russian DX contest
REFHF.DTB          REF HF contest
RSGB.DTB           RSGB 160 m and RSGB 21/28 (DX side) contests
SCC.DTB            SCC RTTY Championship
SPDX.DTB           SP DX contest (DX side)
STEW-PERRY.DTB     Stew Perry contest
UBADX.DTB          UBA DX contest
UBA_SPRING.DTB     UBA Spring contests
UFT_HF.DTB         UFT HF contest
UK_EI.DTB          UK/EI contest
UKDX.DTB           Ukrainian DX contest
WAG_DL.DTB         WAG, DARC XMas and DARC 10m contest
YODX.DTB           YO DX Contest (DX side)
```

```
YUDX.DTB            YU DX contest
```

For more details, please look at the READ_ME.TXT file in the database site directory.

Installing a Database file

Downloading

Win-Test database files come in a binary format (.DTB). The Win-Test Team provides several of these files at http://download.win-test.com/databases. Look for the .DTB or .ZIP files (larger database files are collected in .ZIP archives).

Installing

After downloading, the corresponding .DTB files need to be copied to the Win-Test 3 installation directory or the Win-Test 4 application data directory. Zip files have to be unpacked before they can be used by Win-Test (which loads .DTB files only).

For Win-Test version 4, save database files in:

- Windows XP: **C:\Documents and Settings\All Users\Application Data\Win-Test\databases**
- Windows Vista, Windows 7 and 10: **C:\ProgramData\Win-Test\databases**

Please see also the note about Win-Test's Virtual Store.

For Win-Test version 3, save database files in:

- **C:\Program Files\Win-Test** (or the Win-Test installation directory)

See Check Partial and Np1 Files - Location for more info on how to view these often-hidden directories.

Win-Test will then load automatically, at start-up, the corresponding database file (according to the actual selected contest), if those files are available.

Updating

Data in .DTB files may be updated with more recent exchange data from your own logs. Simply open a log file, or import a Cabrillo file for any particular contest, and select **File | Update database** from the Win-Test menu. To see which .DTB file was updated, select **File | Explore | /databases directory**, View Details, and click "Date Modified" to sort the list by date. See also Brewing your own Database file.

> **Warning:** If a contest-specific database file such as **cqww.dtb** is available, it will also be used by the Check Partial windows *instead of* **master.scp**, which may not be wanted. To override this, use file name **default.scp** instead of **master.scp**.

Exchange Guessing

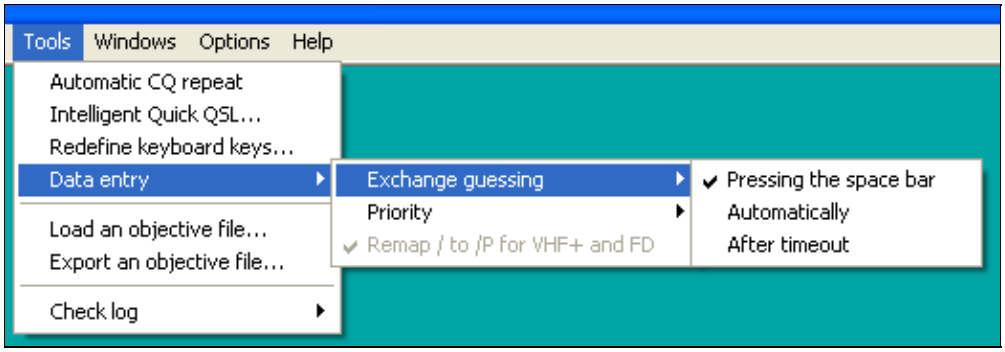
Other than the Super Check Partial and N+1 functions in Win-Test, exchange guessing helps the operator to "know what to expect" in the course of a contest QSO. Many contests come with a fixed exchange, be it a county or regional identifier, a QTH locator or a callsign specific identifier. This type of information can be "guessed" by the software so that the operator only has to confirm or correct this information.

Please note that this feature is different from the Super Check Partial database (MASTER.SCP, DEFAULT.SCP, HF.DTB, VHF.DTB) and also different from the Extra data files (XDT). See Check Partial and Np1 Files.

Setting up Exchange Guessing in Win-Test

After the database files have been installed, we need to activate the exchange guessing.

To do this, select **`Tools | Data entry | Exchange guessing`** from the Top Menu.

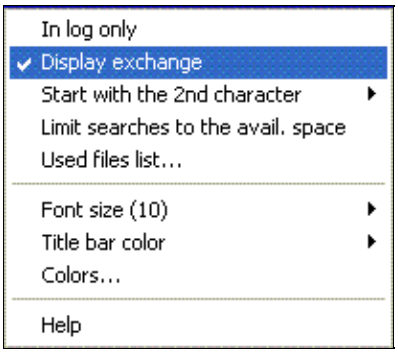


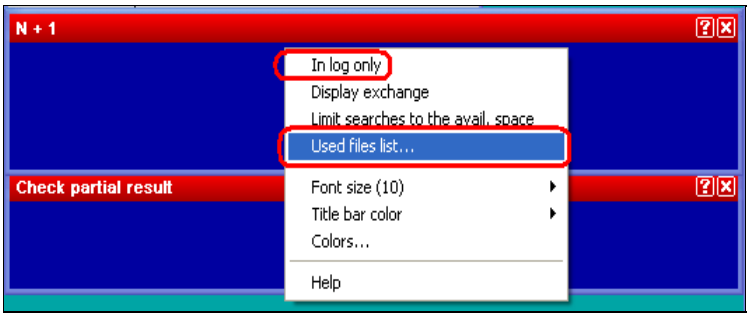
Activate Exchange Guessing

Three options are available:

- `Pressing the spacebar` - this will fill in the exchange upon entering a callsign and hitting spacebar to move the entry cursor to the report field. This is the default setting.
- `Automatically` - this will fill in the exchange as soon as you have entered the last character of the callsign and Win-Test has found an entry for it in the database file. Since this is a more resource intensive operation than the '`Pressing the spacebar`' option, it is not recommended for slow, or low-end, computers.
- `After timeout` - this option will fill in the exchange after a certain amount of time has elapsed without changes to the callsign.

Now, when you enter a callsign in the log entry area, the pre-guessed report will automatically come up. Also, the Check Partial window can show the same information, if it has been enabled by checking the **`Display exchange`** option in the context menu.



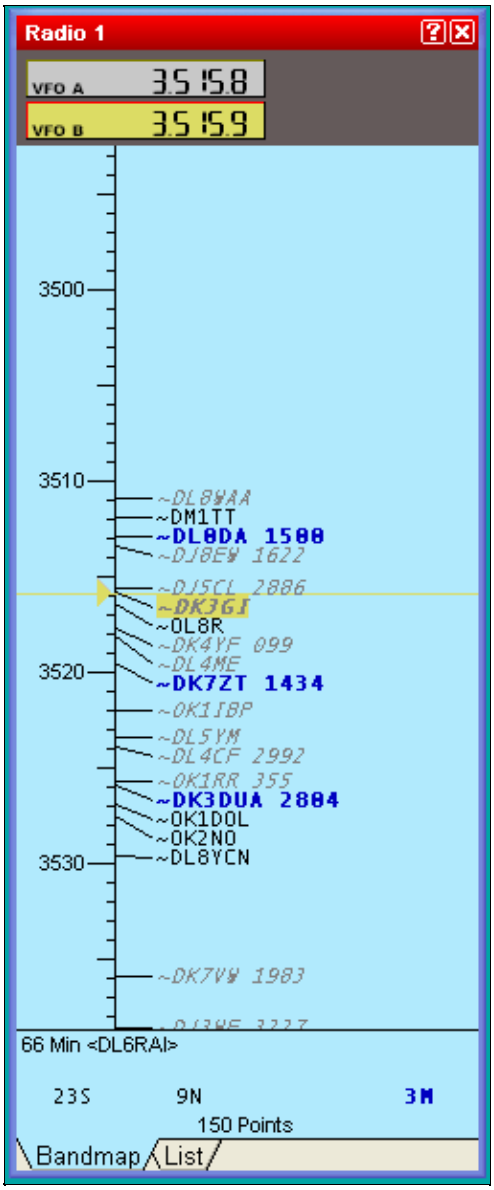


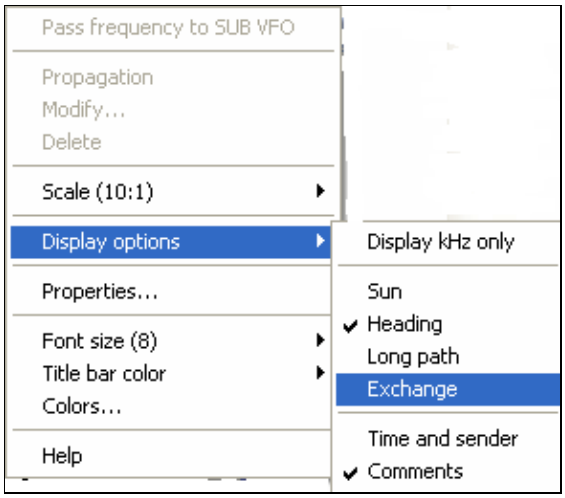
The Check Partial Context menu allows you to see pre-guessed report information - this information is in brackets right to the callsign.

Make sure you have loaded the correct version of the DTB file. This window is brought up via the context menu of the Check Partial window by selecting "Used files list...".

Moreover, you can also verify which are the loaded database files through the **`Used files list...`** option, in the context menu (see above).

Also the Band Map can show the guessed exchange information and highlight the stations accordingly, if the **`Display options | Exchange`** has been checked in its context menu.





Exchange Guessing enabling context menu

Band map with Exchange Guessing enabled

Exchange Guessing in VHF/UHF/SHF Contests

In VHF+ contests logs, you can enter a partial callsign (in the callsign field) and/or a partial locator/grid (in the grid square field) to refine searches in the Check Partial windows (F12). The minimum number of characters to start the search for the callsign field is set by the contextual menu (3 by default), and set to 2 characters for the locator.

In both fields you can also use wildcards characters '?' to represent a character. Ex: **`JN?8EQ`** will search for all callsigns with locator **`JN08EQ, JN18EQ, JN28EQ, ... JN98EQ`**.

The resulting matches are displayed in the Check Partial window.

A note about Exchange Guessing

Exchange guessing is provided as a feature, that is, to assist the operator. It is NOT recommend to be used as a replacement for your ears! `:)`. You should always try to hear the exchange sent from the station you are working as there can be discrepancies in the database files.

Brewing your own Database file

Beware: This section is for the brave and experienced programmer and power user!

Win-Test's .DTB files come in a binary format and - by default - are not editable with a simple tool like a text editor or a word processor. Having some programming expertise, you can still sucessfully create/replace an existing .DTB file with your own version. Remember, however, that you can not make Win-Test load a database it doesn't know.

The file strutcture of the database files is straightforward and simple: As an example, take a look at the first bytes of the WAG_DL.DTB file used for looking up DOKs:

```
00000000   44 41 30 41  41 00 00 00  00 00 00 00  00 00 52 31  DA0AA.........R1
00000010   37 00 00 00  00 00 00 00  00 00 44 41  30 42 41 59  7.........DA0BAY
00000020   00 00 00 00  00 00 00 00  42 30 36 00  00 00 00 00  ........B06.....
00000030   00 00 00 00  44 41 30 43  42 00 00 00  00 00 00 00  ....DA0CB.......
00000040   00 00 59 32  34 00 00 00  00 00 00 00  00 00 44 41  ..Y24.........DA
00000050   30 43 57 00  00 00 00 00  00 00 00 00  55 32 33 00  0CW.........U23.
00000060   00 00 00 00  00 00 00 00  44 41 30 44  49 47 00 00  ........DA0DIG..
[...]
```

From that hex dump we can see that the file consists of records of equal length of 26 bytes. The callsign is stored as a null-padded string in the first 14 bytes, the corresponding information (the DOK) is contained in the following 12 bytes, also null-padded.

As another example, let's take a look at the file VHF.DTB, which contains stations active on the VHF/UHF bands and their corresponding QTH locators:

```
00000000   34 4E 31 42  00 00 00 00  00 00 00 00  00 00 4B 4E  4N1B..........KN
00000010   30 35 43 52  00 30 31 39  35 00 39 41  31 42 00 00  05CR.0195.9A1B..
00000020   00 00 00 00  00 00 00 00  4A 4E 38 35  4A 58 00 30  ........JN85JX.0
00000030   31 39 35 00  39 41 31 42  20 00 00 00  00 00 00 00  195.9A1B .......
00000040   00 00 4A 4E  38 35 4F 56  00 30 31 39  35 00 39 41  ..JN85OV.0195.9A
00000050   31 43 43 55  00 00 00 00  00 00 00 00  4A 4E 38 35  1CCU........JN85
00000060   4C 49 00 30  31 39 35 00  39 41 31 43  45 51 00 00  LI.0195.9A1CEQ..
[...]
```

Here you can basically see the same file structure with the exception that the information field is actually split in two fields, one containing the information to display, and another one which contains information about the content itself - namely when this very piece of information was verified last - here "0195" meaning "January 1995".

Using a programming environment like Perl, you can create a simple application that will do the job for you. Here is a sample. Please feel free to copy and adapt to your needs.

The program processes a number of .db plaintext files (line 3). To work around duplicate information (e.g. one station is listed with several different locators), a space character is appended to the callsign (line 11). True duplicates are simply eliminated (line 7). Once the data collection process is finished, a new .dtb file is created (line 21) and - using Perl's pack() function, the records are created (line 23) and written to the file (line 24). The date information is left at 0195 for simplicity. This could certainly be elaborated to some detail.

The final product has to be renamed to VHF.DTB before Win-Test will start using it.

```
 1 #!/usr/bin/perl
 2
 3 foreach $f (<*.db>) {
 4     open(IN,$f);
 5     while(<IN>) {
 6         ($c,$q) = split;
 7         goto DONE if (length($c) < 1);
 8         if (defined($m{$c})) {
 9             goto DONE if ($m{$c} eq $q);
10             while (defined($m{$c})) {
11                 $c .= ' ';
12                 goto DONE if ($m{$c} eq $q);
13             }
14         }
15         $m{$c} = $q;
16         DONE:
17     }
18     close(IN);
19 }
20
21 open(OUT,"> vhf_new.dtb");
22 foreach (sort keys %m) {
23     $r = pack("a14a6xa4x",$_,$m{$_},"0195");
24     print OUT $r;
25 }
26 close(OUT);
```

After all, if you can contribute updated .DTB files of reasonably good quality, the Win-Test team will be happy to incorporate them into their distribution which is available for free on the internet.

See also

Some other methods, to create/update DTB-Files, have been described by F6FVY in the WT Support forum (see: http://lists.f5mzn.org/pipermail/support/2007-January/072867.html).

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DX Cluster

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Win-Test supports connection to the DX cluster either in the more modern approach of connecting via the Internet (and subsequently telnet) or by using a TNC (and subsequently packet radio/AX.25).
Win-Test treats both methods quite differently and thus instructions have been separated into two:

- Connecting via telnet
- Connecting via packet radio/TNC

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DX Cluster/Telnet

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Connecting to a telnet cluster is the work of an external application provided as part of the Win-Test package called 'wtDxTelnet'.
This program maintains the connection to the cluster, **NOT** Win-Test itself!
This is a commonly asked question on the support reflector, hence the emphasis!

Contents

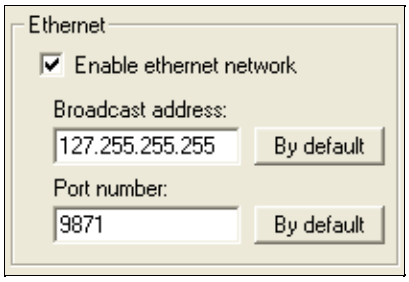
Configuring wtDxTelnet (single-op environment)

The reasoning behind using a separate program for maintaining a telnet connection was to be able to have only one connection in a multi-op environment, rather than having to connect every time on each individual machine in the shack!

Configuration of wtDxTelnet is not a hard process, and like everything else configuration-based in Win-Test, needs only to be done once. This section explains how to setup wtDxTelnet and Win-Test for use in a single-op environment (with wtDxTelnet and Win-Test applications both running on the same computer). There are further instructions on what has to be done in a multi-op environment below.

Configuring Win-Test for wtDxTelnet

First, open the Configure Interfaces dialog in Win-Test via `Options | Configure interfaces...`, or type **`SETUP [Enter]`**. Check the box labeled **Enable local network** and ensure it looks like the following:

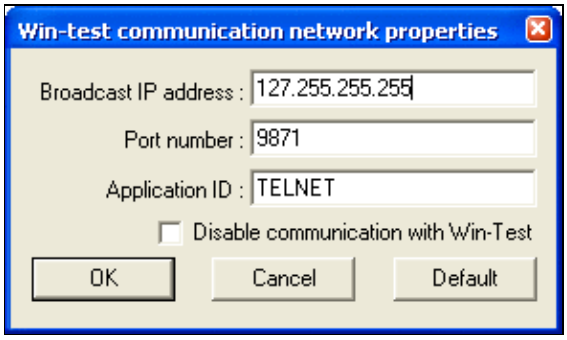


Enter the "loopback" broadcast IP address **127.255.255.255**.

Pres **[OK]** and that is the only change of configuration you'll have to make to Win-Test itself.

Configuring wtDxTelnet

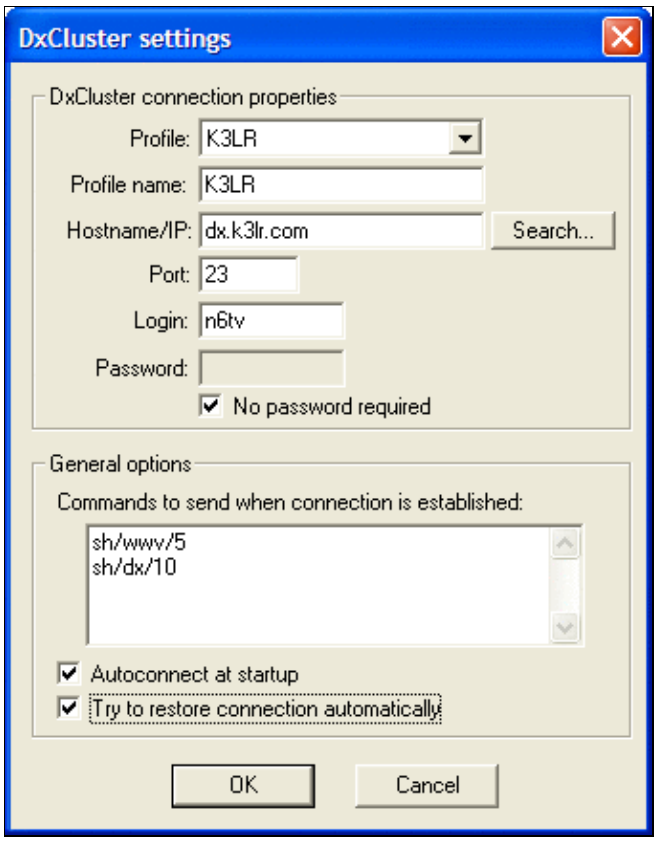
Now start wtDxTelnet (in Windows, `Start|Programs|Win-Test|wtDxTelnet`). From the menu select `Options|Win-Test network properties` and the screen should look like the following:



Use the same **Broadcast address** and **Port number** that you specified in Win-Test above.

These options may be greyed out by default, in which case be sure to *uncheck* the box labeled **Disable communication with Win-Test**, and then you can edit the values.

Next from the same menu choose **`Options|DxCluster properties`**. The screen should look something like this:



A quick description of the various settings here:

- **Profile** - Select `profile-1` to `profile-10` from the drop-down list to save settings for up to ten different DX Clusters
- **Profile name** - You may change a profile name from the default name "`profile-1`" to something that is easier to remember, such as the node's callsign, by entering a new name here
- **Hostname/IP** - The host name (e.g. `dx.k3lr.com`, `gb7djk.dxcluster.org`, etc.) or the IP address of the DX cluster that you want to connect to. Press **`[Search...]`** to select from an alphabetical list of commonly-used DX Cluster nodes
- **Port** - The port number used by the DX cluster you wish to connect to. For an ordinary TELNET node, use 23. For DX Spider clusters (quite common nowadays), use 7300 or 8000. Be sure to select the same syntax in Win-Test using Menu:Options#DX_Cluster_window_shortcuts.
- **Login** - This is your callsign (what you would enter at the DX Cluster's **`Login:`** prompt)
- **Password** - The is a password (if required) to allow you to login to the cluster. Most do not require one, so just check the box labeled **No password required**
- **Commands to send at connection** - Use this to send commands such as **`sh/wwv/5`** and **`sh/dx/10`** when you first connect
- **Autoconnect at startup** - Check this to connect to the cluster automatically whenever you start wtDxTelnet
- **Try to restore connection automatically** - Check this to have wtDxTelnet restore this connection automatically if it detects that you have been disconnected (for whatever reason)

Press **`[OK]`** to save all changes.

Note that wtDxTelnet must always be running in the background if you want to stay connected to the cluster. To have wtDxTelnet started automatically by Win-Test, use Start/stop wtDxTelnet automatically, under `Options | DX cluster` in Win-Test.

Testing the configuration

Now you have setup both Win-Test and wtDxTelnet, it is time to ensure you can connect to the cluster, login fine and see spots coming through in Win-Test. Ensure that wtDxTelnet is connected to the cluster (you can see that in the main wtDxTelnet window) and if not, use the `DxCluster|Connect` menu option.

In Win-Test, open the DX cluster monitor window by going to the `Windows|Dx-Cluster monitor` menu option or using the `Alt+O` keyboard shortcut. You should immediately start seeing data coming through. Send a command to the cluster *from* Win-Test to ensure it is working - use the `Commands|Dx-Cluster` menu option or the `Alt+T` keyboard shortcut. Now send something like `sh/dx/1` to get the most recent spot sent through. All being well, you should see the data in the cluster monitor window in Win-Test (and also in the wtDxTelnet window).

If you can see data coming through in the wtDxTelnet window, but *not* in Win-Test, please check the network settings in both Win-Test and wtDxTelnet (see above).

Configuring wtDxTelnet (multi-op environment)

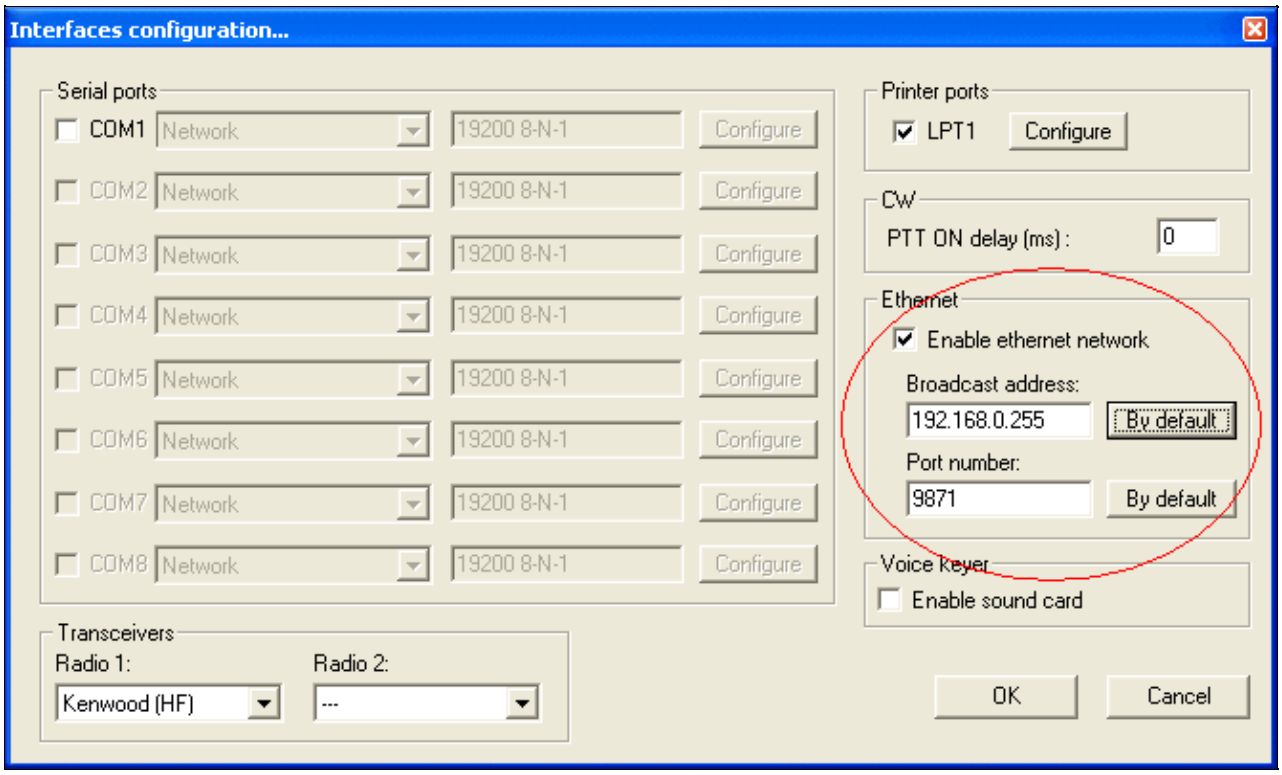
The above guide covers setting up Win-Test and wtDxTelnet in a single-op environment and thankfully the only difference between the two configurations is the networking set-up in wtDxTelnet.

Obtaining your network broadcast address

In order to configure wtDxTelnet correctly, you need to know the IP broadcast address you have set in Win-Test for the network. Simply open the `Options|Configure interfaces` dialog within Win-Test

(or type **`SETUP [Enter]`**). Press the **`[By default]`** button to have Win-Test automatically calculate the broadcast address based on your PC's current IP address.

The broadcast address is found as follows:

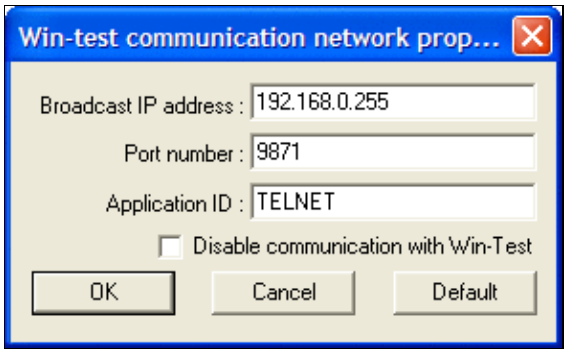


So, in this above example, the broadcast address is `192.168.0.255`. Use this same broadcast address and port number in wtDxTelnet and in other networked PCs.

Configuring wtDxTelnet

The advantage of wtDxTelnet in a multi-op environment is that you only require *one* connection to a DX cluster and the spots/data will be propagated across the entire network to **all** networked machines.

You can follow the steps above, for configuring wtDxTelnet in a single-op environment, but the network properties will be different. Goto the `Options|Win-Test network properties` menu in wtDxTelnet, and this time, use the following details:



- **Broadcast IP address** - it is **very** important that you get the address absolutely correct for the DX cluster data to be propagated across the network. It **must** match the broadcast address which you have specified in Win-Test's network properties in the step above. Using our above example, in this instance, the broadcast IP address would be `192.168.0.255`. Just press the **`[Default]`** button shown above, and wtDxTelnet will calculate the same default broadcast address as Win-Test's **`[By default]`** button.
- **Port number** can usually be left as-is. Again, it must match what has been specified in Win-Test. The default port number is 9871, and use 9871 unless you have already changed the port number (and thus you should know what you're doing and thus you should know the port number).
- **Application ID** can also be left as `TELNET`.

Press **`[OK]`** and you have successfully configured both Win-Test and wtDxTelnet. You should now test the configuration.

Note that wtDxTelnet must always be running in the background if you want to stay connected to the cluster. To have wtDxTelnet started automatically by Win-Test, use Start/stop wtDxTelnet automatically, under `Options | DX cluster` in Win-Test.

See Also

In the manual

- Setting up networking in a multi-op environment

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DX Cluster/Packet

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Contents

TNC pre-test

Before you can use a TNC with Win-Test, it should first be tested with a simple terminal program like Hyperterm provided with Windows. Do not try to get started with PAXON or other elusive software!

There are two types of TNC firmware:

- the WA8DED flavor (often also called: The Firmware, TF)
- the TAPR flavor

Both types allow switching the TNC into KISS mode, which is - however - not useful for our application.

When you turn the TNC on, the startup message will tell you what kind of software you have.

TheFirmware or WA8DED

The following messages are displayed on a Symek TNC2H using TF mode:

```
TheFirmware Version 2.7 DAMA/SMACK/XHOST (2553 Bytes * 10 Channel)
   Copyright by NORD><LINK, 14-Sep-94
      Free for non-commercial usage

Checksum (CBCB) = CBCB
```

In TF mode, commands are sent to the TNC using **[Escape]** followed by a command character. **[Escape] I** for example will allow you to set the outgoing callsign and to connect to a station, use **[Escape] C**. Here is a sample session. When pressing the Escape key, the TNC displays an asterisk followed by a blank character.

```
* idl6rai
* i
* DL6RAI *
* s1
* CHANNEL NOT CONNECTED *
* cdb0pv

* (1) CONNECTED to DB0PV *^G
RMNC/FlexNet V3.3h - DB0PV/Muenchen - JN58SD - RU682 9600Bd FSK (G3RUH)
```

```
=>c db0clx

*** connected to DB0CLX
Hallo Ben, hier ist db0clx mit Clx5.04.
Cluster: 5 Links, 10 Nodes, 7 lokale Benutzer, max: 27.
Letzter Start: 23-Jul-2006 0058Z - Laufzeit: 65.20:35:15

dl6rai de db0clx   26-Sep-2006 2133Z   clx >
q
73's Ben de db0clx

*** reconnected to DB0PV
=>q

73!
* (1) DISCONNECTED fm DB0PV *^G
```

TAPR

TNCs in the TAPR mode, usually come up this way, or similar. The main characteristic for TAPR is the **`cmd:`** prompt. By the way, most TAPR TNCs use 7E1 (7 data bits - Even parity - 1 stop bit) COM port settings at 9600 baud, which is different from the typical 8N1 (8 data bits - No parity - 1 stop bit) settings.

```
SYMEK GmbH DK9SJ TNC2 EPROM
TAPR AX.25 Level 2 Vers 2.0
Release 1.1.8 30-08-92  32k
Checksum $67
cmd:
```

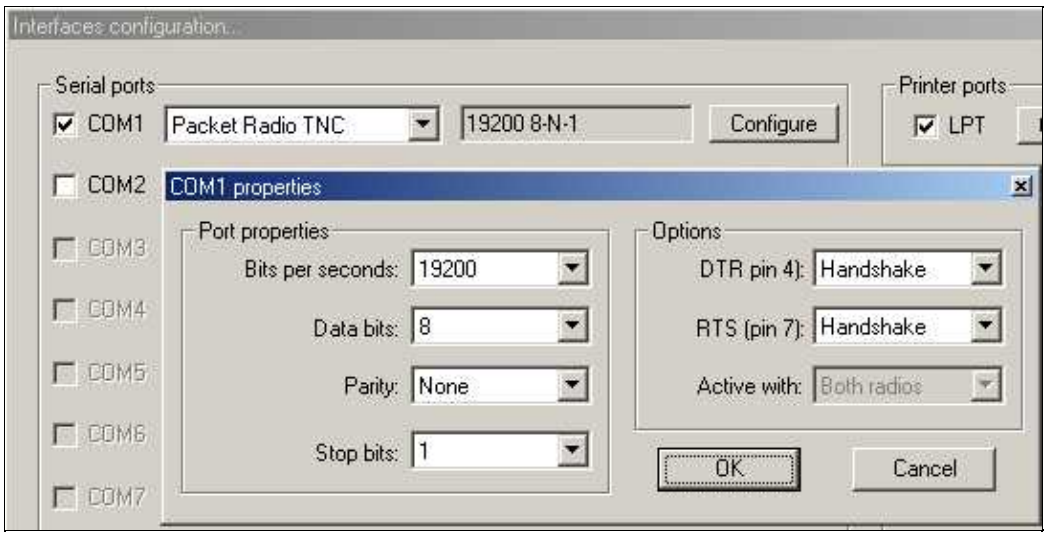
At the **`cmd:`** prompt you are able to enter commands. Let's do a simple session in TAPR mode to make it clear.

```
cmd:mycall dl6rai
MYCALL   was NOCALL
cmd:c db0pv
cmd:*** CONNECTED to DB0PV
RMNC/FlexNet V3.3h - DB0PV/Muenchen - JN58SD - RU682 9600Bd FSK (G3RUH)
=>c db0clx

*** connected to DB0CLX
Hallo Ben, hier ist db0clx mit Clx5.04.
Cluster: 5 Links, 10 Nodes, 7 lokale Benutzer, max: 27.
Letzter Start: 23-Jul-2006 0058Z - Laufzeit: 65.20:37:40

dl6rai de db0clx   26-Sep-2006 2136Z   clx >
q
73's Ben de db0clx

*** reconnected to DB0PV
=>q

73! *** DISCONNECTED^@
```

Initially we set the outgoing and then connect. Note that the **`cmd:`** prompt goes away the moment you are connected.

Win-Test TNC set-up

To set-up TNC, open the menu `Options | Configure Interfaces`. Set up the correct COM port parameters, the same as those used before in the terminal program.



TNC Configuration

> **Note:** When using a simple three wire RS-232 cable on a real (physical) COM port, be sure to change DTR and RTS settings to "Always OFF". Otherwise you may see the start-up message of the TNC firmware but then not be able to send commands to the TNC.

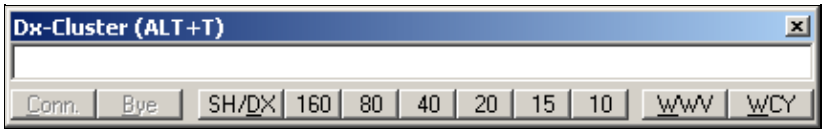
Testing the Setup

To verify that the TNC set-up and the connection are correct, open the DX-Cluster monitor window (**`Alt+O`**). After powering the TNC on, the startup message should appear as before in the terminal program. If this works fine, proceed - else try to find the problem and fix it.

Connecting node

Once you have configured the appropriate COM port for your TNC in Win-Test, you should be able to connect to your local node.

Open the DX cluster window by using `Alt+T` to send a command to the TNC.



DX Cluster window - used to send commands to TNC or DX Cluster
To control the TNC, you may need to send an Escape character (in TF mode). Pressing **`[Escape]`** in the DX-Cluster window is not possible because the window would close. To send **`[Escape]`** to the TNC, you must press `Ctrl-E`.

The following information is provided for a TNC in TF mode. TAPR works accordingly, but commands are different.

Check first if your call sign is already saved in the TNC. If not, no connection is possible. To check your call sign type in DX cluster window: `Ctrl+E I`. You can now see the TNC reply in the monitor window, e.g.: `NO CALL` or `DL8NAS`. If the call sign is not correct, type: `Ctrl-E I <call>` (i.e. `Ctrl-E I DL8NAS`) to change or restore it.

Channels are used to establish several AX.25 connections at the same time. After power-on, the TNC is usually on channel 0, where no connection is possible, only monitor mode. The command to change to

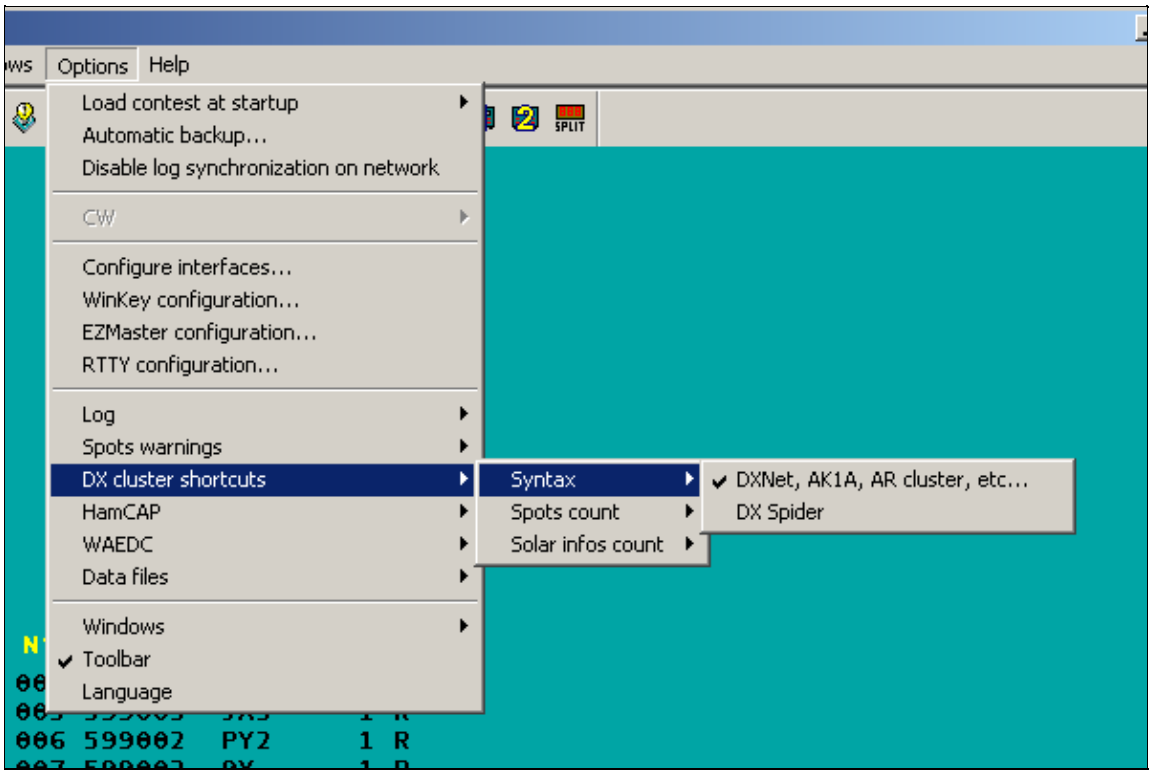
channel 1 is: `Ctrl-E S1`. Message in monitor window: `CHANNEL NOT CONNECTED`

The connect command to your local node: `Ctrl-E C<node>` where <node> is the callsign of your local node.

You can follow how the connection is built in the DX-cluster monitor window. When connection is established, you may want to connect to your preferred DX-Cluster. It is important that all commands, after the initial connect, are sent without a leading **[Escape]**! These are normal inputs in the DX-cluster window, e.g.: `C DB0SDF-7` where C is the connect command to your local node, to connect to the DX cluster DB0SDF-7.

After the connection to your preferred DX-cluster has been established, you can use the buttons of the DX-CL window to list DX announcements or solar information. You can use the packet monitor window (`Alt+O`) to check the connection status and to see data that are coming in from the TNC. Spots should begin filling up the bandmap at this stage.

If no DX announcements arrive in that window, check the DX-Cluster options set-up:



DX Cluster setup - are you using AK1A or DXSpider?

Disconnecting node

To leave the DX cluster, use `bye` command in the DX-Cluster window. After reconnect to your local node, type the TNC command `CTRL+E D` to disconnect from your local node.

Other important TNC commands are:

`CTRL+E T16`: set TX delay, normally around 16 (12..20)

A summary of TNC commands set with TF OS can be found here: The Firmware TF 2.6 Commands

Sep. 25. 06, DL8NAS, Sigi

See also

- Connecting via telnet to a DX cluster

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Running a contest

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- Editing the sequential serial numbering
- QSOs made by the Mult stations which are not multipliers

Contest specific behaviour

- Some notes about contest specific keys and parameters, e.g. for WAEDC

Posting live score on-line

- In order to post live score on-line to getscores.org you will need a third party software. Instructions and software to download can be found on the www.5b4wn.com web site.

Post-contest specifics

And finally, articles related to Win-Test and post-contest tasks:

- Extracting log Information
- Merging logs before exportation (see: Menu:File_new Merge_Logs chapter)
- Cleaning the log (see: Menu:File_new Clean_log chapter)
- Creating the Cabrillo, Reg1Test or ADIF exports
- Mailing the Cabrillo or Reg1Test log to the contest sponsor

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SO1R/CW Voice Keyer

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Contents

SO1R/CW and Voice Keyer

So you got Win-Test installed on your computer - stand alone. Now it's time to think about connecting your computer to the radio. The point in doing that is that automated CW and voice messaging will give you valuable time to do other things, while the message is being sent - probably finishing to edit the last QSO, turning the antenna, taking a little break ("micro nap") or tuning a secondary radio.

A major factor of contesting is efficiency. If you manage to work stations more efficiently means a better final score. The first step in this direction is automating CW, a second one using pre-recorded voice messages for routine taks like calling CQ or breaking the pileups.

Automated CW Keying

Internal or external

Win-Test allows you to generate CW in two different ways.

- Win-Test generated CW

The easiest way is using the internal CW generator of Win-Test to key your radio through COM or LPT ports. Typically, you will need some kind of hardware inbetween, as described elsewhere in this manual (COM Port CW keying, LPT Port CW keying). Win-Test will then generate dots and dashes and key one of the signals lines like DTR, RTS or Pin 17 on the LPT interface.

There is a minor but important detail: Activating the PTT of your radio through that line will prevent you from hot switching and burnt relay contacts in the amplifier. You should definitely give it some consideration over VOX-based transmit control.

In some cases you will want to have a manual keyer at your station to handle specific situations or just to be on the safe side. If your manual keyer is normally connected to the built-in electronic keyer of your radio, you have a problem. The only way out is to use an external electronic keyer.

- WinKey by K1EL, USB micro Keyer or the W5XD Multi-Keyer key

The other way is using a programmable external keyer, which is connected to your computer by USB or COM. These devices are fully stand-alone but can be controlled by software. In this application Win-Test actually sends commands and characters down the line (not dots or dashes) and the telegraphy is created by that device, allowing you to adjust speed by a control on the device.

How to use

So how do we use these capabilities? Calling CQ is a very common task. Pressing **F1** will just do that for you. If you wish to change the contents of the CQ register, press **Shift-F1** and you will be able to change it at your will.

Next, working a station that comes back to our CQ is another (hopefully) common task. Enter his call into the callsign entry field and press the **[INS]** key. Win-Test will now send the callsign and the exchange specific to the contest selected. Again, if you're not happy with the default contents of this register, change them by pressing **Shift-INS**.

Please note that you can push **[INS]** even when you have not yet finished typing the callsign. After having started the exchange message, complete the callsign and Win-Test will gather the rest of the callsign too. The reason is that you do have to come back to the called immediately (within 1 second) otherwise you risk that he will repeat his callsign (loss of time).

Typically, when you've received the report from the other station, you will want to send **TU** and sign your call. Additionally you will want to log the contact by pressing **[Enter]**. Pressing the **[+]** instead will do both for you.

Note that you may probably want to use the large **[INS]** and **[+]** keys on the numeric keypad because they are easy to reach (well, not on a notebook, but on a regular keyboard).

One of the most important keys here is the **[ESC]** key. Pushing Escape will stop CW generation immediately. This is very important if you have inadvertedly started the wrong message.

Now that we know the basics, there are a few more keys we can use. Actually, all of the function keys **F1**..**F8** have their own message. Please see the Keys chapter for further details. Keep in mind that you may change the contents of these function keys at your will (Please refer to the DVK CW RTTY Messaging chapter for more details).

Finally, note that pressing **Alt-K** will switch you into keyboard mode, which will allow you to type text that will be transmitted on CW. This is perfect for blind typists. Note that in keyboard mode, all the special keys like **F4**, **F5** continue to work as expected.

Voice Keyer

In a similar fashion, it is also possible to automate transmission on voice modes. Again, there are two options; you can either use the internal sound device of your computer to record and play messages or you may control an external device like the MFJ-432, DVK-100 or the built in speech memory of some radios like the Kenwood TS-850, TS-950 series.

Sound Card

To use your computer's sound device, you will need hardware to connect the audio output to the AF input of your radio. Additionally, you will have to connect the microphone to the audio input of your sound card and/or alternatively to the AF input of your radio. Some prefer to use a switch to route the audio to the sound card or to the radio. Also you will need a PTT signal so that your transmitter gets keyed when the message starts.

It is essential to accept that you will not be able to live with pre-recorded messages. You will definitely want to change voice messages on the fly, during the contest. Just think of the typical split operation on 40 meters phone where you continue to change the RX frequency when it gets too crowded up there near 7.239.

For hardware details, please see the interfaces section of this document.

To record a message to the **F1** memory, simply press **Shift-F1**. The same is true for **F2…F7**.

For more details on how to configure your DVK or record your messages, please refer to the Configuring DVK messages chapter in this manual.

External Voice Keyers

As an alternative, Win-Test also allows you to control external voice keyers from the computer. This is a way to avoid the typical problems with hum, different audio levels etc. that you might face with sound cards. On the other hand, most of the time it is another box on the table. So it's up to you to decide which solution is the best for you.

These devices can be controlled via the LPT port of your computer. Typically, there are separate pins for message#1...message#4 and another one to stop the message. For details, please look in the interfaces section of this document.

How to use

Similar to CW, **F1** is the most used function key in SSB contests. This key is used to send the CQ message. While you cannot really automate the QSO, you may with to put a long CQ into the **F2** memory and a "Thank you, QRZ" message into **F3**. This saves you from a lot of routine talk in SSB contests.

There is not much more you can do here. Win-Test does not support storing single characters so that you could fully run the QSOs from the computer like with CT using the specially designed DVP card.

RTTY Keying

Operating a RTTY contest is very similar to operating CW when using generated CW messages. All of the keys have the same functionality on RTTY, including the keyboard mode, the **[ESC]** key etc. The difference is that decoding RTTY is done by the machine and not by your brain (well, not normally). Using the mouse, you will be able to select callsigns and reports received from the RTTY window but the keys you use to conduct the QSO are essentially the same like on CW.

The Autorepeat Function

There is a function that is helpful on CW, SSB and RTTY: Autorepeat. This feature comes in handy during slow times, when you get few replies to your CQs. When activated, the **F1** message will repeat as long as you do not enter characters into the callsign field. If you do, it stops immediately, lets you complete the QSO and when done, pressing **F1** again re-activates the auto CQ. The timing of the CQ message has to be set up appropriately. Please see the Tools menu for more details.

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SO1R/Radio control

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SO1R/Radio Control

The next step: controlling your radio. Why would you want to do that?

- Never forget to QSY in the log; push buttons on the radio and the computer follows you
- Fast QSY by using **`Alt-F1`**, **`Alt-F2`** or simply by entering a frequency
- Log the exact frequency of QSOs - so you can later analyse your operation
- Use the Band Map (with or without DX Cluster)
- Point and click to jump to a needed station and return to your frequency

Hardware

In order to connect your radio to the COM port, you will need additional hardware in most cases. Most transceivers' serial ports come with TTL level while on the COM port you need RS-232 level. You have the option of buying a commercial interface for your radio or build one yourself.

Second, many modern computers lack a serial COM port. Some years ago it was a standard to have COM1 and COM2 but nowadays there are few applications for these ports. However, the ubiquitous USB port allows you to generate virtual COM ports again, often called COM5, COM6 etc.

Setup

Next, setup your radio in the Configure Interfaces dialog in the Option menu. Select the correct settings for your radio. Kenwood, for example, usually requires 4800 bit/s 8N1.

Close the setup menu and enter a frequency in the callsign entry field like **`7033`**. The radio should now jump to 7.033 MHz.

When that works, go to the next step. Open up the Radio 1 band map window through the `Windows | Radio 1` menu. Watch the frequency display move when you turn the VFO.

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SO1R/Cluster

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Use of Cluster Spots

Win-Test allows you to establish a DX Cluster connection, either through a regular packet link (using a TNC) or through the Internet by using the wtDxTelnet application. DX Spots you receive from the cluster can be filtered by Win-Test and be lined up in a way that does not distract you from the contest operation.

There are several uses of Packet spots:

- New multipliers on the same band or different bands
- New stations
- Orientation for S&P operation

Once you have DX-Cluster set up, open up the Announce Window (**`Alt-A`**) and let the spots roll in.

New Multipliers

New multipliers are the biggest attraction on the DX Cluster. They are displayed in green color or even in blue color, if they are double mults. Simply double-click on a spot and the radio will jump to that spot within a few milliseconds. Work the new mult. Now **`Alt-F4`** will bring you back to the original frequency.

Learn how to better use this feature and you will be able to leave your CQ frequency alone for a few seconds, work the new mult and return so that nobody even notices you were away.

New Stations

In the course of the contest, all mults have been worked and CQs bring little results. Now is the right time to go after these spots which are not new mults but at least new stations. Since you have learnt how to quickly jump back and forth, why not use the same strategy to work a new station every once in a while?

Orientation

Even if you have worked almost everything on the band, the cluster spots come in handy when you are in search and pounce mode. With the band map activated, the spots will save you time when trying to identify stations or sometimes even to find a clear spot on a band to call CQ.

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SO1R/Band Map

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Band Map

With a single glance, the band map allows us to gather an impression about the activity that could be found on a band, if there are many new stations or mults, if it's worth calling CQ etc.

Even without packet radio, you can feed spots into the band map using **`Ctrl-Enter`**. Moreover, when you log a station, this callsign will be added to the band map. This way you may fill in holes or add new stations in a multi operator environment to prepare a new band for an upcoming QSY. Win-Test will propagate these band-map spots out to the network so that all the networked stations will have the same band map.

You may also correct or delete spots in the band map by two means:

- **`Right-Click`** on a callsign spot, then a context menu will open up
- **`Ctrl-DoubleClick`** on a callsign spot, to delete that spot without the warning window

Spots in the band map stay for 60 minutes (default setting, may be increased up to 99).

Spots have a bandwidth of 1 kHz by default - meaning that if you enter another call within 1 kHz this will overwrite the current "slot". This setting can be changed however, which is important on CW, where up to 3 stations may co-exist within 1 kHz.

There is also a text version of the band map: clicking on the **List** tab you'll see a list of spots sorted in different, user selectable, ways (by callsign, by frequency, etc.) through a contextual menu.

See also

- The Radio1, Radio2 Band Map
- Enabling Exchange Guessing in the band map
- Manually adding calls to band map
- WAEDC: QTC information in the Band Map

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SO2R/Second radio window

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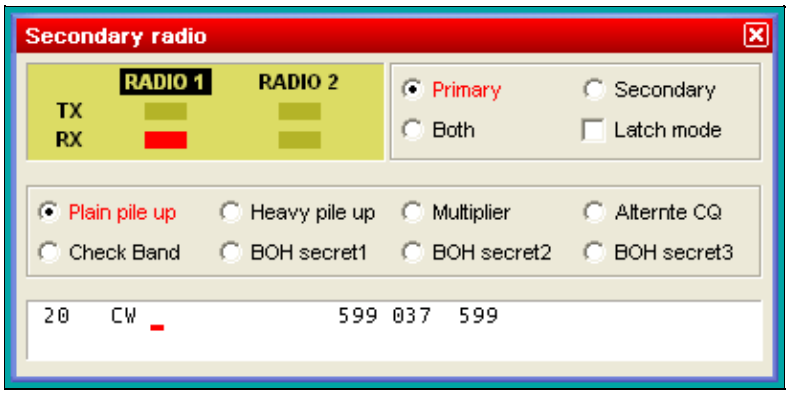
The Secondary Radio windows allows the operator in the SO2R category to control the program when using two radios. For this window to be enabled, either the SO2R or the Advanced SO2R option must be checked in the menu `Operating | Technique`. Then you can open this window by selecting `Menu | Windows | Secondary radio`.



The Secondary radio window
If you select `Tools | Data Entry | Enable Run/S&P switching`, an additional status line is displayed:

The Secondary radio window with the RUN and S&P radio options visible
The Secondary Radio window has up to five different areas:

Radio TX/RX information area

If Radio1 TX led is red then radio 1 is transmitting. If Radio2 TX led is red then radio 2 is transmitting. If Radio1 RX led is red then audio from radio 1 is in both ears of headphone. If Radio 2 RX led is red then audio from radio 2 is in both ears of headphone. If both Radio1 and Radio2 RX led are red then audio from radio 1 is in left ear of headphone and audio from radio 2 is in right ear of headphone.

Headphone audio control area

With a mouse click the operator can control to what radio the headphone is switched to. Clicking the Primary button switches the headphones audio to the primary radio. Clicking the Secondary button switches the

headphones audio to the secondary radio. Clicking the Both button switches the headphones audio to both ears (radio 1 in left ear and radio 2 in right ear).

Latch mode switches the headphones to the secondary radio during transmit (sometimes called "headphone latch"). To activate latch mode, check the "Latch mode" box near the top right of the secondary radio window. If this box is disabled (grayed out), it means that your SO2R controller does not support the required commands. Configuring either a microHAM or EZMaster SO2R controller in Win-Test will enable this feature.

Latch Mode specifics

On SSB, latch mode is needed because audio can be generated manually by the operator using a microphone. In this case the operator is talking and does not push **[F1]-[F7]** keys so he cannot activate the automatic audio/transmission present in the respective scenarios. Audio can also be generated automatically either from the sound card or from an external voice keyer using the **[F1]-[F7]** keys. In this situation scenarios work OK.

On CW, using scenarios, latch mode is not needed, because the scenarios will control audio switching according to the audio variables (**$R1R1**, **$R1R2**, **$R2R2**) and transmission is automatically generated by the **[F1]-[F7]**, **[Insert]** and **[Plus]** keys (CW messages). When using an external CW keyer for quick chat in a contest QSO, usually the operator needs to hear his CW, so audio can be controlled manually either listening just to primary radio or both radios.

Scenario control area

The operator can select different scenarios to automatically control headphone audio at each step when making a QSO. There are five pre-defined scenarios: Plain pile up, Heavy pile up, Multiplier, Alternate CQ and Check Band. These scenarios can be created or modified by using **Operating | Modify the scenarios**, or by simply *double-clicking* on the scenario *name*. The user can configure up to eight different scenarios. The scenarios can be simple or complicated, matching the SO2R skills of the operator[1].

To select and activate a scenario, click the corresponding radio button, or use **[AltGr-1]**...**[AltGr-8]**. On a U.S. keyboard, use **[Ctrl-Alt-1]**...**[Ctrl-Alt-8]**.

To *edit* any of the listed scenarios, *double-click* on the scenario *name*.

RUN or S/P area

You can toggle the secondary radio between RUN and S/P (Search and pounce) modes by selecting a mode with the mouse. The RUN/S&P mode affects which set of messages are sent when the secondary radio window is activated.

Secondary radio log fields area

This area shows the callsign, RST sent, RST received and zone received of the secondary radio prior to insert the callsign in the log. In order to write calls in the callsign field of the secondary radio tick first in the menu `Operating | Shift binds to the secondary radio` and/or `Operating | Caps Lock binds to the secondary radio`.

Imagine Radio1 is the primary radio being used to RUN and Radio2 is secondary radio being used to S&P. The operator spots a new multiplier on Radio2. In order to put the call in the callsign field, the operator must press the **[Shift]** key while typing the call. If the operator does not press the **[Shift]** key then the call will go into the primary radio callsign field. Another way is to activate the **[Caps Lock]** key. While

activated what you write in the keyboard goes to the secondary radio.

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SO2R/Shift binds second radio

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When operating SO2R the contester has two radios, two amplifiers, two sets of antennas, but only one computer to log all the QSOs. How to tell the program when typing a call that it belongs to radio1 or to radio2 is the question. Win-Test uses the **[Shift]** key to signal to what radio the callsign belongs to. This is a clever way for the operator on the fly put callsigns into the primary radio or the secondary radio.

In order to write calls in the callsign field of the secondary radio tick first in the menu `Operating | Shift binds to the secondary radio`.

Imagine radio 1 is the primary radio being used to RUN and radio 2 is secondary radio being used to S&P. The operator spots a new multiplier on radio 2. In order to put the call in the callsign field, the operator must press the **[Shift]** key while typing the call. If the operator does not press the **[Shift]** key then the call will go into the primary radio callsign field.

It should be noted that the operator must redefine the number keys (1, 2, ..., 0) above the letters in the keyboard for correct behaviour with the **[Shift]** key. On a standard QWERTY keyboard, ! must be redefined as 1, " must be redefined as 2, # must be redefined as 3, $ must be defined as 4, etc.

In order to redefine the numbers 1, 2, ..., 0 to work while pushing the **[Shift]** key, go to menu `Tools | Redefine keyboards keys` and click **Add**. When the program asks "type on the key to redefine" push **[Shift]** and number 1 together, when the program asks "type on the new key", push number 1. Do the same procedure for all the numbers above the letters in the keyboard.

Special issues

Pay attention when the / key becomes redefined as 7. In this case the user should find another unused key to redefine it as /, or to use the / key in the numeric keypad, in order to be able to type the / key on either the Primary or the Secondary Radio log entry window!

Please also note that, for some SO2R configurations, when the "Shift binds to the secondary radio" is active, you have to use **[AltGr+Fx]** or **[Ctrl-Alt-Fx]** to edit the CW/RTTY standard messages, since the **[Shift-Fx]** will send (transmit) the characters associated with the **[Fx]** key to the Secondary radio instead.

Note that this feature is only available while selecting the SO2R operating technique.

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SO2R/Caps Lock bind to the secondary radio

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When operating SO2R the contester has two radios, two amplifiers, two sets of antennas, but only one computer to log all the QSOs. How to tell the program when typing a call that it belongs to radio1 or to radio2 is the question.

Using the **[Shift]** key to signal to what radio the callsign belongs to is one solution but it requires re-defining the numbers above the letters in the keyboard and keep pushing the **[Shift]** key while typing the call to go to the secondary radio. Another way to bind calls to the secondary window is to use the **[Caps Lock]** key. While the **[Caps Lock]** key is activated what you type into the keyboard goes to the secondary radio window.

This option does not require redefining the number above the letters in the keyboard.

To select this option go to the menu `Operating | Caps Lock binds to the secondary radio`.

Pressing the **[Caps Lock]** key will switch the keyboard focus to the secondary radio window only while nothing happens to the active radio. To switch the active radio use the [*****] key on the numeric keypad instead. (see also Keys Radio Control on this manual).

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SO2R/Advanced SO2R

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Using 'advanced SO2R' Mode

Advanced SO2R is a mode that frees the operator from the SO2R control equipment and controls the audio and transmitting of radio1 and radio2 automatically according to pre-defined scenarios and the moment of the QSO.

Required Hardware

Advanced SO2R mode and setting up scenarios requires external SO2R control equipment communicating with Win-Test via a USB port, COM port DTR/RTS pins, or LPT port pins, such as the Ham Radio Solutions EZMaster, the microHAM MK2R and micro2R, the YCCC OTRSP box, the DX Doubler. See Supported Accessories - Integrated SO2R Boxes for more details.

Understanding basic concepts

There are three dimensions that need to be understood:

- Transmission into radio1 or radio2
- Reception of radio1 only; radio2 only; radio1 in left ear and radio2 in right ear at the same time
- Different and automatic transmission and reception control of radio1 and radio2 according to the moment of the QSO.

The last dimension is the reason for calling this the 'advanced SO2R' mode.

Moments of a QSO

A QSO can be divided into four moments: (1) CQ's and end of QSO's, (2) listening to the pile up, (3) sending call and report to station heard in pile up, (4) getting report from station.

Imagine the following contest CQ between CT3NT and ZD8Z.

- Moment1: `TEST CT3NT`
- Moment2: `zd8z`

- Moment3: `ZD8Z 59933`
- Moment4: `tu 59936`
- Moment1: `TU CT3NT`

What are the actions of the operator at CT3NT using Win-Test?

- Moment1 (CQ's) starts when the operator at CT3NT pushes the **`F1`** key in Win-Test.
- Moment2 starts when Win-Test finishes sending F1
- Moment3 (sending call and report) starts when the operator at CT3NT pushes the **`[Insert]`** key in Win-Test.
- Moment4 starts when Win-Test finishes sending **`[Insert]`** key
- Moment1 (end of QSO) starts when the operator at CT3NT pushes the **`[+]`** key to log the QSO with ZD8Z.

Setting up scenarios

A standard F1 message contains only the content of what is sent, i.e. F1 = **`TEST CT3NT`**. When using Advanced SO2R mode the F1 message will have the content plus the scenario to control audio and transmitting. Imagine the following scenario:

`F1 = $R2R2 $F1 $R1R2`

This simple scenario will do the following. When the operator pushes the F1 key, Win-Test will switch the headphones to radio2 only (**`$R2R2`**), transmit the content of standard F1 message (`TEST CT3NT`) and when that is over will switch the headphones to left ear on radio1 and right ear on radio2 (**`$R1R2`**).

- **`$R2R2 $F1`** set up the audio headphone settings and transmission in moment 1 of the QSO
- **`$R1R2`** sets the audio headphone settings for moment 2 of the QSO

Now imagine a more complex scenario:

`F2 = $R1R1 $F2 $R2R2 $TR2 $MSG1 $R1R2`

When the operator pushes the F2 key, Win-Test will switch the headphone to radio1 only, transmit the content of standard F2 message (59933), when that is over switch the headphone to radio2 only, transmit the content of additional message#1 into secondary radio and when that is over switch headphones to left ear on radio1 and right ear on radio2. The above scenario is used when sending a report to a multiplier in the second radio and a quick call in run radio to keep frequency busy.

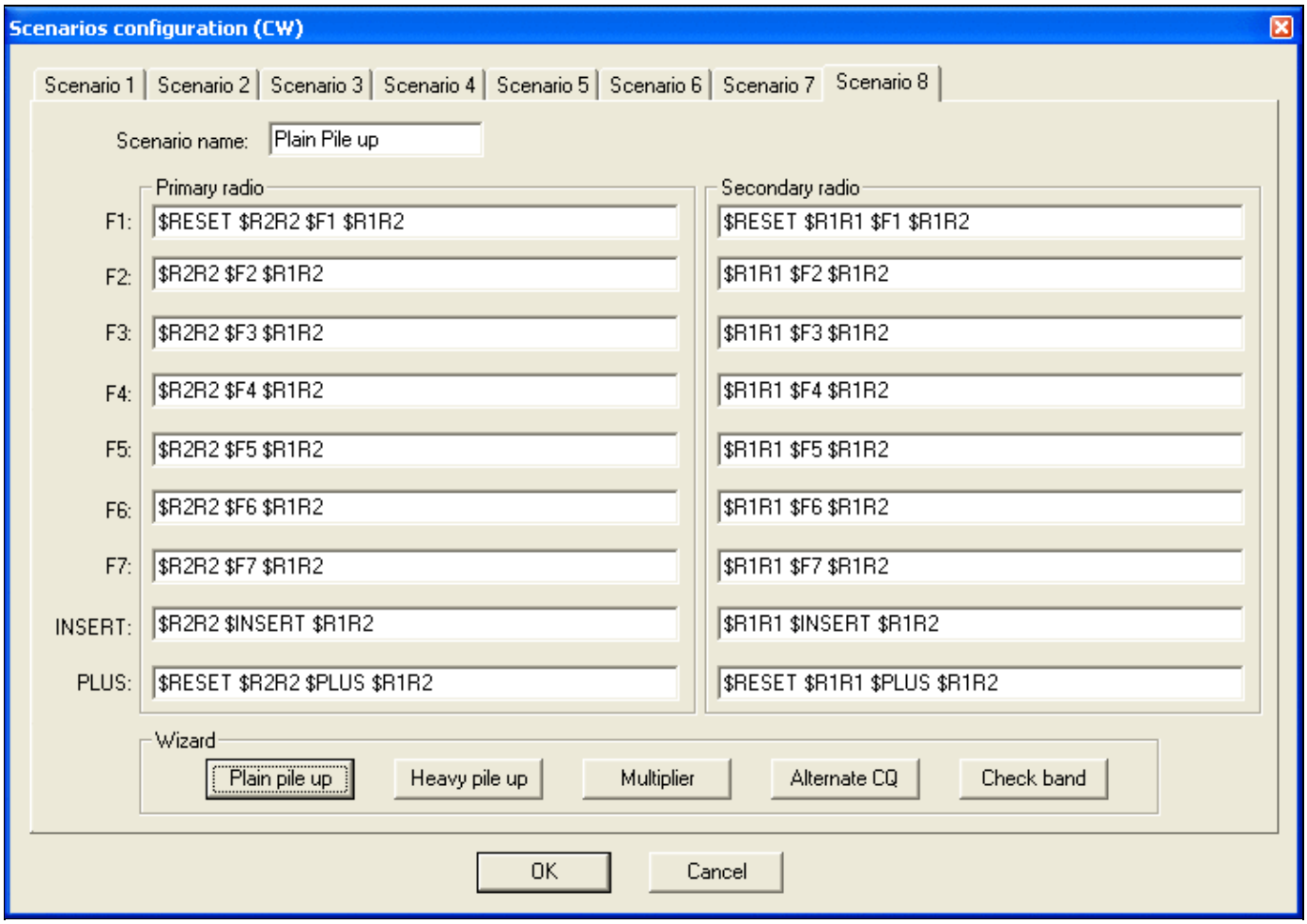
Now imagine the following SSB scenario:

`F1 = $RESET $R2R2 $F1 $RESET $R1R1 $LATCH`

When the operator pushes the F1 key, Win-Test will reset to automatic control any manual audio setting in case there was one, switch the headphone to radio2 only, transmit the content of the voice keyer F1, reset to automatic control in case any manual audio control while F1 was being sent, and switch the headphones to radio1 only. The latch command sets the Latch Mode in case the operator uses the microphone during the next

moment of the QSO, and wants to listen to the secondary radio while talking on the microphone.

The user can configure the scenarios in the menu `Operating | Modify the scenarios`. There is a wizard with five pre-defined scenarios, but the user can change them and use his scenarios according to his skill and his SO2R expertise.



Scenarios configuration window
A fast way to select a specific scenario is **AltGr-1**...**AltGr-8**.

Some typical Variables used in Scenario Settings

- **$GRNR** sends gr/num of the received QTC
- **$SERIAL** sends QSO #
- **$LOGGEDCALL** send what's typed in callsign field
- **$TR1** and **$TR2** primary radio or secondary radio tx
- **$GRABSPOT**, which grabs spot on the current frequency
- **$ZONE** sends zone nr set in contest configuration
- **$R1R1**, **$R1R2**, **$R2R2** which can be entered in the predefined CW messages to set the headphone
- **$INSERT** and **$PLUS** send messages behind ins or +
- **$RESET** cancels any manual change made in the audio control
- **$ALTERNATECQ** (or **$ACQ**) swaps primary and secondary radios and send CQ on the secondary radio
- **$CQ** same as **$ALTERNATECQ** but does not swap radios
- **$MSG1**...**$MSG12**: additional CW messages (see Alt - C)
- **$SPACEBAR** works like hitting spacebar-key (move cursor to exchange field)
- **$TAB** work like hitting tab-key (move cursor to next field)
- **$GUESSZONE** filling exchange field(s) if possible, but cursor remains in the same edit field
- **$GUESSEXCH** (or **$GUESSEXCHANGE**) mimics a space bar hit (filling exchange field(s)
- **$CR** works like hitting enter-key (log QSO)
- **$MYCALL** sends callsign set in contest configuration
- **$REPEAT** Reset the automatic repeat mode interval
- **$CORRECT** send a call correction, if any
- **$F1**...**$F6** send the message associated with F1 ... F6 function key
- **$LATCH** sets latch mode
- **$QSOB4** send QSOB4 message if the current QSO is a dupe

The complete listing of all message variables available can be found here.

See also

External sources

- MicroHAM web site
- CT1BOH SO2R page
- CT1BOH Audio page

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SO2R/MK2R

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Contents

Setting up the MK2R for use with Win-Test

Advanced SO2R mode and setting up scenarios requires external SO2R control equipment of the last generation, communicating with Win-Test via a USB port. MK2R from MicroHAM has this possibility.

Setting up the technique

The user must check in the menu `Operating | Technique | Advanced SO2R`.

Setting up the [`Shift`] key for secondary radio

The user must check in the menu `Operating | Shift binds to the secondary radio`.

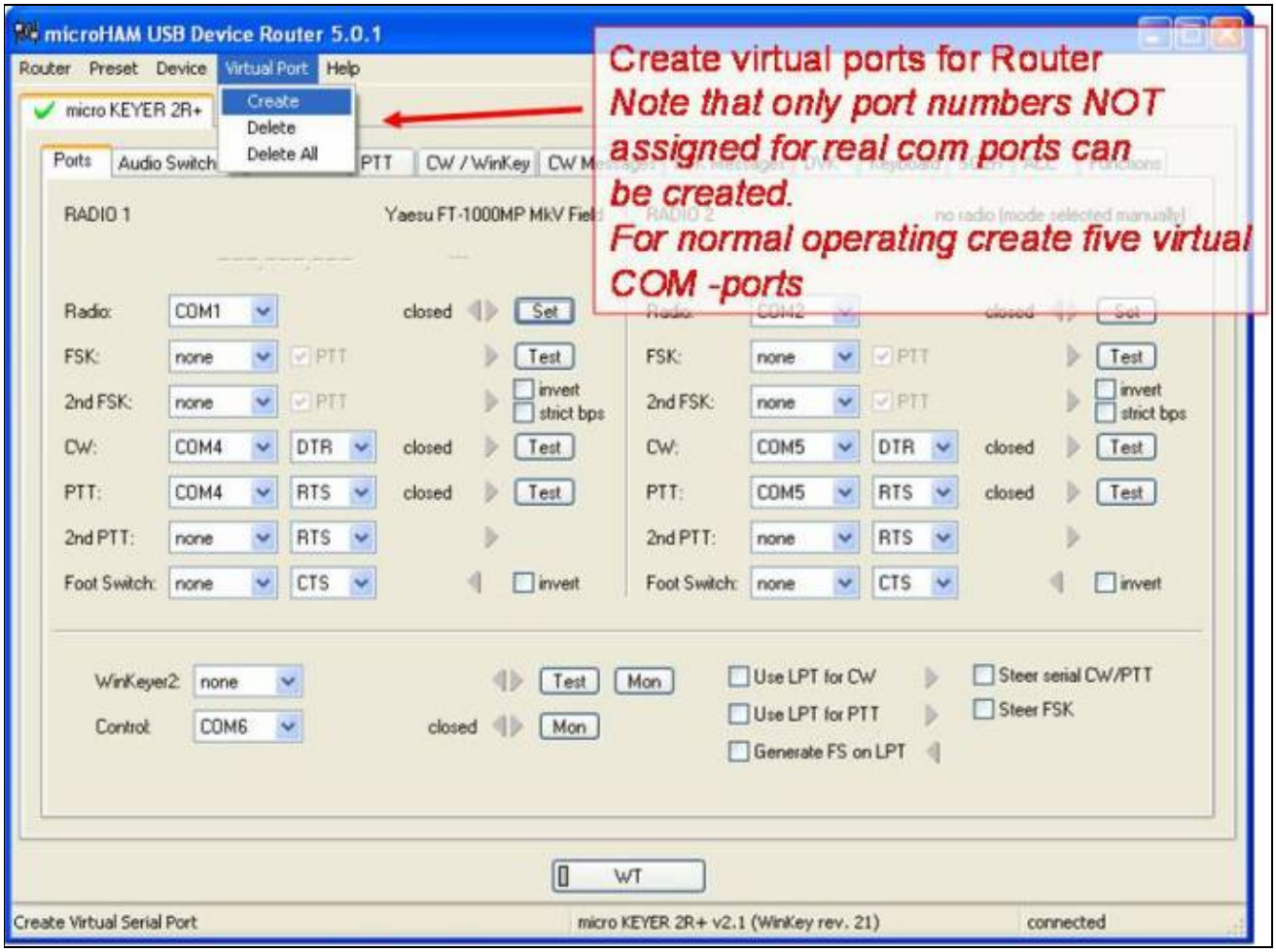
Setting up the [`Caps Lock`] key for secondary radio

The user must check in the menu `Operating | Caps Lock binds to the secondary radio`.

Setting the SO2R Control box

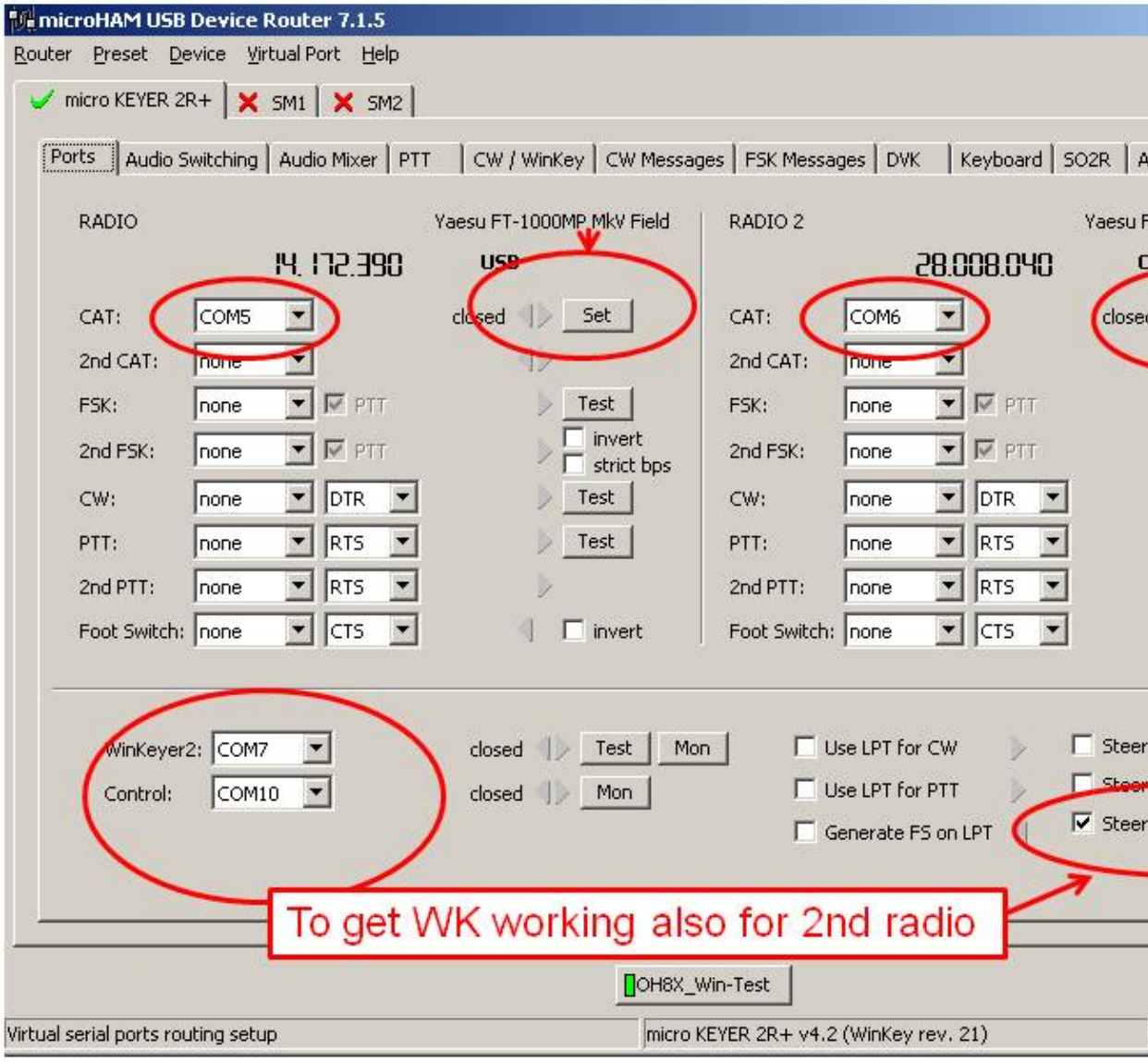
Shown below are screen shots of a step-by-step setup procedure.

Device Router COM ports creation



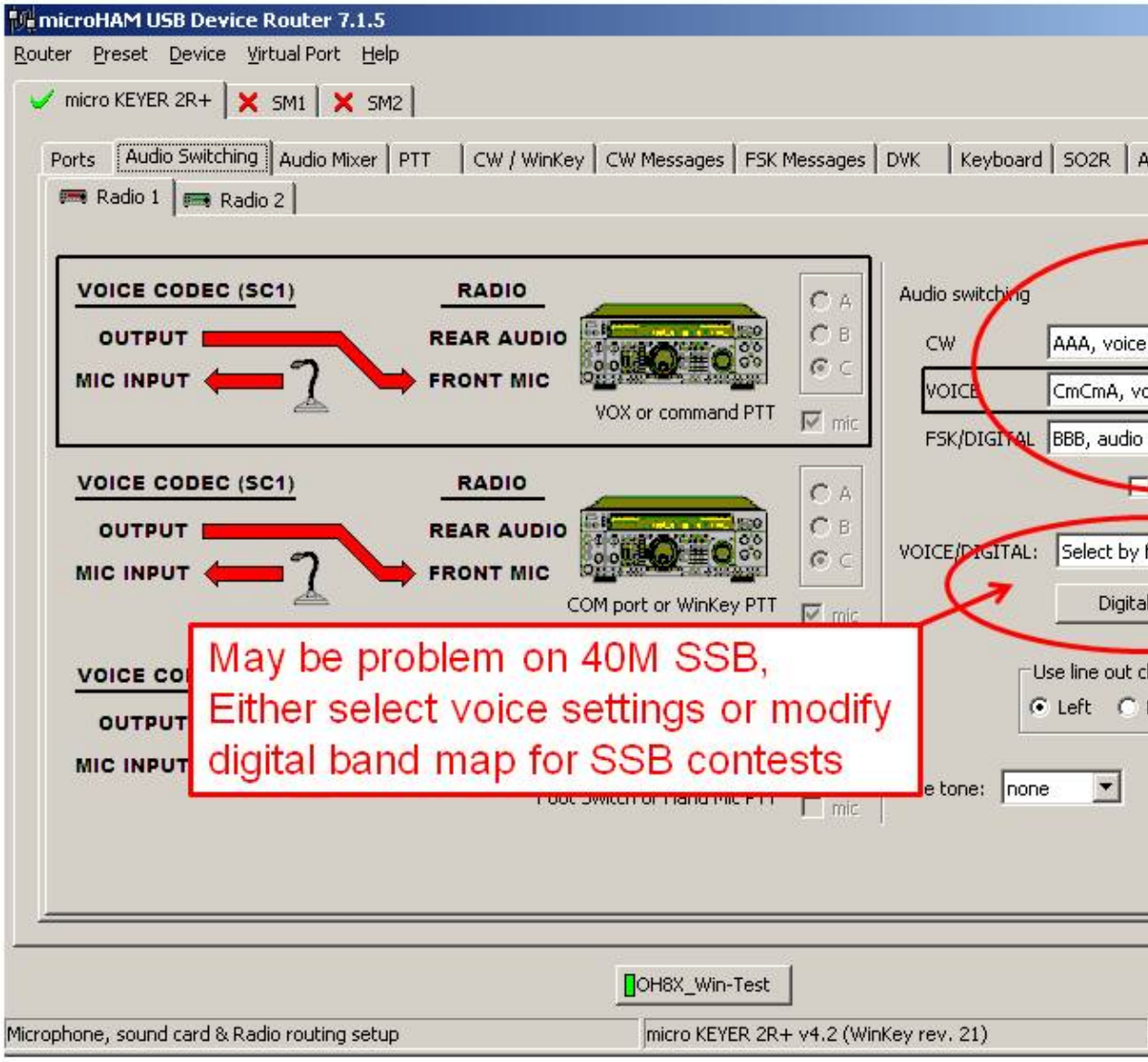
COM ports creation

Device Router COM ports setting



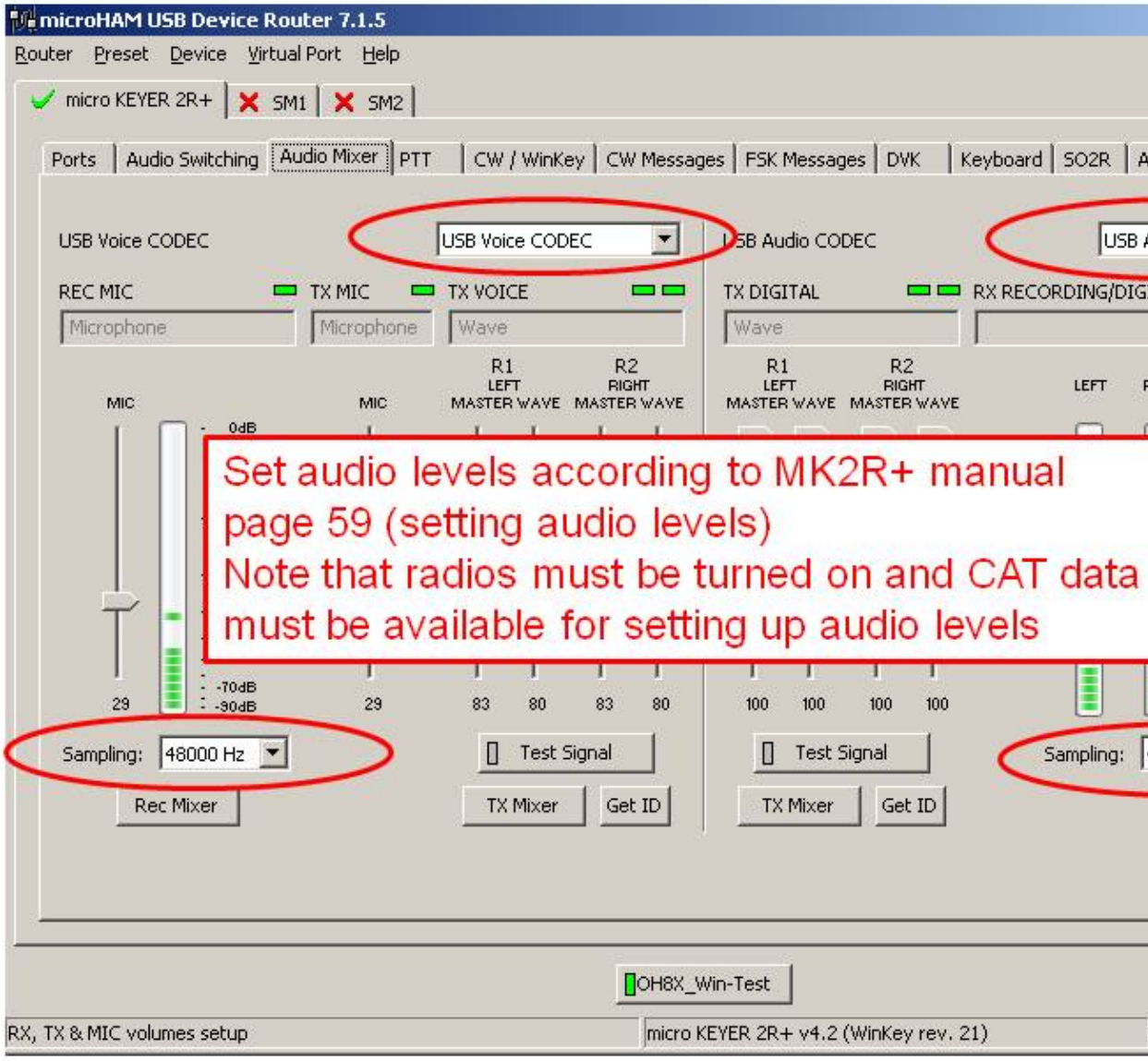
COM port setting

Device Router Audio Switching setting



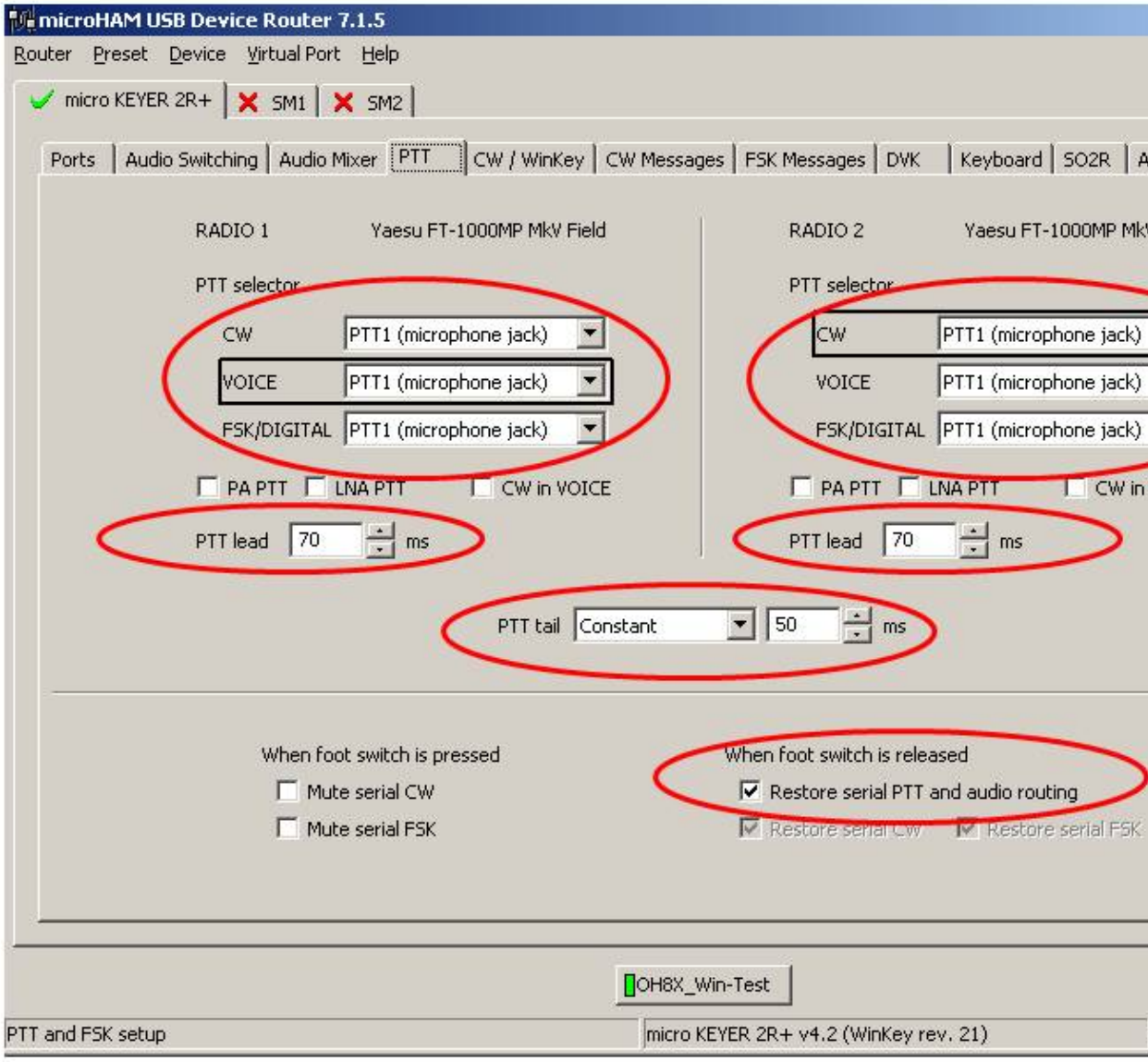
audio switching setting

Device Router Audio Mixer volume setting



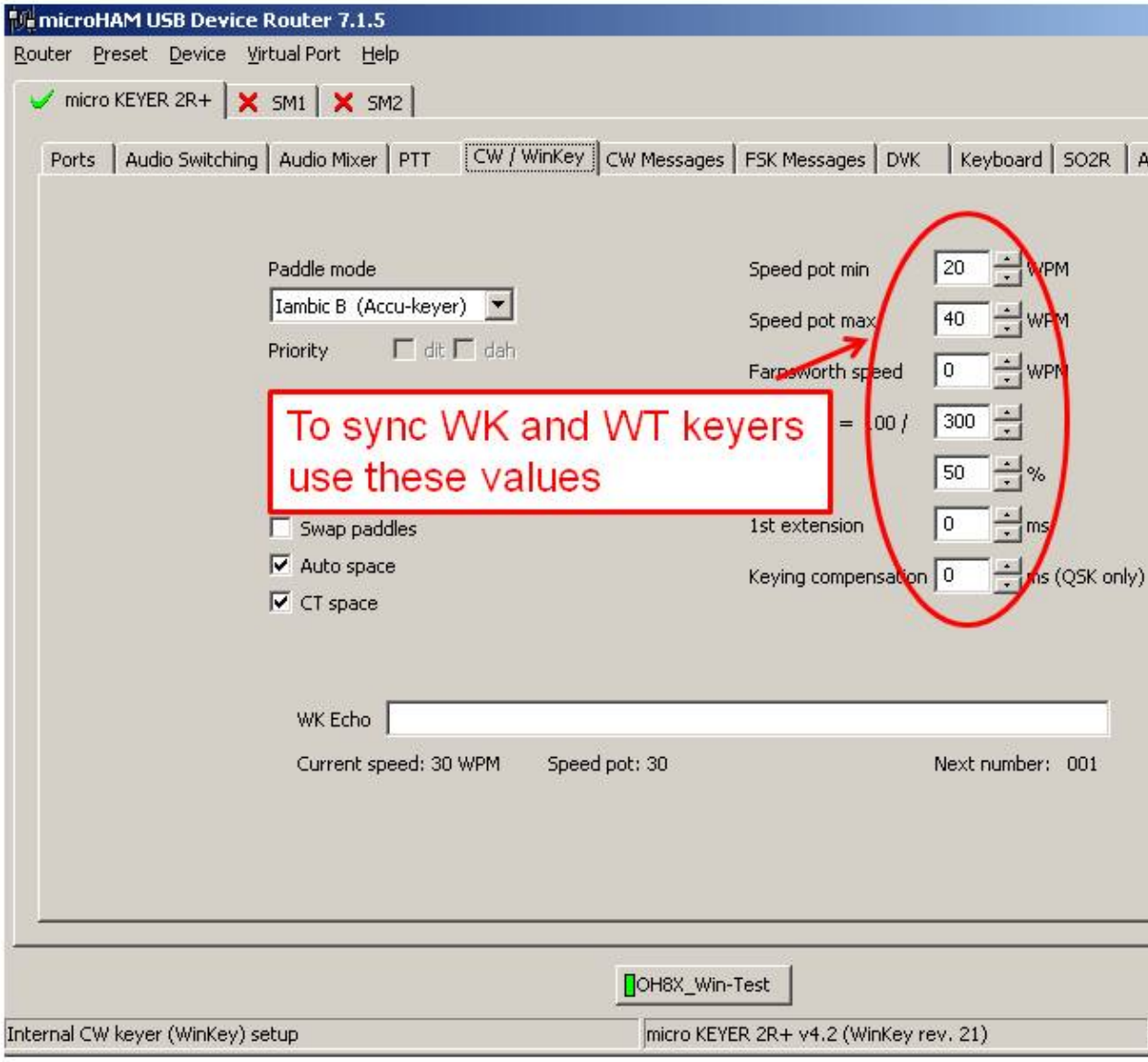
Audio Mixer volume setting

Device Router PTT and FSK setting



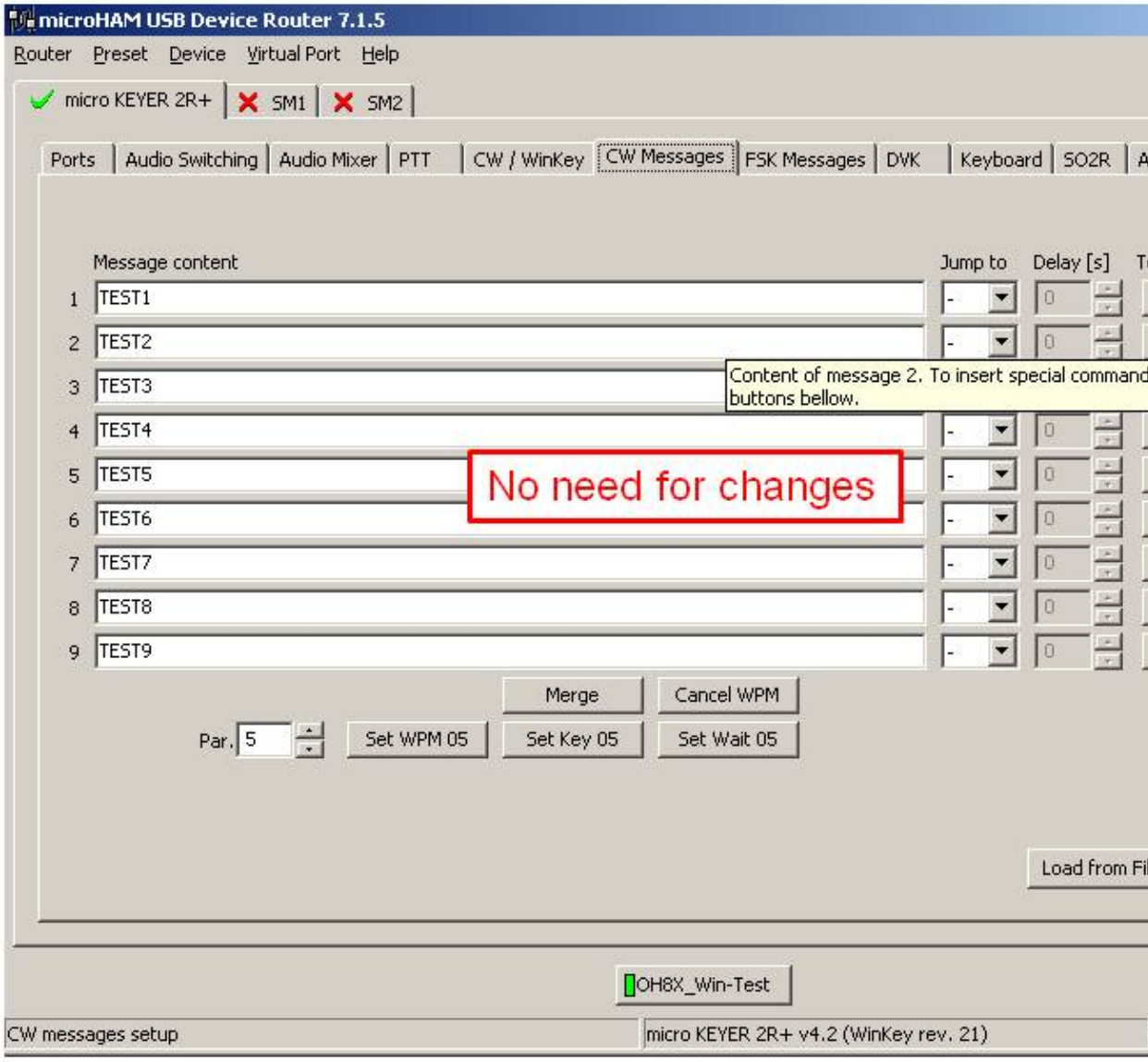
PTT and FSK setting

Device Router Internal CW Keyer setting



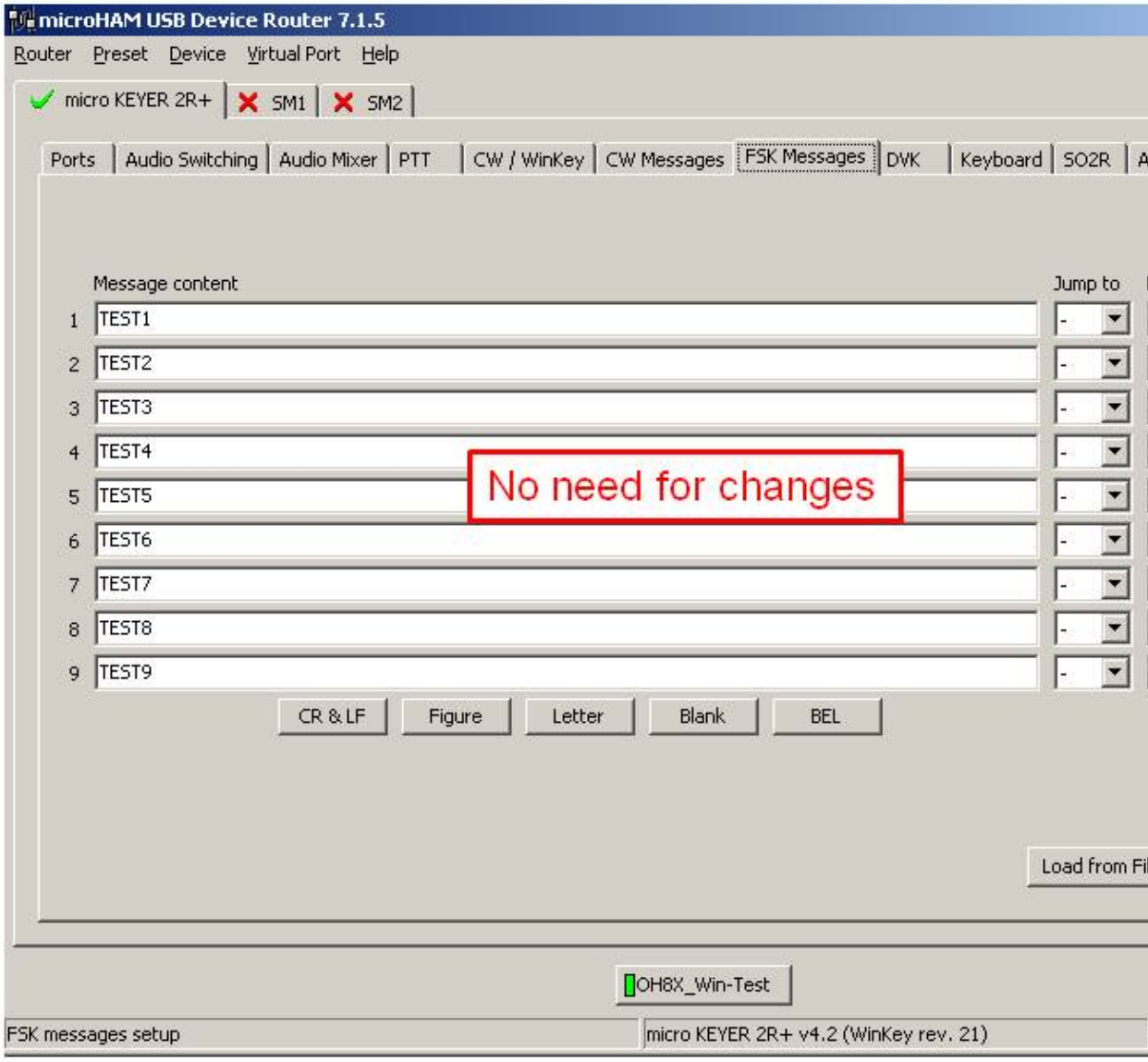
Internal CW Keyer setting

Device Router CW Messages setting



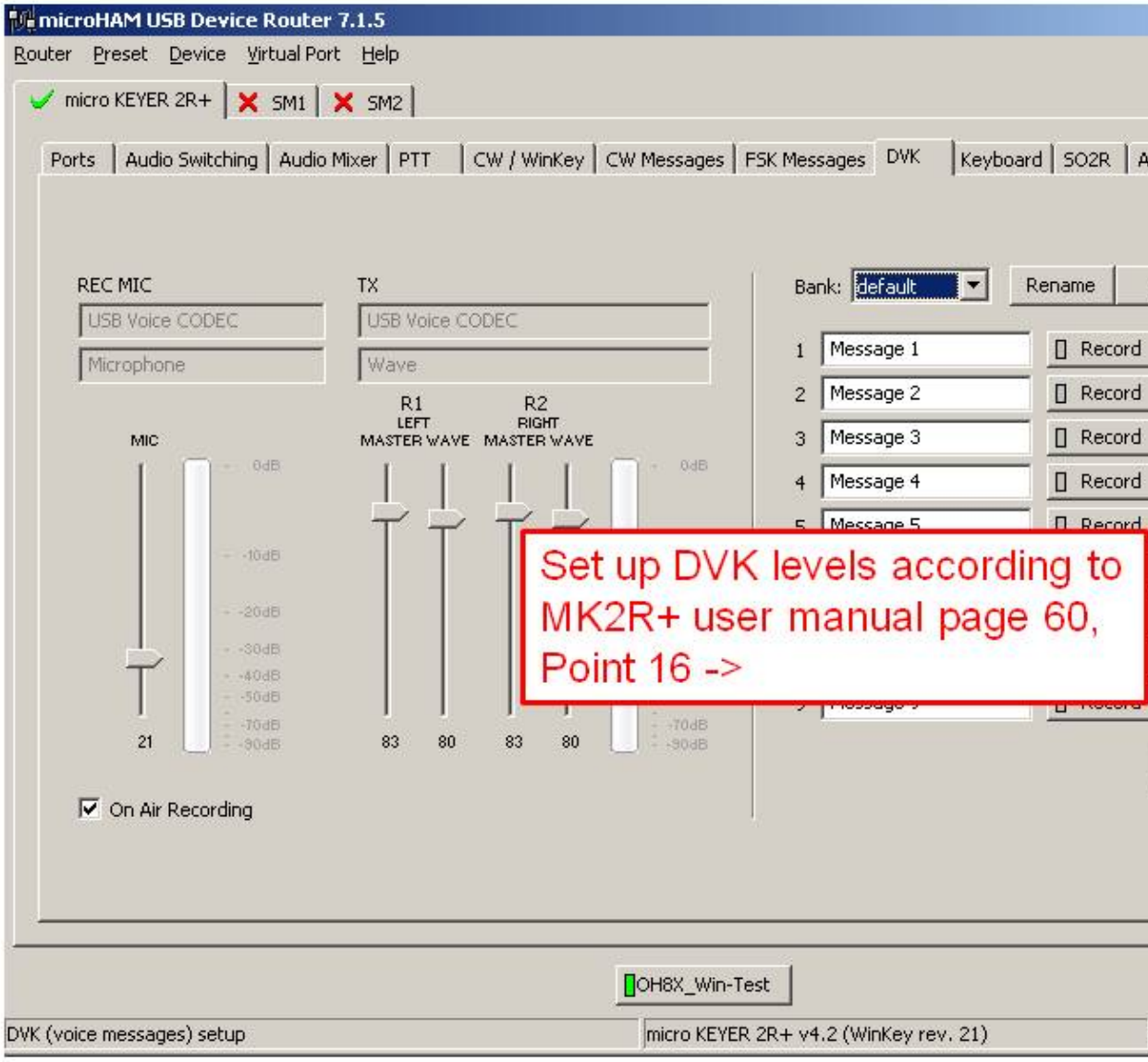
CW Messages setting

Device Router FSK Messages setting



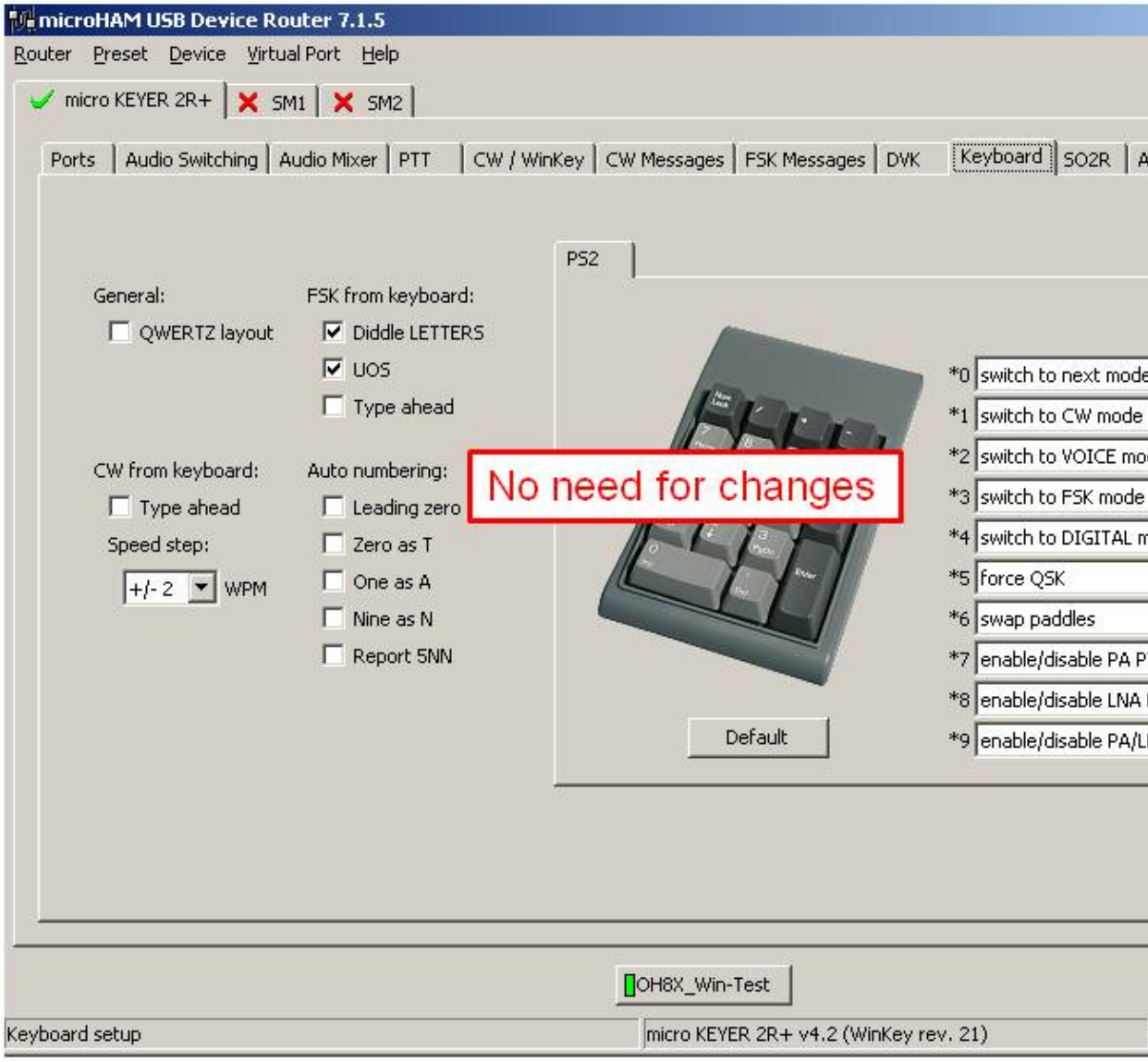
FSK Messages setting

Device Router DVK Voice Messages setting



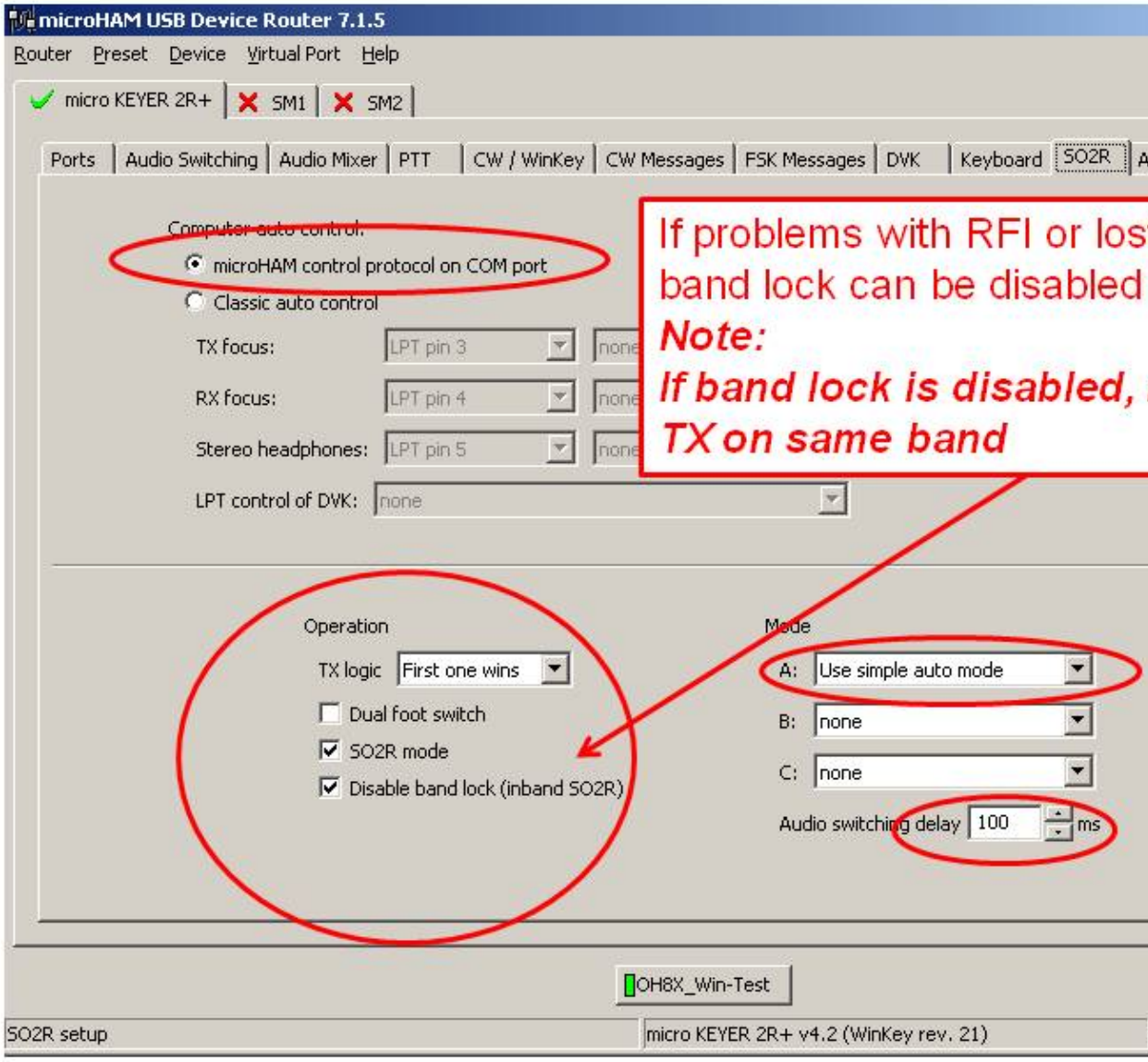
DVK Voice Messages setting

Device Router Keyboard setting



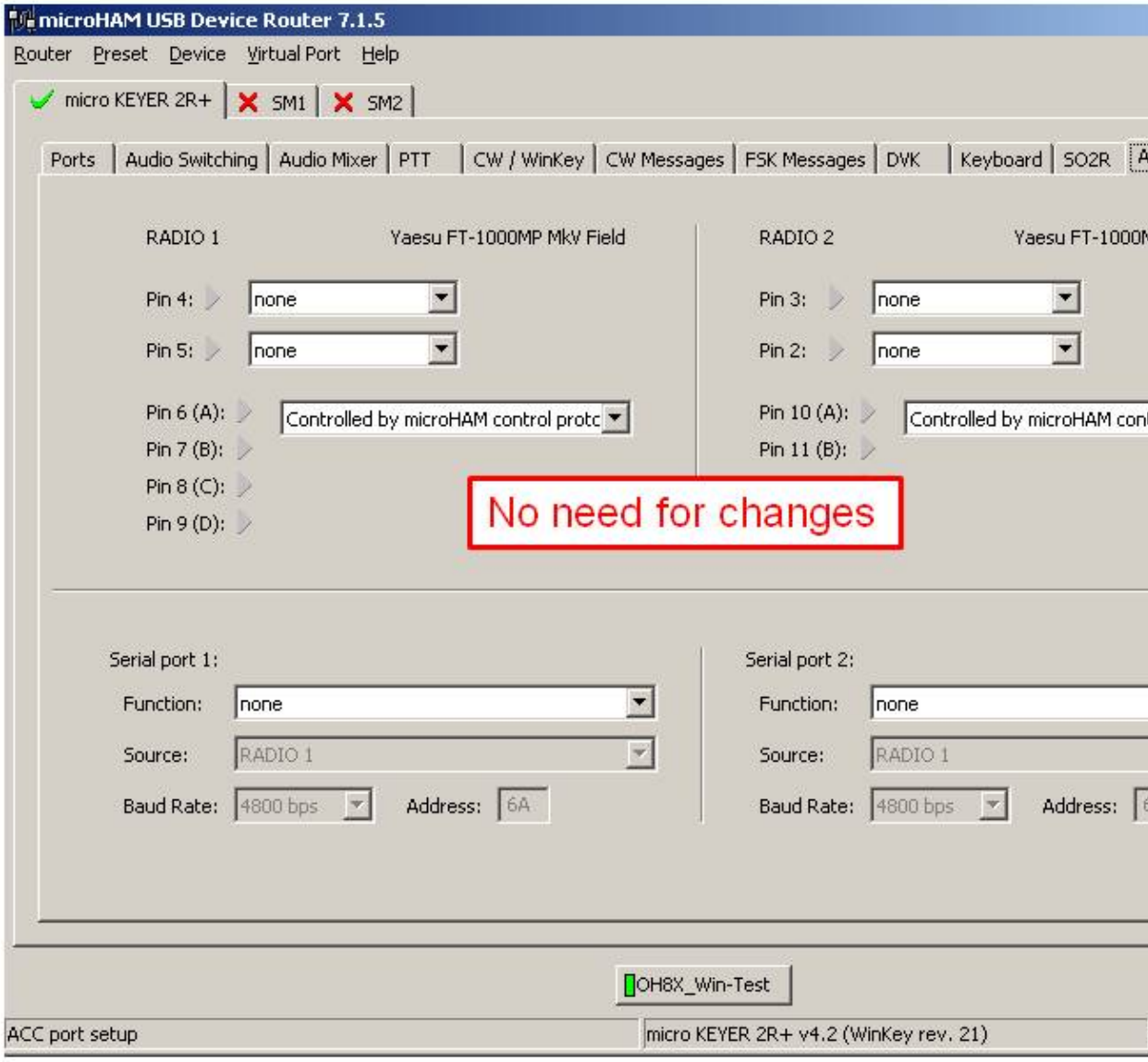
Keyboard setting

Device Router SO2R Behaviour setting



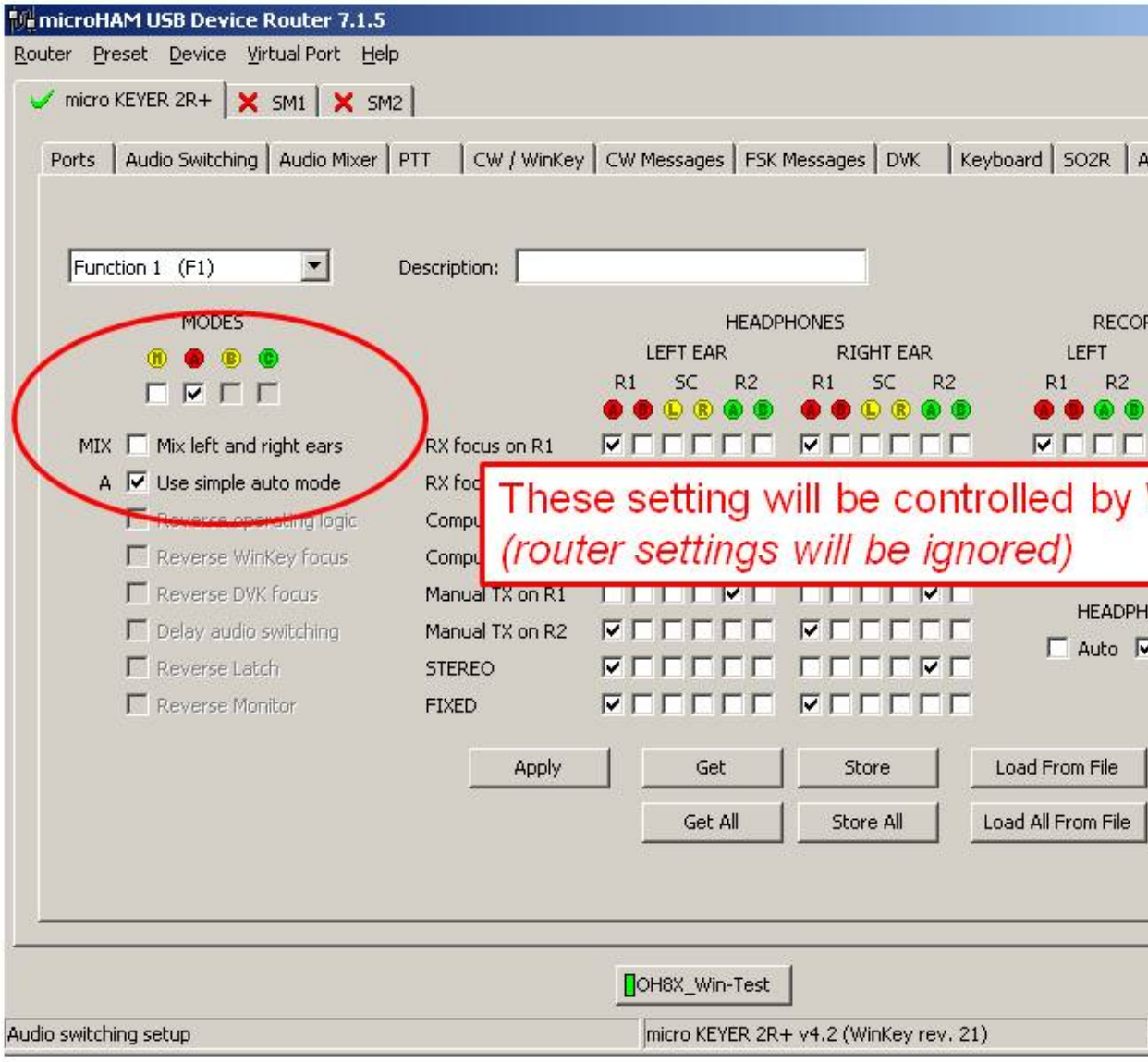
SO2R Behaviour setting

Device Router ACC port setting



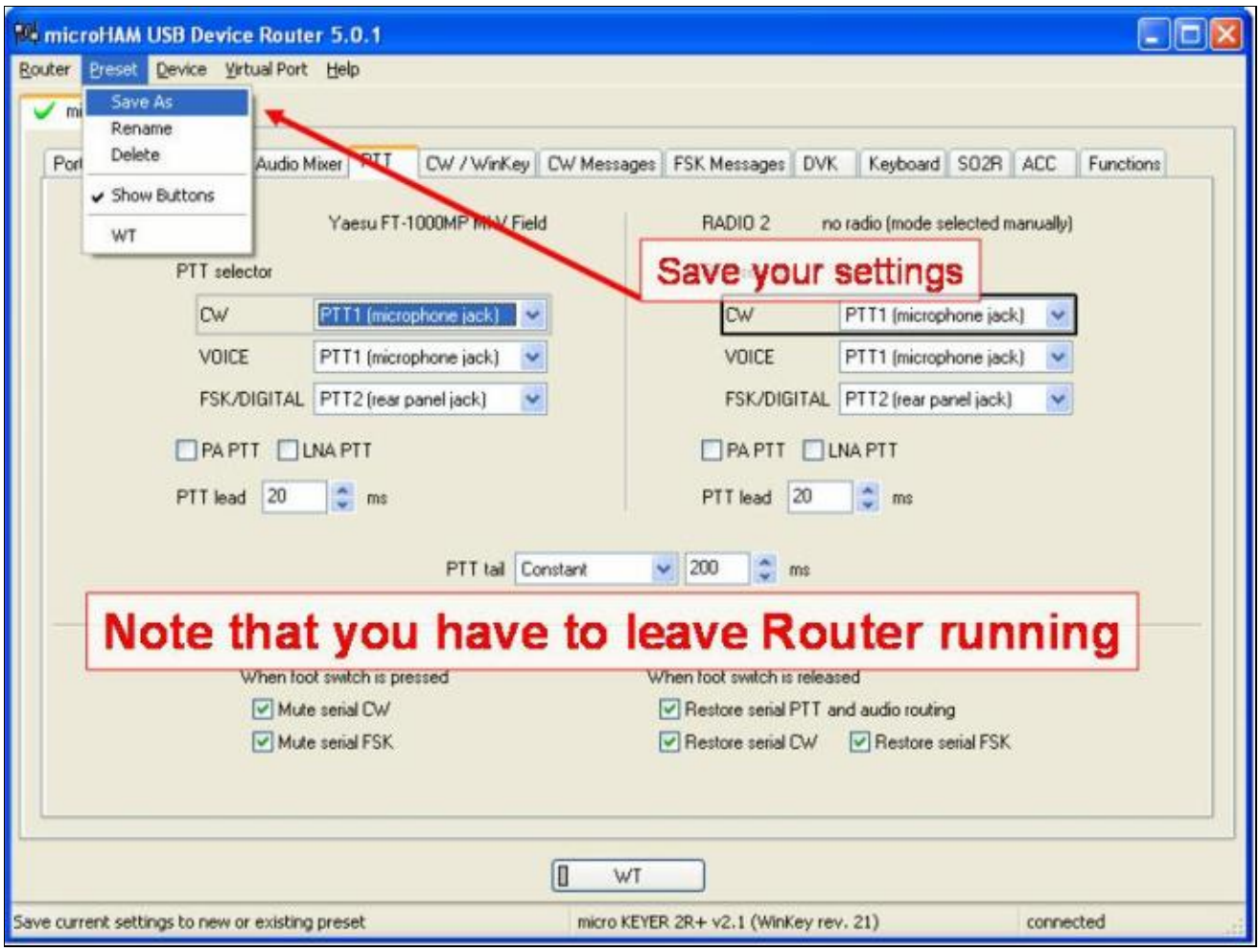
ACC port setting

Device Router SO2R Audio switching setting



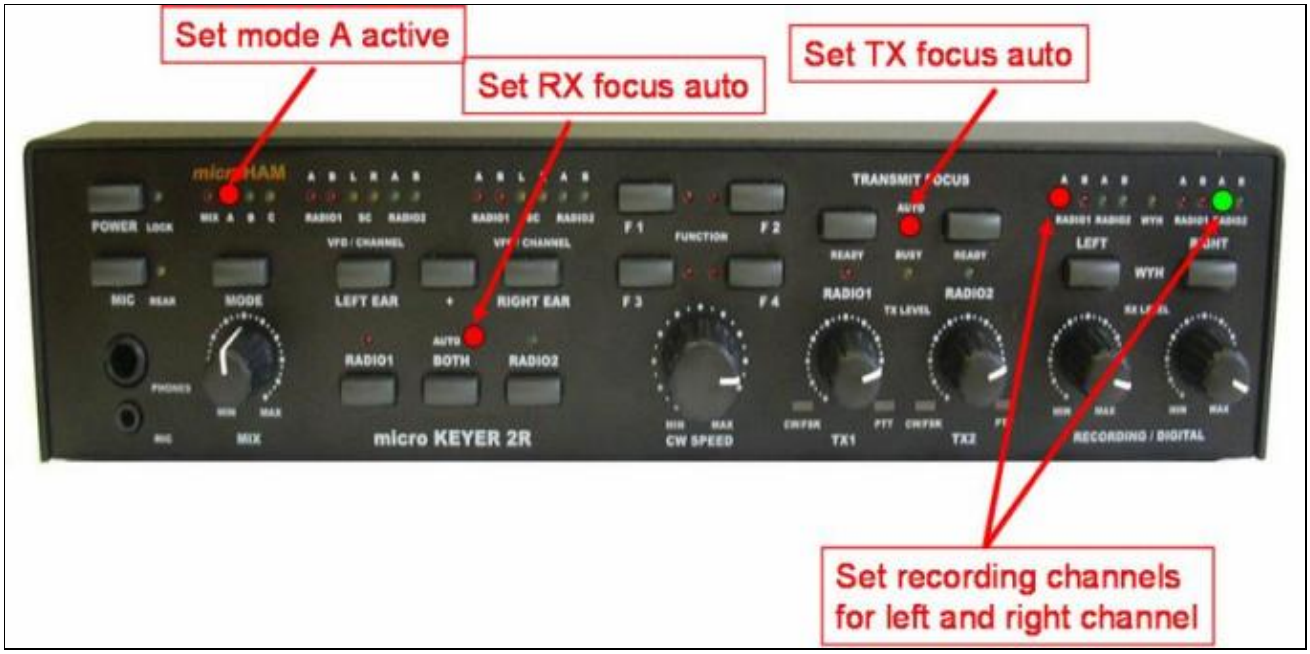
SO2R Audio switching setting

Device Router SAVE your setting



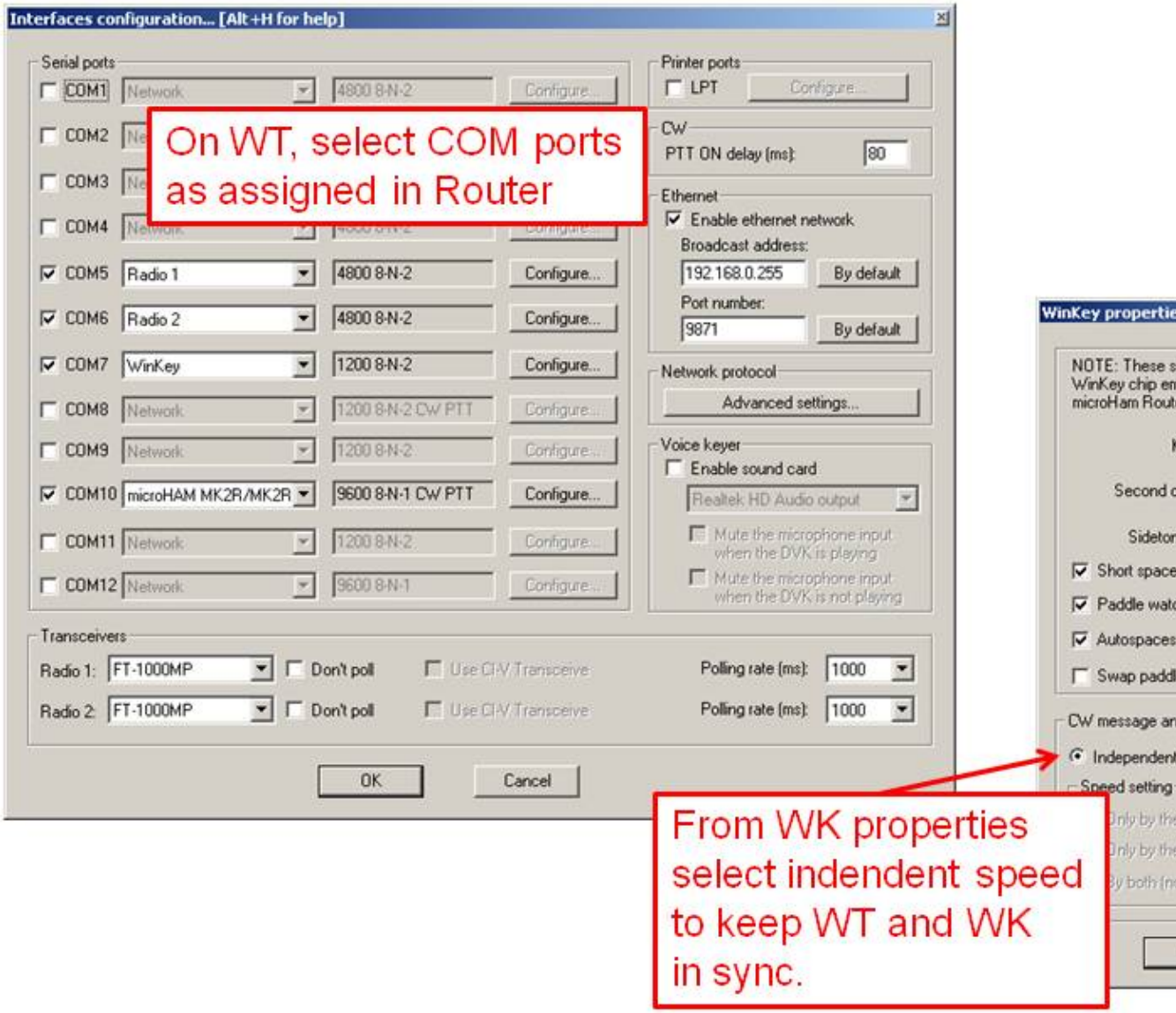
SAVE your setting

Device Router Overall Device setting view



Overall Device setting view

Device Router set Win-Test Interfaces configuration


Interfaces configuration... [Alt+H for help]
Serial ports
COM1 Network 4800 8-N-2 Configure...
COM2
COM3
COM4
COM5 Radio 1 4800 8-N-2 Configure...
COM6 Radio 2 4800 8-N-2 Configure...
COM7 WinKey 1200 8-N-2 Configure...
COM8 Network 1200 8-N-2 CW PTT Configure...
COM9 Network 1200 8-N-2 Configure...
COM10 microHAM MK2R/MK2R 9600 8-N-1 CW PTT Configure...
COM11 Network 1200 8-N-2 Configure...
COM12 Network 9600 8-N-1 Configure...
On WT, select COM ports as assigned in Router
Printer ports
LPT Configure...
CW
PTT ON delay (ms): 80
Ethernet
Enable ethernet network
Broadcast address:
192.168.0.255 By default
Port number:
9871 By default
Network protocol
Advanced settings...
Voice keyer
Enable sound card
Realtek HD Audio output
Mute the microphone input when the DVK is playing
Mute the microphone input when the DVK is not playing
Transceivers
Radio 1: FT-1000MP Don't poll Use CI-V Transceive Polling rate (ms): 1000
Radio 2: FT-1000MP Don't poll Use CI-V Transceive Polling rate (ms): 1000
OK
Cancel
WinKey propertie
Short space
Paddle wat
Autospaces
Swap paddl
CW message ar
Independent
From WK properties select indendent speed to keep WT and WK in sync.

See also

External sources

- microHAM MK2R/MK2R+ and Win-Test setup guide - PDF document
- microHAM logger integration page
- microHAM web site

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SO2R/EZMaster

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Setting up the EZMaster for use with Win-Test

Advanced SO2R mode and setting up scenarios requires external SO2R control equipment of the last generation, communicating with Win-Test via a USB port. EZMaster from HamRadioSolutions has this possibility.

Setting up the technique

The user must check in the menu `Operating | Technique | Advanced SO2R`.

Setting up the [`Shift`] key for secondary radio

The user must check in the menu `Operating | Shift binds to the secondary radio`.

Setting up the [`Caps Lock`] key for secondary radio

The user must check in the menu `Operating | Caps Lock binds to the secondary radio`.

Setting the SO2R Control box

The control SO2R box must be configured in the menu `Options | Configure interfaces`, select a virtual COM port and - if using an EZMaster - choose for settings 19200 bits per second, 8 data bits, no parity, and 1 stop bit, CW for DTR, PTT for RTS and Both Radios active.

Finally the user must set in the case of an EZMaster control box in the menu `Options | EZMaster` configuration, and choose the radios communication data. For example, for two FT1000MPs, the settings are port **rs232** and **com** (cable connecting radios to EZMaster), a speed of 4800 baud, 8 data bits, no parity, 2 stop bits.

See also

External sources

- HamRadioSolutions web site

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Multi-op/Gabbing

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Messaging gabbing in Win-Test allows stations in a multi-op situation to send messages to one another, for example to alert an operator of another station that a multiplier has been moved from one band to another, etc.

Sending a message to another station

Sending a message to a specific station (or all stations) on the network is simply a case of using **`Alt+G`** and typing the text you wish to send. You will notice a drop-down list just to the left of the text entry field which is where you choose which station you wish to send the message to - by default, this is set to 'all' to send the message network-wide.

By default, the message gab (**`Alt+G`**) window will look like this:

After you have typed your message, simply press **`ENTER`** (or click the 'send' button).

Receiving gab messages

Using **`Alt+I`** or using the `Windows | Gab` menu option will open a separate window within Win-Test that shows all recent gab messages that have arrived at your operating position. Please note that you do **not** need this window open constantly to receive gab messages from other stations on the network - it shall open automatically when a message is received and close again automatically after a short period of time.

`Alt+I` can be useful to see a message that might have been sent earlier, or perhaps if you somehow missed the last message sent to your operating position you can use **`Alt+I`** to view the message.

See also

- Passing multipliers between stations

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Multi-op/Passing

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Passing multipliers between stations in a multi-op environment is key to success. Win-Test naturally handles multiplier passing very efficiently.

Contents

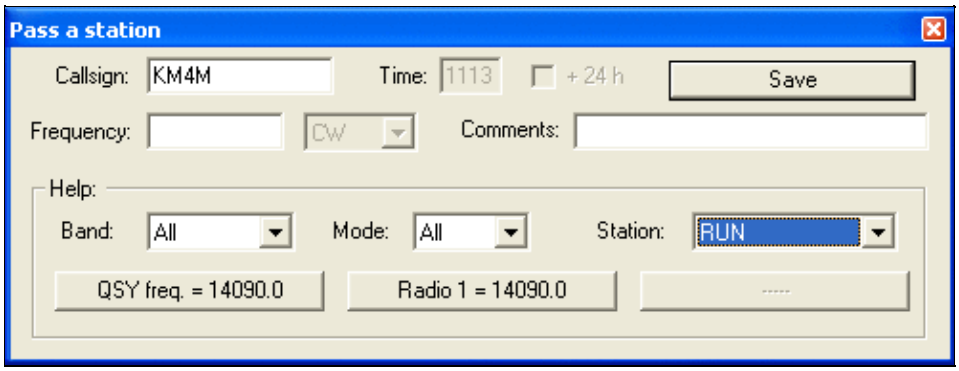
Checking if a multiplier is required on another band

The first step to realise whether to pass a multiplier or not is to use the 'check multiplier' window (`Windows | Check multiplier` menu option, or **`F10`** keyboard shortcut). In conjunction with the status window (at your station) which tells you the frequency the other station(s) are on, you can see if you need and if you can to pass a multiplier or not.

For example, MULT1 station is on 21291, tuning up the band. RUN station works D4X which, according to the check multiplier window is a mult on 15m! So, the RUN operator should pass this station to 15m...

Passing the multiplier itself

The frequency you pass the station to is very important but it is up to your team decide how to organise this. In the status windows you will notice a *QSY Freq* which should be the frequency the operator passes the mult to. However, it is up to your team members to ensure this frequency is kept up-to-date and clear of QRM (so it should usually be away from the centre of contest activity). The QSY frequency can be changed at any time by going to the `Commands | QSY Frequency` menu option. Simply enter the frequency or tune the rig to the frequency you want to set the QSY frequency to and click the button displaying the frequency (just to the right of the text entry field). Click OK and the change is made.



Use the **`Alt+D`** keyboard shortcut to open the 'Pass a station' window. Many entry fields within this window are automatically filled for ease of use (and to save time!).

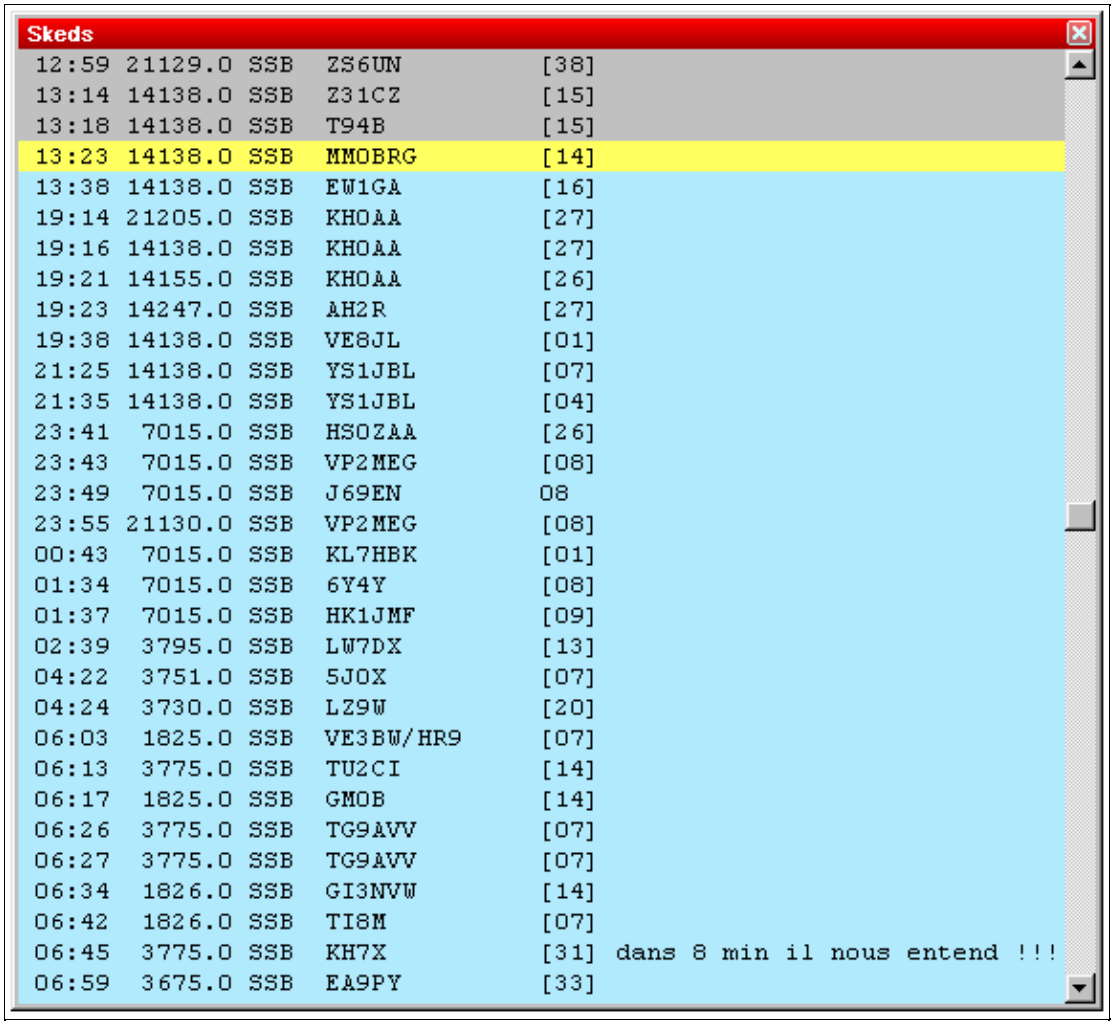
The callsign will be the most recent entered in the log at your operating position. If the station is moving instantly, you can leave the time too (which will be the current time by default). You can choose to either manually enter the frequency, or alternatively, you could use one of the 'Help' drop-down boxes (as shown above). The easiest way is to use the 'station' drop-down, which shows all stations on the network.

Let's imagine there's a `MULT1` on the network, and we know he's on 15m. Choose '`MULT1`' from the drop-down list, and you'll now notice the three buttons just beneath the drop-down lists now have different text - the QSY frequency and current radio 1 frequency as seen on the status window and at the `MULT1` operating position. Remember earlier we discussed that you should always be passing stations to the QSY freq if at all possible.

You now simply have to click one of these buttons (e.g. QSY freq, radio 1, ...) and then type a comment if you wish (often not necessary). Click the 'save' button and the sked is saved.

Alerting the other operator(s) about the mult

So now we've saved the sked (and thus effectively 'passed' the mult to the other operating position) but how is the other operator informed of the move? Well, we have the beauty of the 'skeds' window, which is found by going to the `Windows | Skeds` menu (or using the **`Alt+B`** keyboard shortcut):



Skeds

12:59	21129.0	SSB	ZS6UN	[38]	
13:14	14138.0	SSB	Z31CZ	[15]	
13:18	14138.0	SSB	T94B	[15]	
13:23	14138.0	SSB	MMOBRG	[14]	
13:38	14138.0	SSB	EW1GA	[16]	
19:14	21205.0	SSB	KHOAA	[27]	
19:16	14138.0	SSB	KHOAA	[27]	
19:21	14155.0	SSB	KHOAA	[26]	
19:23	14247.0	SSB	AH2R	[27]	
19:38	14138.0	SSB	VE8JL	[01]	
21:25	14138.0	SSB	YS1JBL	[07]	
21:35	14138.0	SSB	YS1JBL	[04]	
23:41	7015.0	SSB	HSOZAA	[26]	
23:43	7015.0	SSB	VP2MEG	[08]	
23:49	7015.0	SSB	J69EN	08	
23:55	21130.0	SSB	VP2MEG	[08]	
00:43	7015.0	SSB	KL7HBK	[01]	
01:34	7015.0	SSB	6Y4Y	[08]	
01:37	7015.0	SSB	HK1JMF	[09]	
02:39	3795.0	SSB	LW7DX	[13]	
04:22	3751.0	SSB	5JOX	[07]	
04:24	3730.0	SSB	LZ9W	[20]	
06:03	1825.0	SSB	VE3BW/HR9	[07]	
06:13	3775.0	SSB	TU2CI	[14]	
06:17	1825.0	SSB	GMOB	[14]	
06:26	3775.0	SSB	TG9AVV	[07]	
06:27	3775.0	SSB	TG9AVV	[07]	
06:34	1826.0	SSB	GI3NVW	[14]	
06:42	1826.0	SSB	TI8M	[07]	
06:45	3775.0	SSB	KH7X	[31]	dans 8 min il nous entend !!!
06:59	3675.0	SSB	EA9PY	[33]	

The above screenshot shows the three colours which you will experience in this window. Basically, those stations with a grey background have been 'missed', i.e. the sked is more than 10 minutes old; those with a yellow background are imminent, i.e. within a 10-minute window; those with a turquoise (light blue) background are more than 10 minutes away.

The skeds window, like the gab messaging window, does **not** need to be open all the time for you to keep track of skeds. When a sked is imminent (i.e. those with a yellow background), the skeds window will open automatically!

In the example we used above, where we were passing KM4M, the sked window would pop-up on the `MULT1` operating position and would look something like this:

You could also use a gab message just to ensure the other op knows the mult is coming!

Working the passed station

Working a station which has been passed to you is a simple case of double-clicking the callsign in the sked window. Double-clicking KM4M in the example above would tune to the radio to 14090.0 and also fill in the callsign entry field in the log so all you need to do is call the station and await their response! **:**)

After that, switching back to the RUN frequency can be acomplished by just pressing **`Alt-F4`** or selecting

```
Commands | QSY to run frequency
```

Simple, eh?

See also

- Message gabbing
- Understanding the status window
- ...

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Multi-op/Status window

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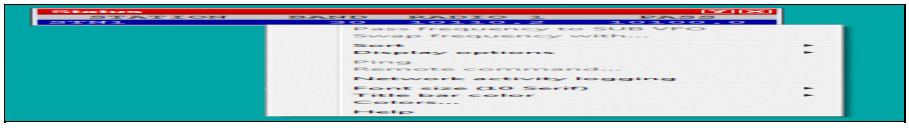
The status window is very important in a multi-op situation. It shows the frequencies of all stations on the network.

Understanding the status window



There are various important information shown in the status window:

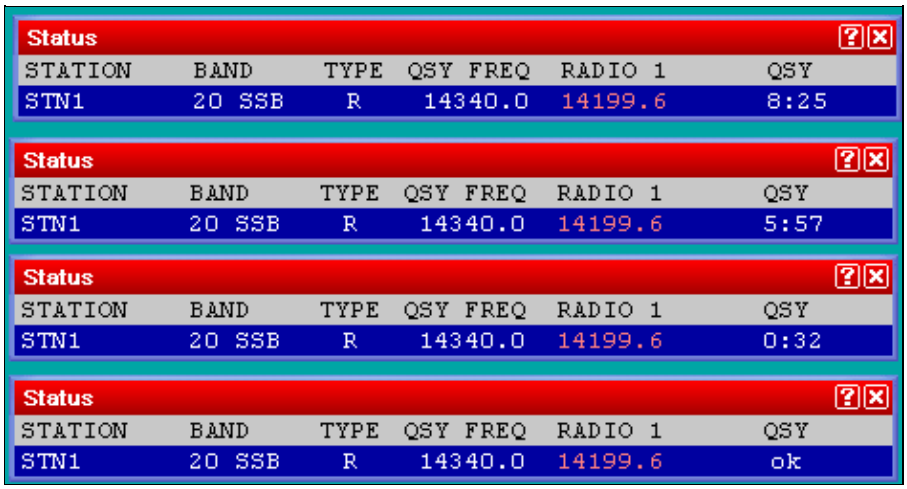
- `STATION` shows the unique identifier for each station (set when you create/open a log)
- `BAND` is a 'at a glance' display of the frequency/mode of the station (e.g. `20 CW`)
- `TYPE` is the station type - i.e. Run, Support, Mult 1, Mult 2 etc... (See the **`Commands | Station type`** menu option for the Type values and how to set them)
- `QSY FREQ` is the frequency set for passing multipliers
- `RADIO 1` is the current frequency of the radio
- `QSY` informs you whether a QSY is acceptable or whether you must stay on the current band (e.g. 10-minute rule)

A double-click on a station name opens a private gab window to send a message to the operator of this station only. A double-click on any frequency tunes your radio (assuming it is controlled by CAT) to this frequency.

Observing the 10-minute rule

QSY Timers

To cope with the 10-minute rule, Win-Test has a countdown timer, which is started when each station makes the first contact on a new band. The time will start at **10:00** and will count down to zero after which **QSY ok** will be displayed in the status window. The image below demonstrates this.

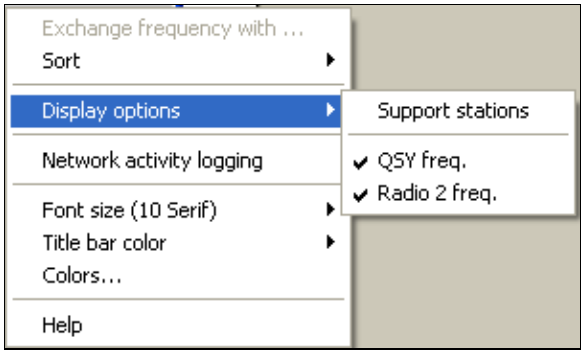


QSY countdown timer sequence for the runner
When **QSY ok** is displayed for your station, you are free to work a QSO on a new band.

QSOs with own callsign are ignored in the timer calculation to allow efficient blanking out of any invalid QSOs.

Hiding unnecessary information in the status window

You can hide unncessary information in the status window (e.g. **`RADIO 2`** etc.) by right-clicking in the status window to open the context menu. By selecting **`Display options`** you can choose whether to show support stations in the status window list and also whether to show or hide the QSY freq. and the Radio 2 frequency (often not necessary).



Status window context menu

See also

- Passing multipliers in a multi-op situation

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Multi-op/Deleting QSO

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Deleting a QSO mid-contest in a multi-op situation

If you need to delete a QSO during a contest it is recommended you do **NOT** use the menu option `Edit | Delete QSO` as this will have the consequence of deleting the QSO in the log at your operating position *only* but **not** network-wide.

Instead, replace the callsign of the QSO you wish to delete with *your* callsign (specified when you created your log). For example, if you are using the callsign G6PZ and you wish to remove the QSO with CE1ABC, replace the CE1ABC callsign with G6PZ. Later, when it comes to merging and exporting the logs, there is an option to delete all QSOs with yourself from the log.

In a Multi-Multi environment the QSO rate can be very high, therefore it can be useful to check `Menu | Edit | Move in my log only`. Please refer to the Menu:Edit Move in my log only chapter in this manual for a full description of this option.

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Multi-op/Issues/Sequential serials

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Sequential Serials

In some contests it is necessary to maintain sequential serial numbers for **both** stations (not per station/band) in the multi/single category. If you are not careful you may give out a serial number that is taken by the other station(s) if you do not enter the QSO quick enough!

To overcome this, it is recommended on the mult station(s) to type the call/double-click the spot of the station you are trying to work, and as soon as you hear him come back to you, enter the QSO **immediately** by entering serial number 0 (zero). Then simply press the up arrow on the keyboard to the QSO and use the spacebar to move across to the serial number field and enter the correct serial number given by the other party.

If you were not quick enough to press the enter key and that number was taken by someone else, make sure the other station gets the information right and tell him the new, correct serial number.

This is a practical solution that has been in use for years, also during MS-DOS and CT times. Win-Test does not have a number reserve feature because it (intentionally) lacks a central data master.

To avoid confusing QSO number with sent serial number, it is a really good idea to hide the QSO number column (see Menu:Options#Hide_QSO_numbers). Now your eye will only look at the **Sent No.** column when giving out serial numbers.

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Multi-op/Issues/Editing serials

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If, by remote chance, you should experience a machine crash on the network during the contest, and other stations continue making QSOs, the log at your operating position will be out of sync. The danger, with such a scenario, is that you may mistakenly work what you *thought* was a mult but may actually have been worked by another station on the network during the crash. Another problem is that serial numbers might be out of sync at the various operating positions.

RELAX: all this was possibly true before the LOG SYNCHRONIZATION era!!

With Log Sychronization introduced in version 3.0.0 (see Release Notes), this should not happen anymore.

Log synchronization is turned on by default. The menu option Disable log synchronization on network will let the user turn off synchronization.

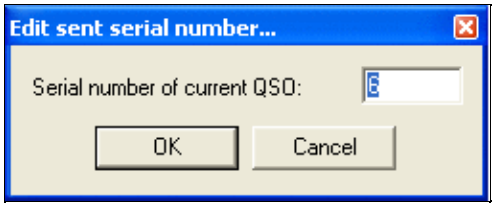
Overcoming out-of-sync scenarios

As said before, this should not happen anymore, apart some smart Mr. Murphy unpredictable interventions.....

Just in that case, and for whatever other reason you may have to change the sequential serial numbering, the old option has been left in place and is still available.

Editing serial numbers

Through the menu `Edit | Edit serial number...` a new window will open up, where the serial number can be changed. Use this option with care, however.



Preventing crashes mid-contest

Win-Test is a very stable contest logging application and it was built with **stability** in mind because, let's face it, everybody **hates** logging program crashes midway through a contest.

As a result, a crash is *most likely* to be a result of a conflicting program on the operating system (of course there are exceptions, but very rare). It is *highly* recommended that you close all unnecessary programs.

Common programs left running (which, nontheless, are still totally unnecessary) include instant messaging programs (e.g. Windows/MSN Messenger, ICQ, Skype etc), audio program 'agents' (e.g. Winamp agent, RealPlayer agent, ...) etc. Please close **everything** is not required for your contest operation.

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Multi-op/Issues/Non Multipliers

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Non Multipliers

Sometimes the multiplier station makes a QSO which turns out not to be a multiplier. This could have been an oversight by the operator, or the logs were not in sync, or the new RUN station operator forgot to change its status. This violation is indicated by WT showing four exclamation marks (**!!!!**) in the QSO entry line, like this:

```
QSO   Bd  Time     Callsign  Sent NÂ°    Rcvd   Mult  PtsStn
   1  15  11:23  DF2RG        599 001 599001  DF2     1  R
   2  15  11:24  DK2OY        599 002 599001  DK2     1  R
   3  15  11:25  DF3CB        599 003 599001  DF3     1  R
   4  20  11:26  DF2PY        599 001 599009  !!!!    1  M
   5  15         _            599 004 599             0  R
```

Problem: if you leave the QSO in your log, you will probably be penalized. If you delete the QSO from your log, DF2PY will be penalized without him having made any mistake.

So, how to get out of this dilemma?

- make 20 meters the new RUN band immediately, change the status of that QSO to RUN and go!
- work DF2PY again on the same band and mode later and delete the first QSO (by replacing his callsign by yours)
- leave it to the contest administrators; you may probably lose some QSOs because of violating the 10 minute rule (if there is any)

Note that can also occurs if your station/computer is supposed to toggle between RUN to MULT status in a Multi-op effort. If you were a MULT station, and start a new run without inadvertedly changing your status to RUN, this tag will remind you to do so! You can also use **Alt-Y** (or **Ctrl-F3**) to toggle the RUN/MULT status of a previous QSO.

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Contest specific behaviour

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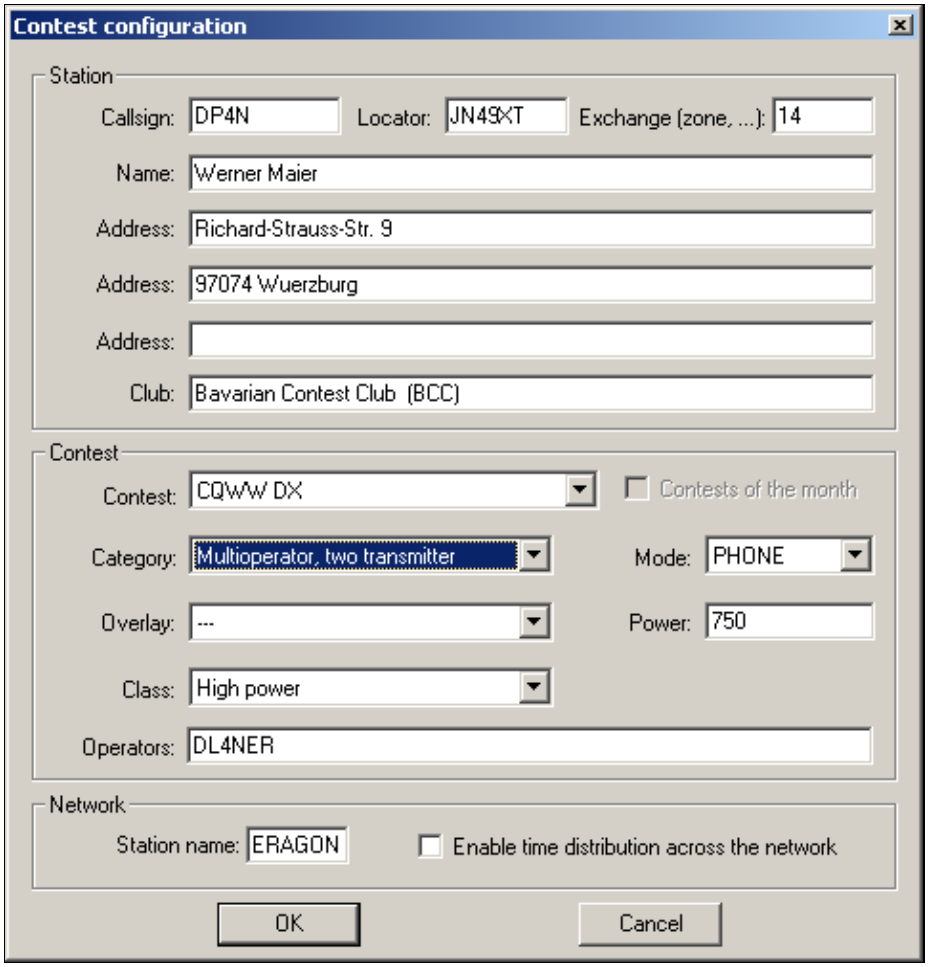
Different contests have different rules and exchanges, so sometimes it is important to know some specific features for that contest. Win-Test will display some specialised options and menus only when the correct contest has been selected. So, for example, you will not find the RTTY menu when you select a SSB contest.

Most important is always to fill the **Exchange (Zone, ..)** field in the **Contest configuration** window that pops up after opening a contest. This field is sometimes to recognize the mulitpliers, for example.



Selection of the Contest and Mode may bring up menu options, which are not visible otherwise.
Now let's go to a real contest specific behaviour:

- Worked All Europe DX Contest
- RTTY Contests
- ARRL Sweepstakes
- Sprint Exchange Logic for the Sprint Contest Family
- ARRL North American QSO Party
- Win-Test on a DX Pedition

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WAEDC

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WAEDC - Worked All Europe DX Contest

General

The specific part on the WAE Contest is to SEND or RECEIVE QTCs.

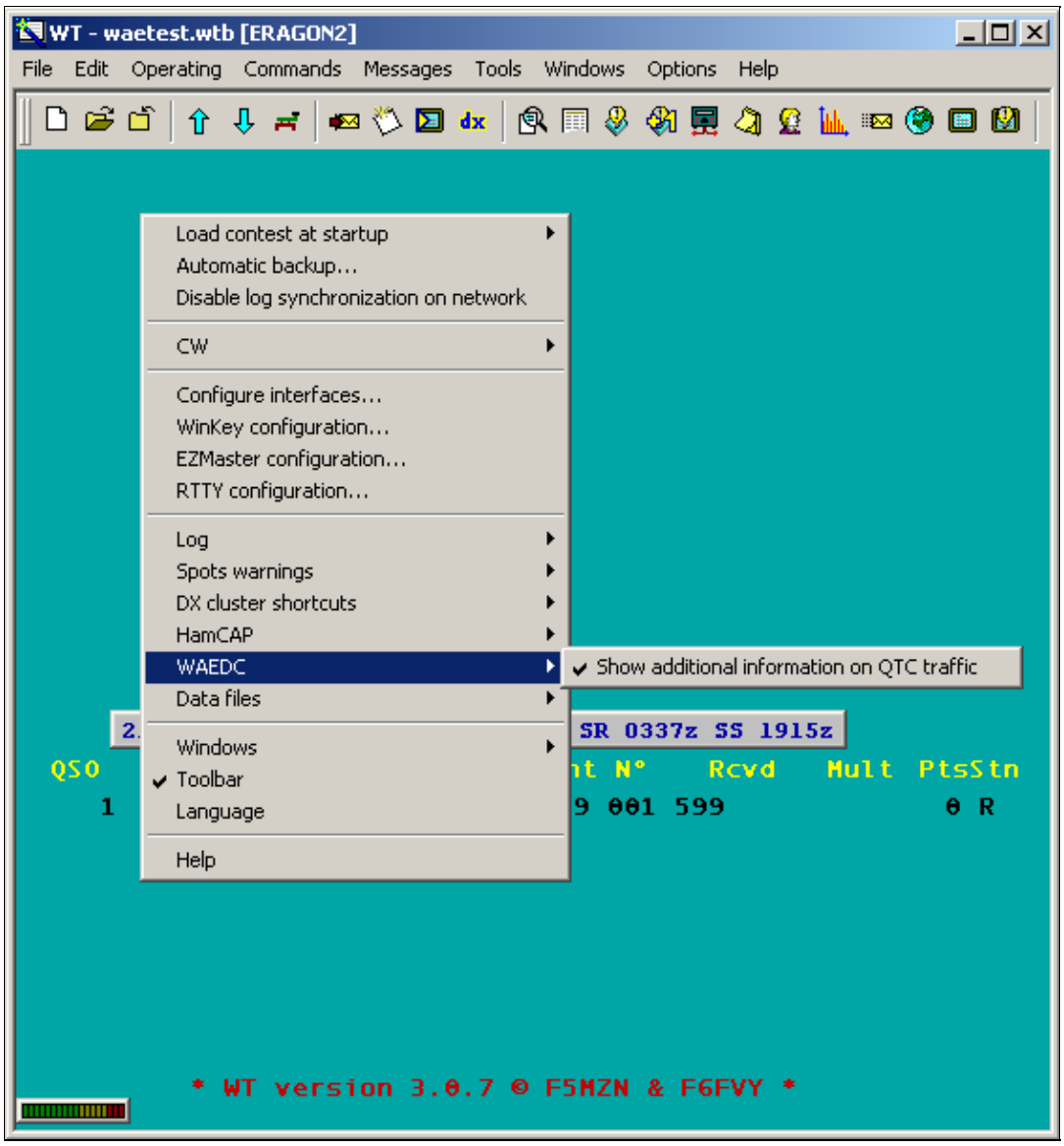
For more information about QTCs see the WAEDC Contest Rules

Setup

You may find the following special setups useful for the WAE:

- right-click on the Main-Window to get the context menu and set

```
WAEDC | Show additional information on qtc traffic
```


WT - waetest.wtb [ERAGON2]
File Edit Operating Commands Messages Tools Windows Options Help
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Automatic backup...
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EZMaster configuration...
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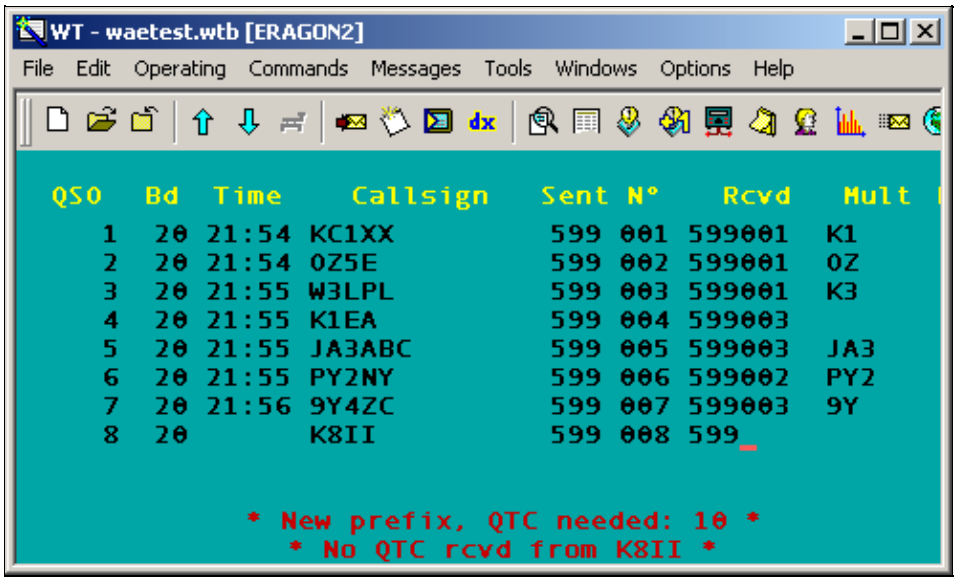
Help
SR 0337z SS 1915z
QSO
Rcvd
Mult
PtsStn
* WT version 3.0.7 © F5MZN & F6FVY *

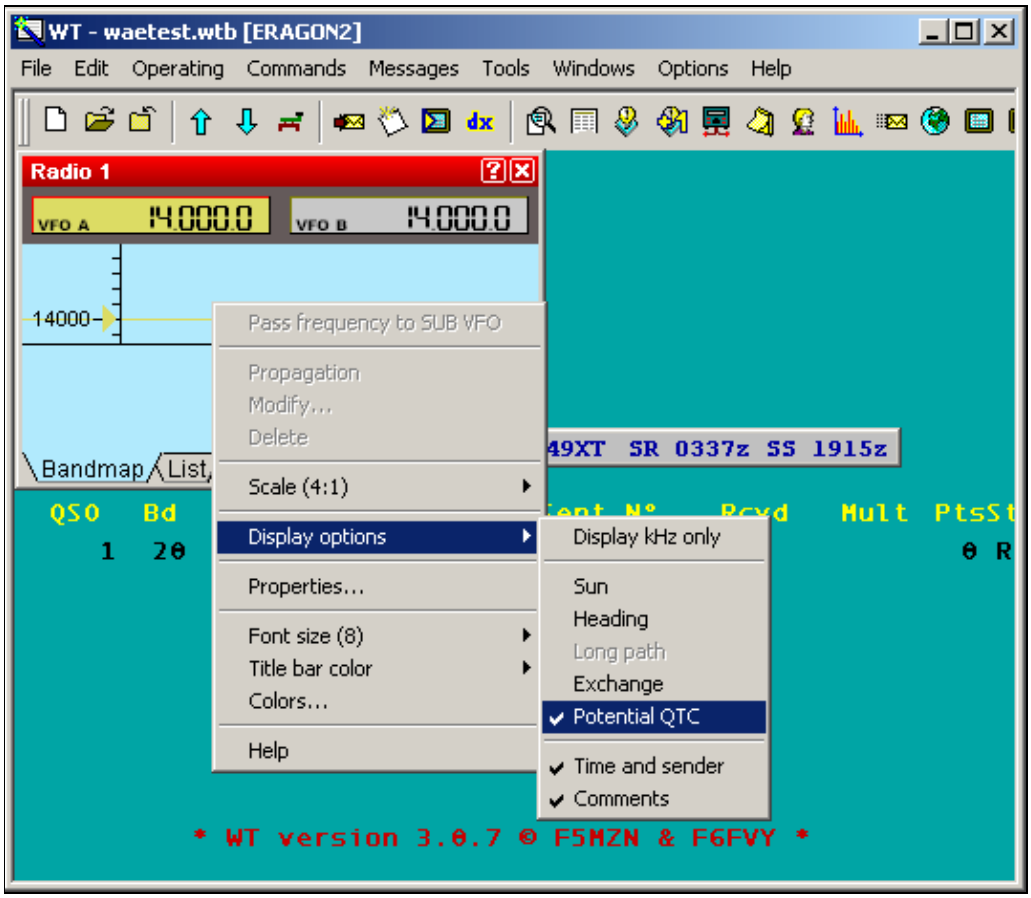
context menu WAEDC
You should get QTC infos after pressing space to enter the RST like this:



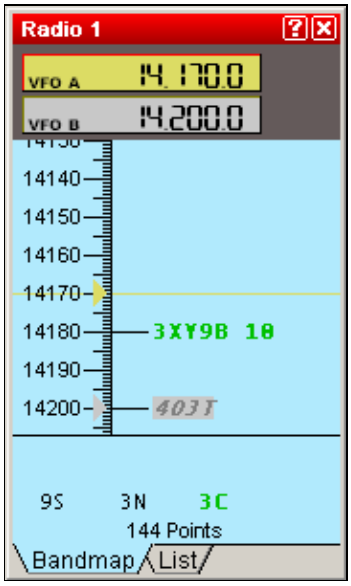
QTC information in main window

- right-click on the radio-windows to get the context menu and set

`Display Options | Potential QTC`



context menu display options
You then will find QTC information in the bandmap, similar to this:



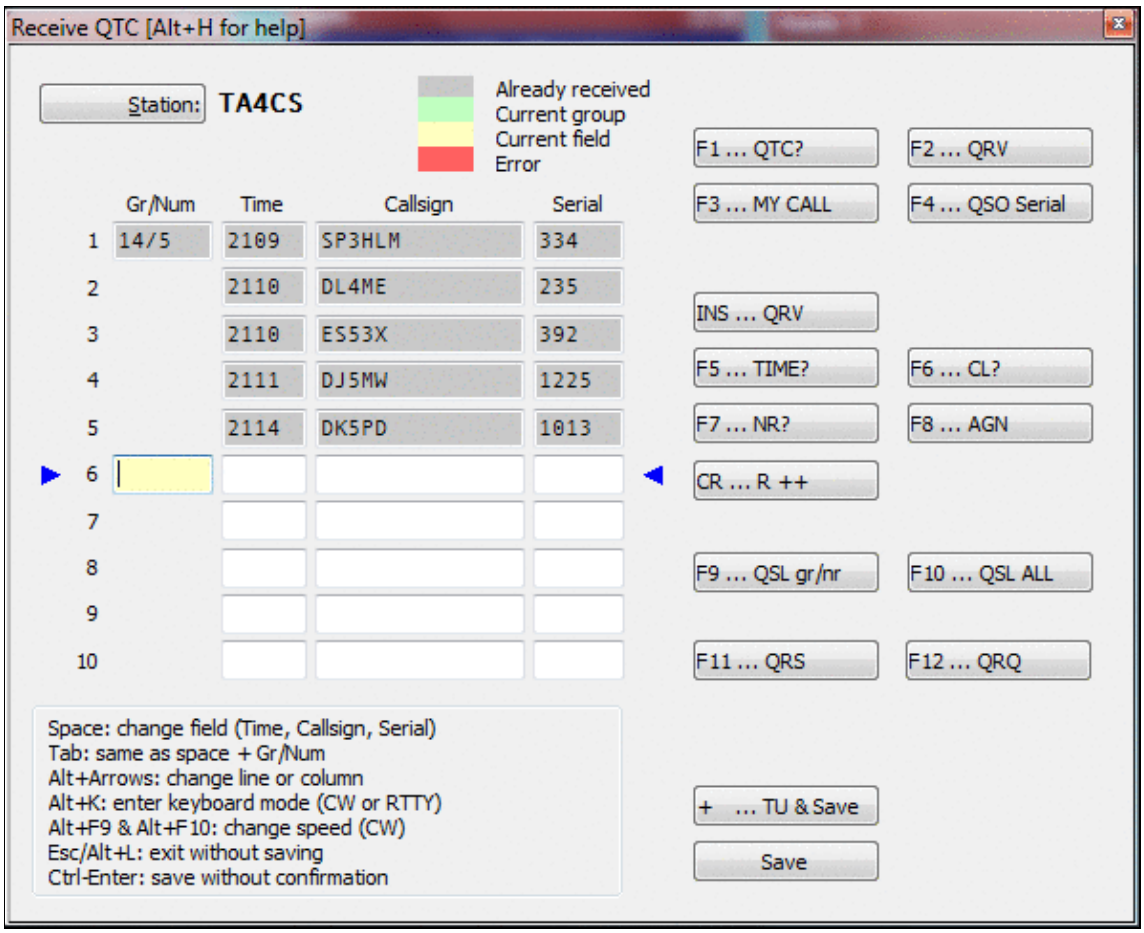
Radio1 Bandmap
showing QTC infos:
3XY9B 10 QTCs possible

Radio1 List
showing QTC infos:
3x 10 QTCs possible

Note: The band map potential QTC figure will not automatically update after QTCs were received/sent. However, you can force the update by manually overwriting the call in the band map by using **Ctrl-Enter**.

Receiving QTCs

Type **`Alt-L`** for QTC RX.



QTC receiving dialog
Since time and band information will be automatically saved, it is a good idea to enter QTCs on-line, during the contest. Don't be shy, as Win-Test supports you with many little features to make life easier.

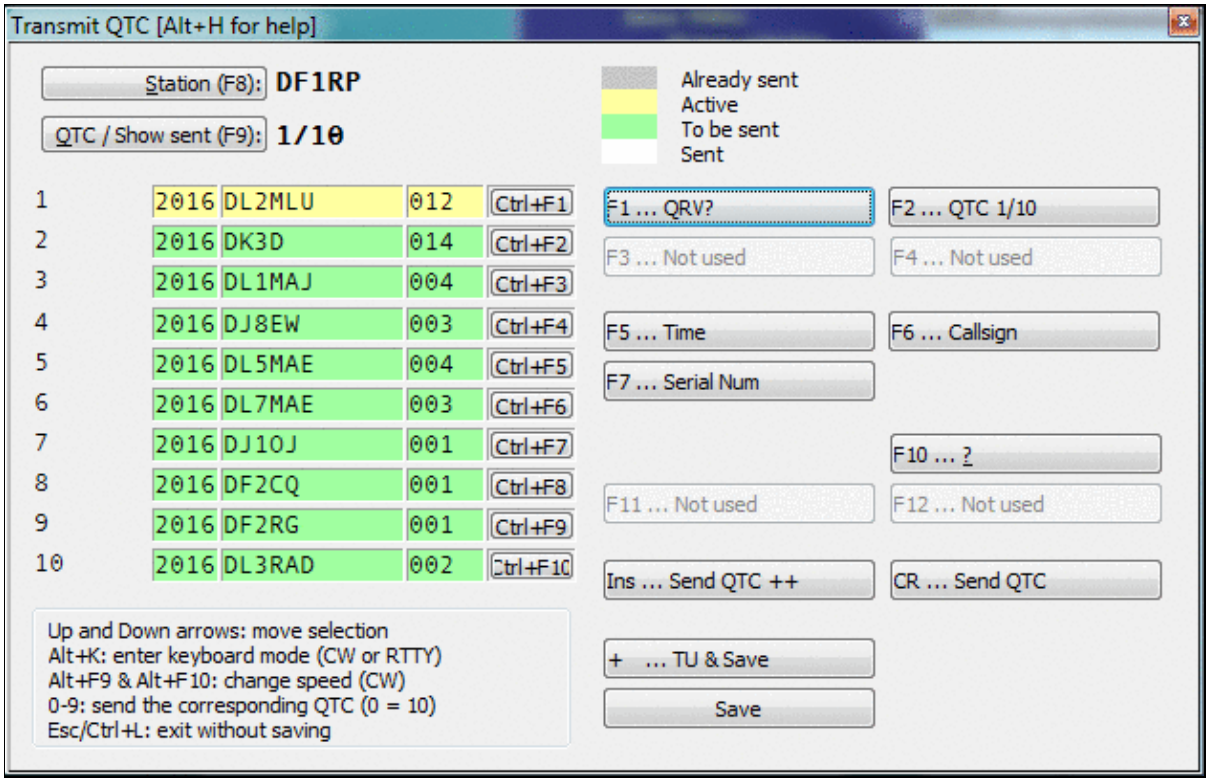
- **[Tab]** or **[Spacebar]** will allow you to travel between Time Call and Serial fields and additionally to the QTC number field.
- At any time, you can use the mouse to move the cursor.
- Note the two arrows to the left and right of the current QTC line. These allow you to spot the cursor more easily.
- On CW, when you press the **[Enter]** key, an "R" will be transmitted automatically. Move from line to line, pressing **[Enter]** and everything happens automatically.
- Other F-keys are available to handle different situations during the QTC traffic like asking for a repeat or completing the message and saving the information. These can be configured in the Options Menu.
- Missing figures in the Time field will be automatically computed from data of the previous QSO. So if time in QTC 1 was 1245 and you enter 7 in QTC 2, this will be updated to 1247.
- Pressing the **[+]** key will terminate the QTC traffic, save the QTC data and close the window.

Editing QTCs at a later time

You may want to re-open the QTC window to do some editing at a later point in time. Go to the QSO when you received the QTCs or enter the callsign in the callsign field and press **Alt-L**. Now do your corrections and later close the window by clicking on the "Validate" button. Correcting QTCs will not change other information in your log like when and on what band the QTC was received.

Transmitting QTCs

Type **`Ctrl-L`** for QTC TX



Transmitting QTCs
On CW press **`INS`** to send QTCs one by one. If the recipient asks for a full repeat of the QTC just sent, simply press **`ENTER`**. If he requests an individual field, use the appropriate Fx key or button. You may also use the numeric keypad, 0 corresponds to QTC nr. 10. If the QTC is ack'ed, use **`INS`** to send the next one.

On RTTY press **`INS`** or hit the **Send QTC++** button to start transmitting all QTCs at once.

RTTY

General

It is a good idea to log the complete WAE Contest to disk, so you can control the QTCs afterwards. See Configuring Logging on MMTTY for more.

Special support for copying QTC traffic in the RTTY leg of the WAEDC is available. First of all, QTC groups and series will be highlighted in the RTTY window.

Keep in mind that you are able to change most messages (even the QTC dialog messages) with

`Options | RTTY | Modify WAE messages`

Transmitting QTCs

Use **`Ctrl-L`** to start the QTC-TX-dialog. Transmitting QTCs is similar to CW, except that all QTCs are sent in a single transmission by using the **`INS`** key - contrary to CW and SSB where a confirmation is requested after each QTC.

It's a good advice to use **INS** at the beginning to send the complete QTC group with grp/nr and all QTCs. Then all QTCs will be sent at once, and will have a correct format that other RTTY progams can recognize.

If you use the Keys **F2** to send the grp/nr and **Ctrl-F1** ... **Ctrl-F10** for the individual QTCs manually, there will be a break in the FSK stream and PTT and thus the format might be destroyed by noise characters in between. These keys should only be used when particular information is requested by the DX station.

Receiving QTCs

Use **ALT-L** to start the QTC-RX-dialog. Receiving QTCs is supported by clicking on the appropriate text in the RTTY received window. Assuming you receive the following sequence:

```
QTC: 65/2 QTC: 65/2
0917-GI8HXY-146
0918-G8UBJ-068
```

First click on one of the highlighted "QTC: 65/2": this will automatically open the "QTC Receive" window and fill the QTC group field. Then click on each QTC serie highlighted lines. Again, they will be passed automatically to the "QTC Receive" window.

If You receive some incomplete QTCs like that:

```
QTC: 14/4 QTC: 14/4
0917-GI8HXY-146
X919-DR! XT-06-
0918-G8UBJ-068
QD18-DP4N-0JSA
```

you should click on the first QTC, then click in the QTC-Receive-Dialog into the time field of QTC #3, click on QTC nr 3. That way you see which QTCs are missing and you can ask the DX station to repeat these, typical one QTC each:

```
PSE AGN QTC NR 2 2 2 2 2

0919-DR1A-478
0919-DR1A-478

NW NR 4 4 4 4 4

0918-DP4N-078
0918-DP4N-078
```

After collecting these QTCs you should send a QSL all like that:

```
QSL 14/4 QSL ALL TU
```

You can also collect individual calls, times or serials by clicking on these, assuming that the cursor is already in the corresponding input field of the QTC RX dialog (**$QTCROW**, see Message_variables#WAEDC_QTC_related). And, of course, you also can type in those data manually.

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Menu:File new

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Menu:File (without a file opened)

Contents

New

You may use `File | New...` to create a new log file.

> **Note:** Since Win-Test stores most CW/RTTY messages and window positions in each log file, it is usually more convenient to copy an old Win-Test log file of the same contest type, rather to use the method described below. When you create a brand new log file with Win-Test, it resets all CW/RTTY messages and Window positions to Win-Test defaults, and these may not represent your personal preferences.

Win-Test first shows the contest configuration screen, which is described in detail in the Contest Configuration section below.

Contest configuration

Station

Callsign: N6TV Locator: CM97CF Exchange (zone, ...): 6 ?

DXCC Prefix: W WAZ zone: 03 ITU zone: 06 State/Province/Other: CA

Name: Robert A. Wilson

Address: 51 Cheltenham Way

Address: San Jose, CA 95139-1257

Address: USA

Club: Northern California Contest Club

Load

N6TV | Station 2 | Station 3 | Station 4 | Station 5

Save as

N6TV | Station 2 | Station 3 | Station 4 | Station 5

Contest

Contest: IARU HF World Championship Days... This month only

Category: Single operator Mode: CW

Overlay: --- Band plan: Default Setup...

Class: High power Power: 1500

Operators:

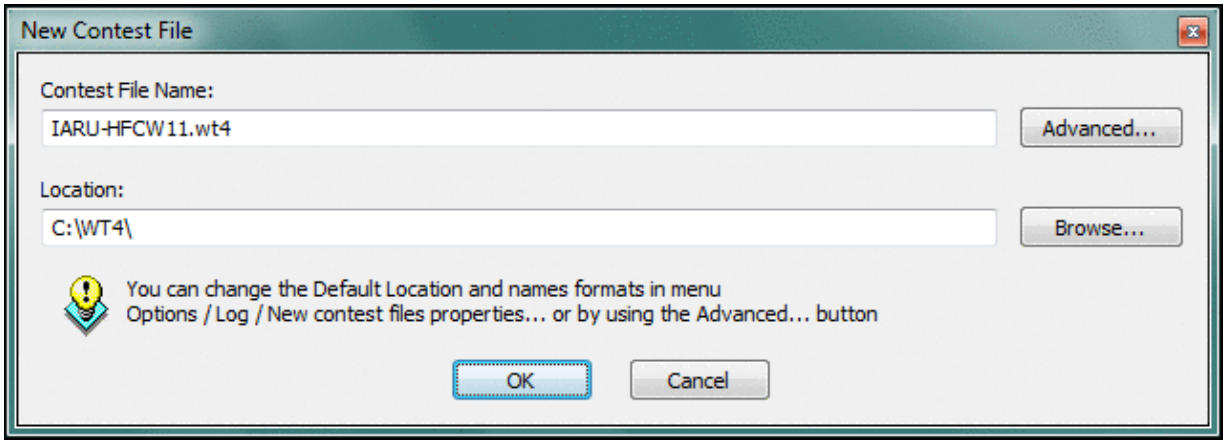
Network

Station: STN1 Enable time distribution across the network

OK

Cancel

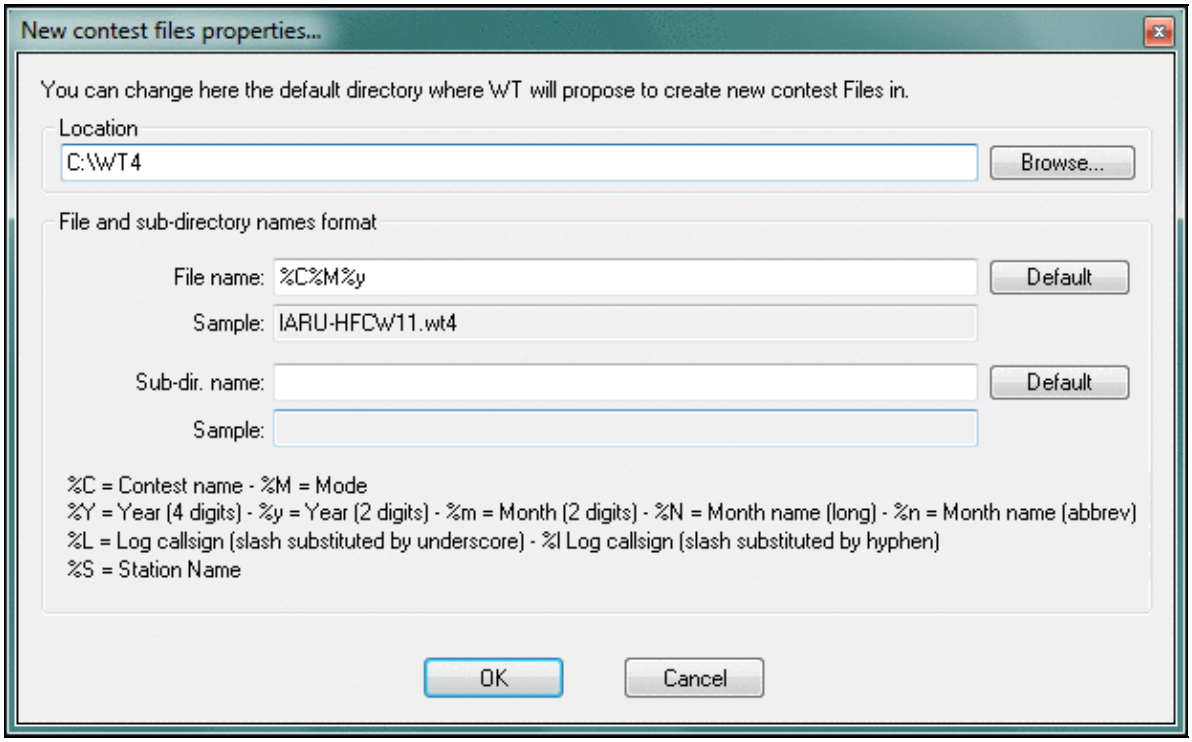
Contest Configuration screen
After selecting a contest type and clicking the **OK** button, Win-Test automatically generates a new file name based on the type, mode, year, callsign, etc. Win-Test then displays the following dialog box, which you may use to change the generated name and subdirectory. The default extension for Win-Test log files is .wt4, which should not be changed. (Win-Test 3 used .wtb as the file extension, which stood for "Win-Test binary".)



Dialog allowing you to customize the name and location of your log file

> **Note:** For a multi-op setup, do *not* put log files on a shared network drive. Each computer must use its own local log file, stored on its own local hard disk drive. Log data will be automatically shared and synchronized between computers (when enabled) across the local network by Win-Test.

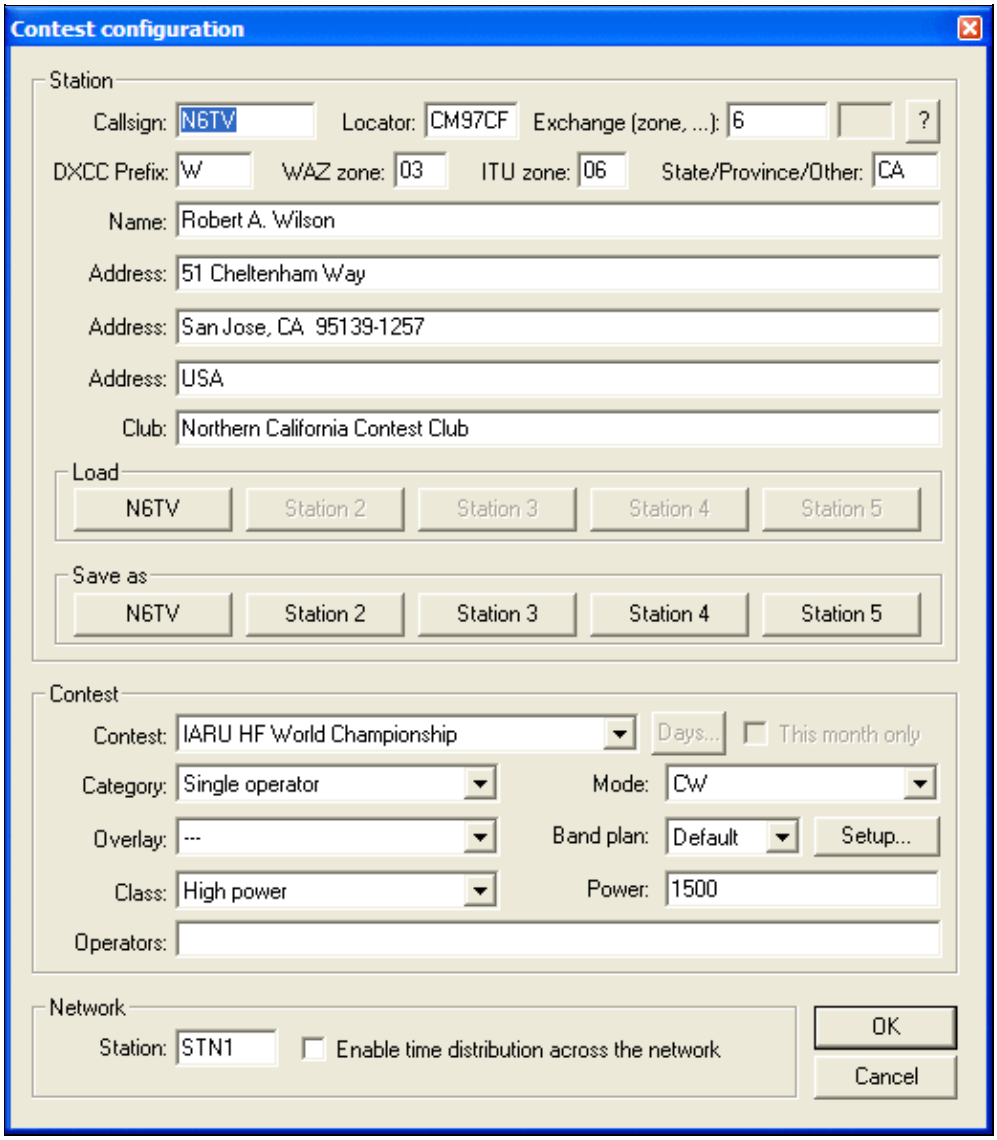
To change the default location and naming convention, click the **Advanced...** button and refer to the legend displayed at the bottom of the dialog, as shown below:



Use this dialog to change the default naming convention and location of your Win-Test log files
By default, Win-Test creates a new sub-directory for every contest type. If you wish to have all of your logs stored in the *same* directory, leave the **Sub-dir. name** field blank, as shown above.

Contest Configuration

After selecting **New**, **Open**, or entering the **REOPEN** text command when a log is already open, the contest parameters are shown in the following dialog box:



Contest configuration parameters

Station Parameters

- **Callsign:** The one used during the contest. Do not specify the departement (REF contest), or the zone number in this field ! On the other hand, the potential /P, /M or /MM must be specified.
- **Locator:** Mandatory for a VHF contest. Optional but useful for an HF contest (this will allow to get accurate beam headings or sunrises/sunsets). To determine your locator, go to http://f6fvy.free.fr/qthLocator/fullScreen.php, find your location on the interactive map, and click on it to display your grid square number.
- **Exchange:** Type your zone, your state, your department... according to the contest you will run. For example, for a CQWW DX contest, specify your WAZ zone. Let this box empty if the sent report is a serial number (for the WPX, for example). If there is a domestic and a DX side in the contest, specify DX if it is your case. Press the button with the "?" symbol to get more information.
- **DXCC prefix:** Standard prefix of your DXCC country. This information is used only for live score reporting, so you may leave that open.
- **WAZ zone:** Your WAZ zone. This information is used only for live score reporting, so you may leave that open.
- **ITU zone:** Your ITU zone. This information is used only for live score reporting, so you may leave that open.
- **State/Province/Other:** Your state, province or other regional designator. This information is used only for live score reporting, so you may leave that open.
- **Name:** Name of the callsign's owner.
- **Address:** You have 3 free lines to give the address of the station. Keep the last one to specify your zip code and town, as well as your country for an international contest.
- **Profiles:** You can save up to five different station profiles. Profiles are a set of station information (Callsign, Name, Address, etc.) that can be reused when necessary; they allow quick Win-Test setup for operators that frequently change their contest call, or go to DXpeditions, or operate on a multi-op team. Profiles are saved in specific sections in the `wt.ini` file.
    - **Load:** click the button to load the previously-saved station profile
    - **Save as:** click the button to create a Station profile. To *rename* or reuse a station profile, **`[Shift]+click`** on the button and follow the prompts.

Contest Parameters

- **Contest:** The contest to run. Multipliers, dupe checking, points scoring etc... will depend on this choice. Please be careful! Regarding VHF contests, Win-Test supports 2 "generic" contests: "European VHF" and "European VHF (gridsquare counting as multiplier)". These 2 contests will be compatible with the vast majority of the minor contests having the same scoring system.
- **Category:** Choose the category in which you will participate. Check in the rules that the corresponding category really exists in the specified contest! Win-Test does not check for the existence of a specific category against the current contest rules.
- **Overlay:** Some contests rules show overlays (like Rookie). Check in the rules that the corresponding overlay really exists in the specified contest!
- **Mode:** Choose the mode in which you will participate. Selecting **`MIXED`** will allow you to switch between SSB and CW. If you also wish to have digital modes, select **`ALL`**. Check the rules if the corresponding mode really exists in the specified contest!
- **Band plan:** Select a contest-specific band plan or leave the Default one. For more details, please see Options | Bandplans...
- **Power:** Your effective power, compulsory for the ARRL DX, on the DX side. Use only numbers, figures like **`5`** or **`100`**, but do not specify watts! If you are allowed to transmit more than 1 kW, specify **`KW`**.
- **Class:** Choose the power class.
- **Operators:** Put the operators' callsigns here. For strict compatibility with the Cabrillo format, please leave a blank space between each listed callsign.

Network Parameters

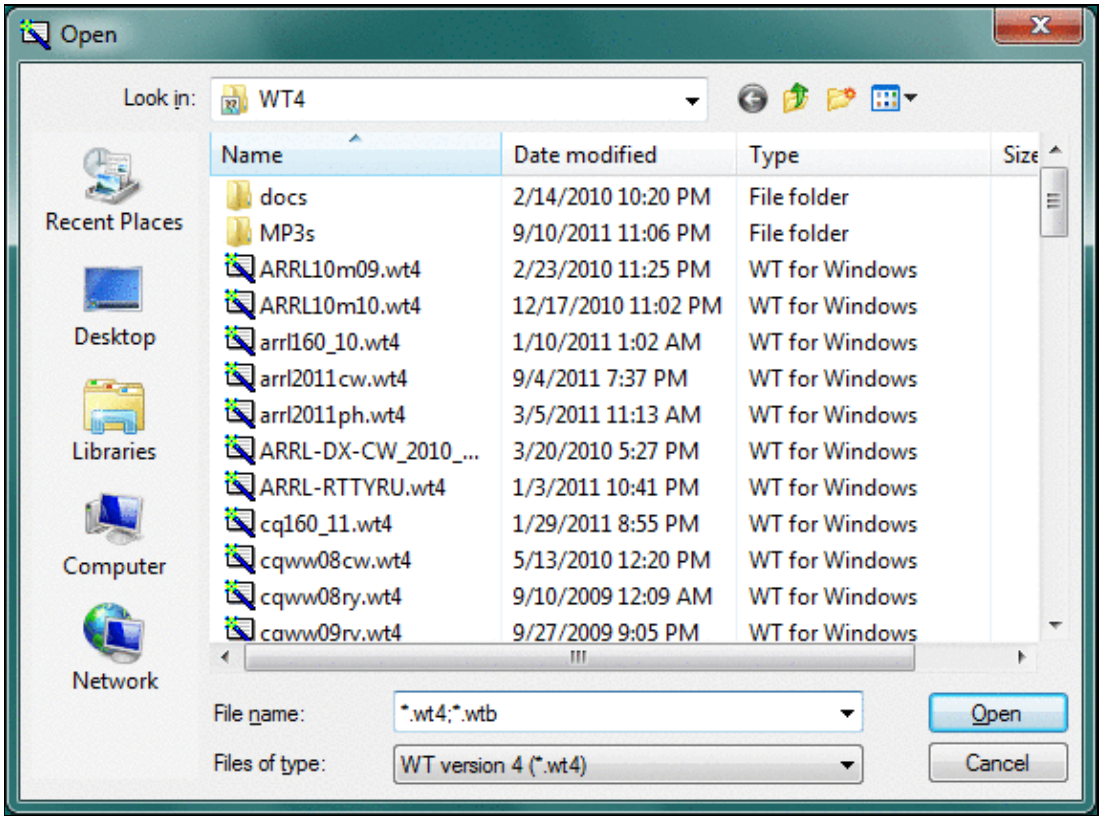
The following parameters make sense only in a networked Win-Test environment.

- **Station name:** All computers in the network must have different names. Use descriptive names to easily recognize a computer in the status window. To prevent any side effect (especially on the network), the syntax of the station name is checked, and 'exotic' characters are replaced by an underscore if needed.
- **Enable time distribution in network:** In order to synchronize the timestamps of all logged QSOs, *one and only one* computer should be defined as **time master** by checking this box.

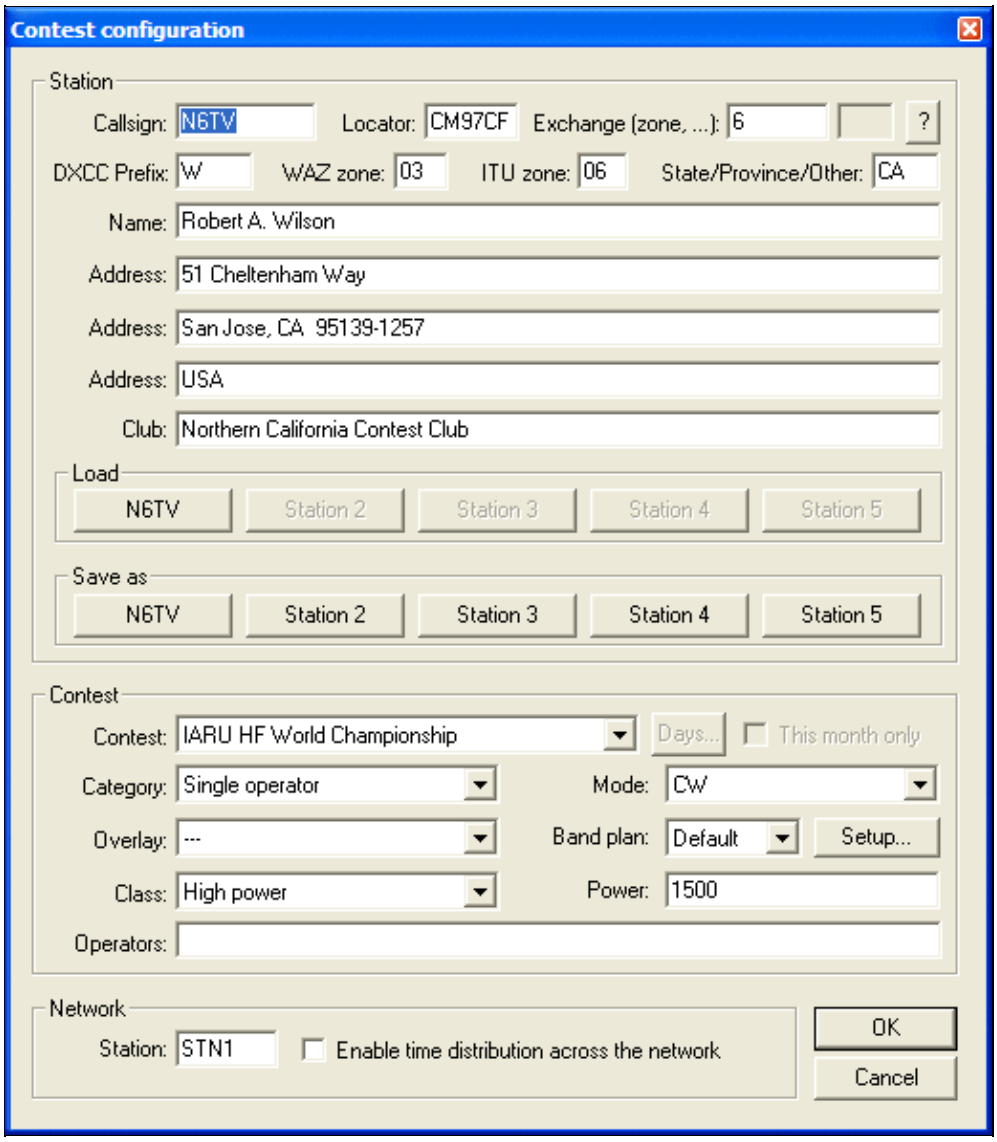
Open

Opens a log file in the Win-Test format (.wt4 for Win-Test version 4, .wtb for Win-Test 3).

There is no need to close the file already in use. The new file will take its place.



Opening a Win-Test binary log file
After choosing the file, the contest configuration dialog appears:

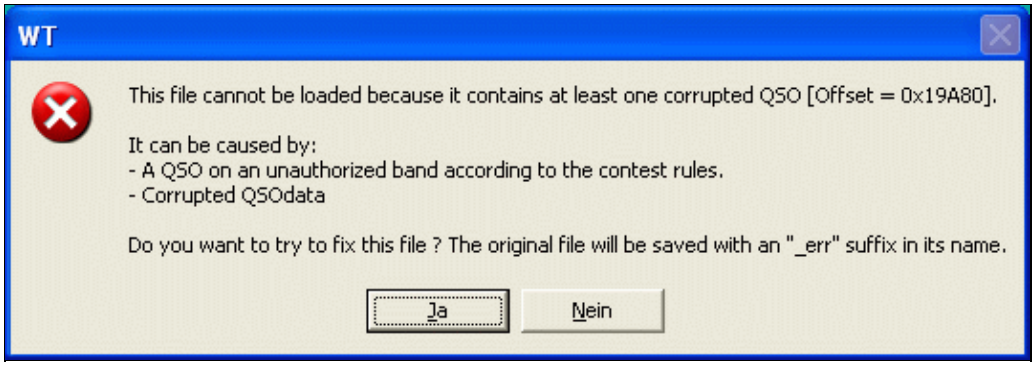


Contest configuration screen
You can then modify these parameters, if needed, before starting to log contacts. See the Contest Configuration section above for more information.

A progress bar is then displayed as the log file is loaded, as well as information about data base files associated with the contest.

Corrupted Files

Should your file have been corrputed by any means, Win-Test will automatically open up a dialog to fix the error.



Fix Errors Dialog. Make sure you know what you're doing

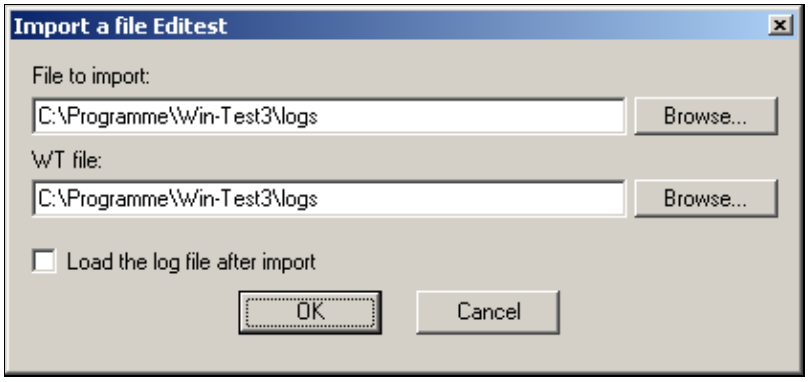
The original log will be saved under the original name with an **`_err`** suffix before the .wt4 extension.

The fix will most probably delete the QSO records in question to allow for a clean log. Make sure you know what you're doing and be sure to have a backup of the original! Fixing the file is only possible in some cases. For example, when you inadvertedly opened a v3 Win-Test file with Win-Test version 2, you are at a loss (see http://www.f5mzn.org/pipermail/support/2006-November/072424.html).

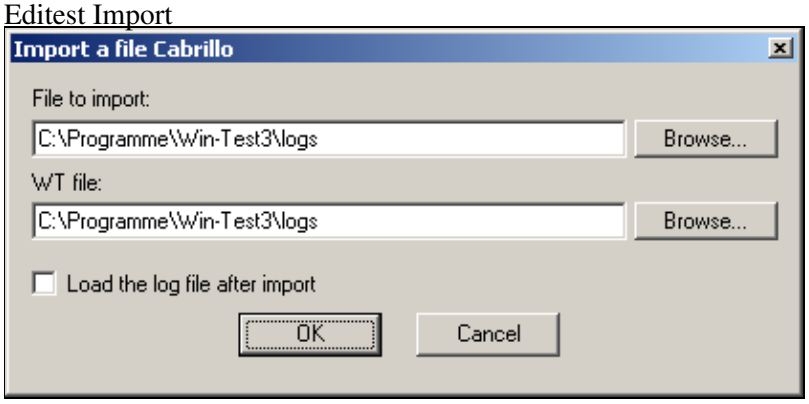
Import

Allows to import logs from Editest or Cabrillo format to Win-Test format.

Furthermore, after importing the log file, you can immediatly load this file in Win-Test, by checking the appropriate box.



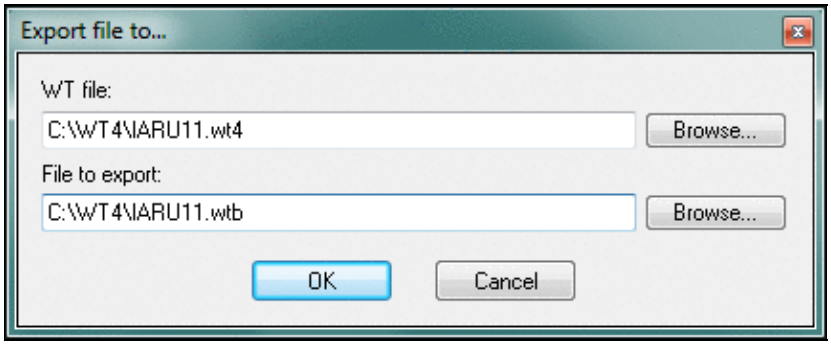
Editest Import



Cabrillo Import
Of course, the original file is not modified.

Export

Provides a way to export a Win-Test version 4 (.wt4) log into an Win-Test version 3 (.wtb) file format. The former Editest format is no longer supported for export.



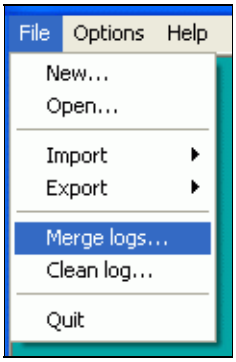
Export to Win-Test version 3 format
The original .WT4 file is not modified.

Merge Logs

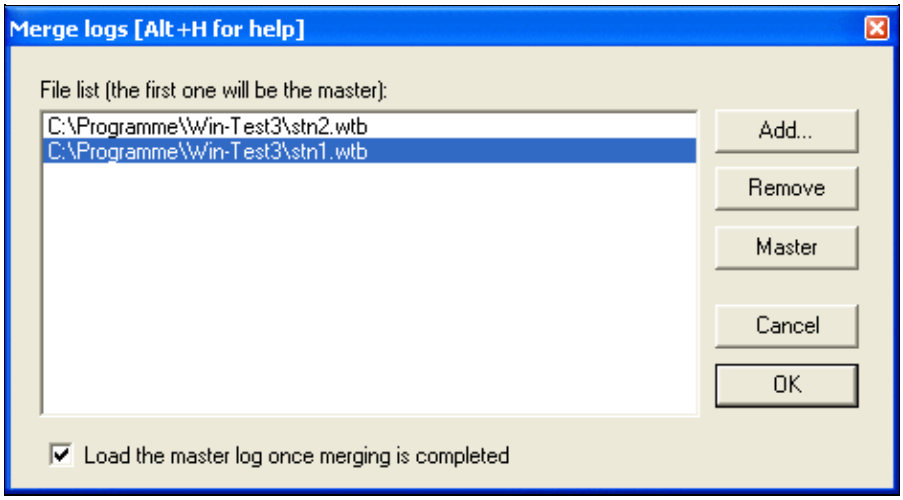
Merging is the process of manually bringing two or more (partly) separate log files together.

Useful in a multi-operator Win-Test LAN, this menu allows to merge the logs issued from different computers. You can thus gather all the QSO in an unique file (named "master"), which has to be the first added to the list. The original file will be automatically saved before any modification (.bak).

Since Win-Test version 3, with networking and log synchronization, this should no longer be necessary. A valid scenario, however, could be a DXpedition, where several computers run independently, without a network backbone and a complete log has to be created on a day-by-day basis and distributed to all stations for completeness and redundancy or uploaded as an on-line-log.



Start up the merge dialog; this menu item is visible only when no WT file is open



Now select the files to be merged

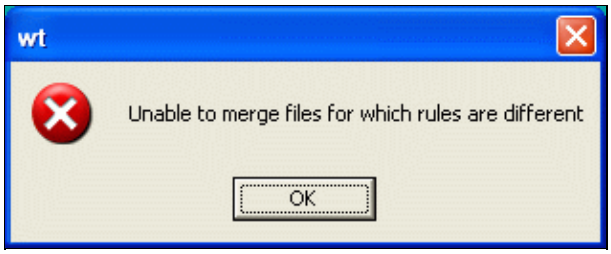
Merging Logs is done in six steps:

1. Close the current log
2. Collect all log fiels to be merged on your computer
3. Go to **`File | Merge logs...`**
4. Select all the log files you would like to merge
5. Select the file that should become the master file
6. Press OK to start merging

Win-Test will read QSO data from all the files and incorporate them into the designated master log file, removing any duplicate contacts. Optionally, you may chose to load the master log file after the merge process has finished.

This menu is only visible if no file is opened. If a log is opened, just close it by the `File | Close` menu or the **`CLOSE`** text command.

> **Note:** If you have changed a QSO in a partial file and the unchanged QSO is still contained in another log that is being merged, you will end up with both the changed and the unchanged QSO in the final log.
>
> **Note:** Win-Test will not allow merging logs from different contests.



Files from different contests cannot be merged

Clean log

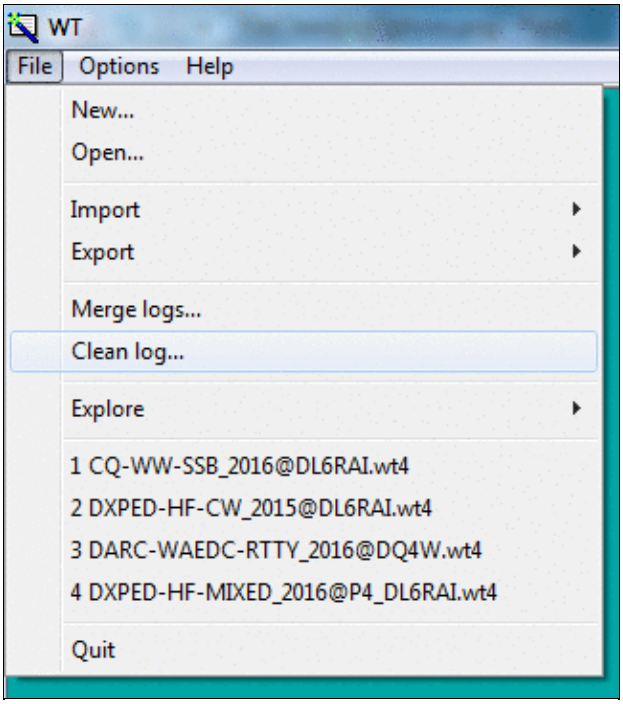
Cleaning

This function removes QSOs logged with your own callsign. It can also remove duplicate QSOs.

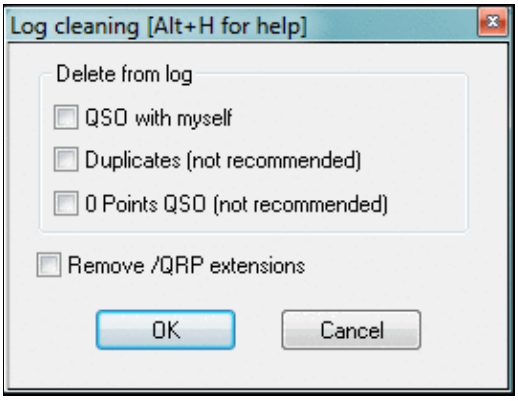
The recommended way to remove QSOs during a contest is to overwrite them with your own callsign. Later, after the contest, you can delete these QSOs from the log. Win-Test allows you to do that very easily via a menu item. QSOs with own callsign are ignored by WÃ–n-Test both for multiplier and QSO point credit during the contest.

First, close the log via **`File | Close`** or the **`CLOSE`** command. The Clean Log item is only visible, in the File menu, when the log is closed.

Then from the menu choose **`File | Clean log`**.



The Clean Log menu item



The Clean Log dialog

When you select Clean Log, Win-Test prompts you to select the log file you want to clean. Next the Clean Log dialog prompts you choose the actions you want to perform:

- to delete QSOs with yourself (good, these should be QSOs marked for deletion)
- to delete all duplicate QSOs (bad idea)
- to delete all zero point QSOs
- to remove any "/QRP" extensions (generally OK).

Please refer also to the Multi-op/Deleting_QSO chapter.

Warning: Contest sponsors advise to not delete duplicate QSOs from your log. In fact, if the other station did not correctly get your callsign during the first QSO, this QSO will be lost! The log checking software used by contest sponsors never penalizes a log for dupes, so it is OK to leave them in your log.

Time Shift

This feature allow to move your log, or a portion of it, ahead or back in time. It is comparable to the CT_TIME.EXE utility supplied with CT, back in the old days, and it has been extended in fuctionality.

For complete details please refer to Menu:Tools Time shifting in this manual.

Resolving 10-Minute-Rule Violations

This is a typical Multi-OP item. Please see Multi-op/Issues/Non_Multipliers for more information about this topic.

Quit

Closes the current file and quits Win-Test back to the Windows environment.

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Menu:File open

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Menu:File (with a file opened)

Contents

New

This will create a new Win-Test file. Please see elsewhere for a detailed description.

Open

This will open an existing Win-Test file. Please see elsewhere for a detailed description.

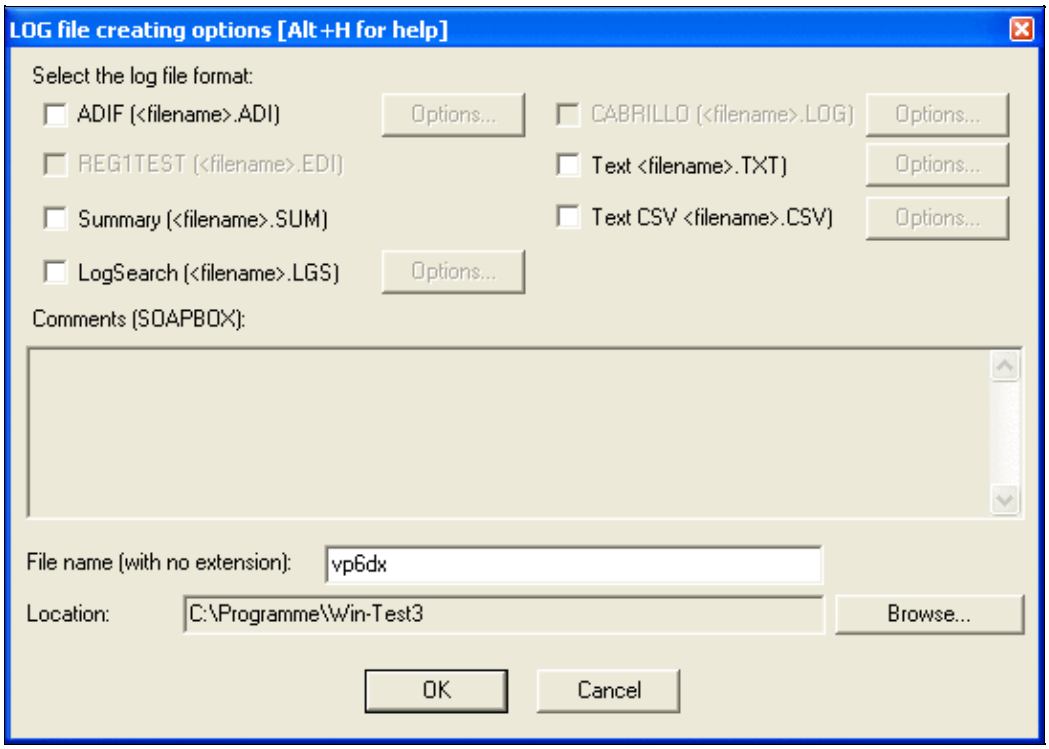
Close

Closes the current file, but remains in the Win-Test environment. The way to switch logs without having to restart Win-Test.

Create Log Files

Text command shortcut: **`WRITELOG`**

Creates log files to be sent to the contest organizer for checking (usually Cabrillo), or to import into your personal log book software. Note that not all formats are available for all contests.



The "Create Log Files..." dialog box
Select the files to be created, optionally add comments (soapbox), and specify a name to be used for the files. You may also specify a target directory path that is different than the log file directory

For more details, please see Creating.

Backup contest

Saves a copy of the complete log file in a backup directory, which has to be specified in the **`Options | Automatic backup`** dialog. If this directory is embedded in a floppy disk, it has to be present in the drive A: while executing this command. The file will have an additional **`.bak`** extension (**`test.wtb.bak`** for example). To use this backup file, just rename the file without the .bak extension.

Warning: A 1.44" MB floppy disk will accept no more than approximatly 7,000 QSOs!

Archive

Creates a timestamped zipped file in the log directory of the files related to the current log that are selected. Warning: Archiving audio recordings file that are usually pretty large can take a while... be patient!

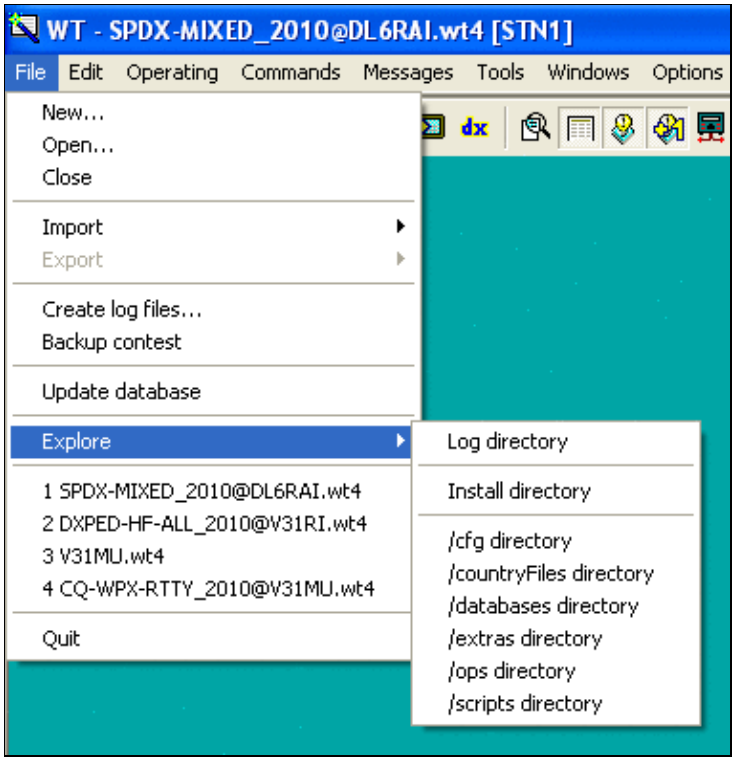
When archiving, the full path of the generated zip file is copied to the clipboard.

Update database

Allows to enrich the database of the contest with the datas from your log. If a callsign already exists in the database, the attached datas in your log may replace those in the database. If the callsign does not exist, it will be added, with its attached datas.

Explore

Comfortably open the Windows Explorer in one of Win-Test's directories.



The "File | Explore" dialog box

Most Recently Used

The next menu block lists the last four most recently opened files. This will let you switch between files quickly.

Most recently used Files List

Quit

This selection will Quit Win-Test and will bring you back to the Windows environment. Before using this command, **don't forget** to complete your last QSO!

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Menu:Edit

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Menu:Edit

Contents

Restore QSO

Shortcut: **`Ctrl-Z`**. Allows you to restore all the original data of a QSO you are modifying. Of course, the QSO you are modifying must already be logged before you use this command. It is most useful if you accidentally change something on a prior QSO, and wish to restore it.

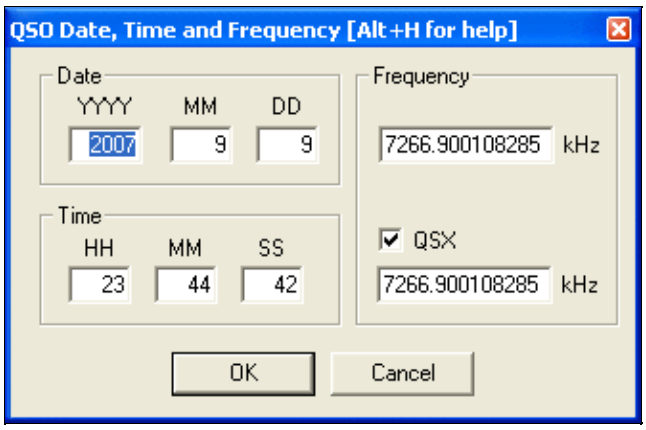
Initialize QSO

Shortcut: **`[F11]`** or **`Alt-W`**. Erases all the fields of the current QSO if it has not been confirmed. However, this key will not delete a QSO that has already been logged with [**`Enter`**]!

However, the best way to "delete" a QSO is to do it after the end of the contest, in the final log files. Otherwise, you can enter your own callsign instead (and clear it afterwards with File Clean log...), but this may create errors in the multipliers list. A better way is to duplicate the previous QSO, on the same band. It will be one more dupe QSO, but the points and the mutipliers will be correct.

Edit Date, Time, Freq. and Op. of QSO...

Shortcut: **`Alt-F`**. Allows you to modify the date, time, frequency and operator of an already logged QSO. Note that you can only change the frequency on the same band. If you need to change bands, use **`Alt+F1`** or **`Alt+F2`** (see QSY).



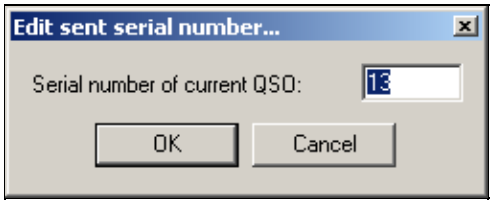
Editing QSO date and time and frequency

Warning: After a modification, Win-Test does not sort the logged QSO by time. The logging sequence by numbers is kept.

If you need to move your log, or a portion of it, ahead or back in time, please refer to the Tools time shifting feature in this manual.

Edit serial number

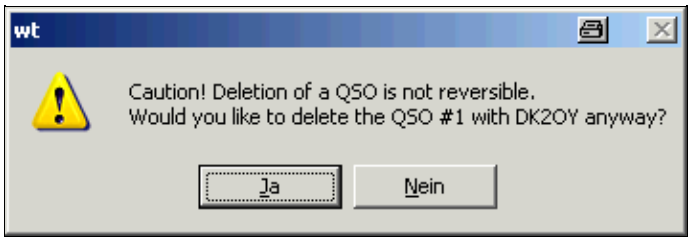
This opens the edit serial dialog box. Here you can change your sent serial number.



Editing the serial number

Delete QSO

Permanently deletes a QSO in the log. As noted below, this command is irreversible. Note that you cannot delete QSOs unless log synchronization is disabled (see Options | Disable log synchronization on network).



Deleting A QSO from the log. This feature is not supported when log synchronization is enabled, such as in a multi-computer network.
However, the best way is to make a note via **`Alt-N`**, then delete the QSO after the end of the contest, in the Win-Test file or the Cabrillo/ADIF files. Another option is to enter your own callsign in the logging window, then remove it after the contest with File | Clean log...

Yet another option is to duplicate the previous QSO. It will be one more dupe QSO, but the points and the

multipliers will be correct.

Delete all QSO...

Equivalent text command: **CLEARLOG**.
See also the **CLEARLOGNOW** and **COPYLOGCLEAR** text commands, which may be more convenient if you understand what they do.

This command deletes all the QSOs in the current opened file. Of course, as this should be rather unusual, you need to confirm the command.

Deleting all QSOs
You need to literally type **OK** (uppercase) in the box, and then press **[Validate]** to delete all QSOs.

Goto QSO...

Presents the dialog allowing to go directly to a QSO (if you know its number).

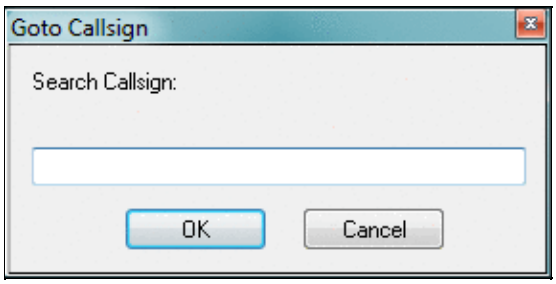
Goto QSO
With the two labelled buttons, you can locate the cursor at the begining or at the end of the log. Same action will result by typing **START** (or **FIRST**) and **END** (or **LAST**) in the callsign logging field.

You can also locate the cursor on the desired QSO number just by typing this number in the callsign logging field and use this menu item, or by using its shortcut (**Ctrl-G**) for backward CT compatibility.

When you have jumped to a specific QSO, Win-Test will not let you move away unless there is a valid call in the callsign field and a valid exchange in the report field. If you inadvertedly delete the callsign or report, press **Ctrl-Z** to undo the change.

Goto Callsign...

Presents a dialog allowing you to go directly to a callsign. You can also use the shortcut **[Shift]-[Control]-G**.

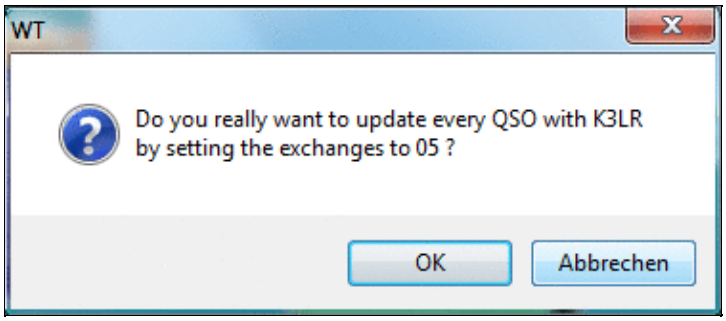


Goto Callsign
By default, the callsign of the current QSO is searched. If the current line is empty (i.e. if the cursor is set to the last (empty) line of the log), a dialog is opened. The search is done backwards through the log.

Apply exchangce to every QSO with...

Allows you to correct a fixed exchange to every QSO in the log. This function is only available in contests, where fixed exchanges (like zones, states, districts) are exchanged. It allows you to make a consistent change without much tpying.

You can also use the shortcut **[Control]-[F10]**.



Apply Exchange to every QSO dialog.

Move in my log only

Only useful in a multi-operating environment. Checking this option will allow the operator to step through QSOs in his own log, using the **[up arrow]** and **[down arrow]** keys. This makes it much easier to correct the last QSO logged, since the cursor skips over QSOs being logged by other computers in the network.

If this option is checked, you can still move to any QSO by pressing **[Shift]-[Up arrow]** and **[Shift]-[down arrow]**. On the other hand, if this option is unchecked, using these key combinations will navigate to QSOs made in your log only.

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Menu:Operating

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Menu:Operating

The following controls are only available if `Technique | SO2R` or `Technique | Advanced SO2R` are checked. They are specific to SO2R operation. For more information on SO2R, please see Running a Contest.

Contents

Listen to the primary radio

Shortcut: **`[AltGr-A]`** or **`[Ctrl-Alt-A]`**. This switches the headphones to the primary radio.

Listen to the secondary radio/headphone toggle

Shortcut: **`[AltGr-T]`** or **`[Ctrl-Alt-T]`**. This switches the headphones to the secondary radio.

Listen to the secondary radio during transmit/headphone latch

Shortcut: **`[AltGr-L]`** or **`[Ctrl-Alt-L]`**. This option automatically switches the headphones to the secondary radio on transmit.

Listen both radio/headphone split

Shortcut: **`[AltGr-S]`** or **`[Ctrl-Alt-S]`**. Switches to both radios (left radio on the left headphone, right radio on the right headphone).

Revert to automatic control

Shortcut: **`[AltGr-R]`** or **`[Ctrl-Alt-R]`**. Restores automatic control.

Technique

Here you can choose the operating technique:

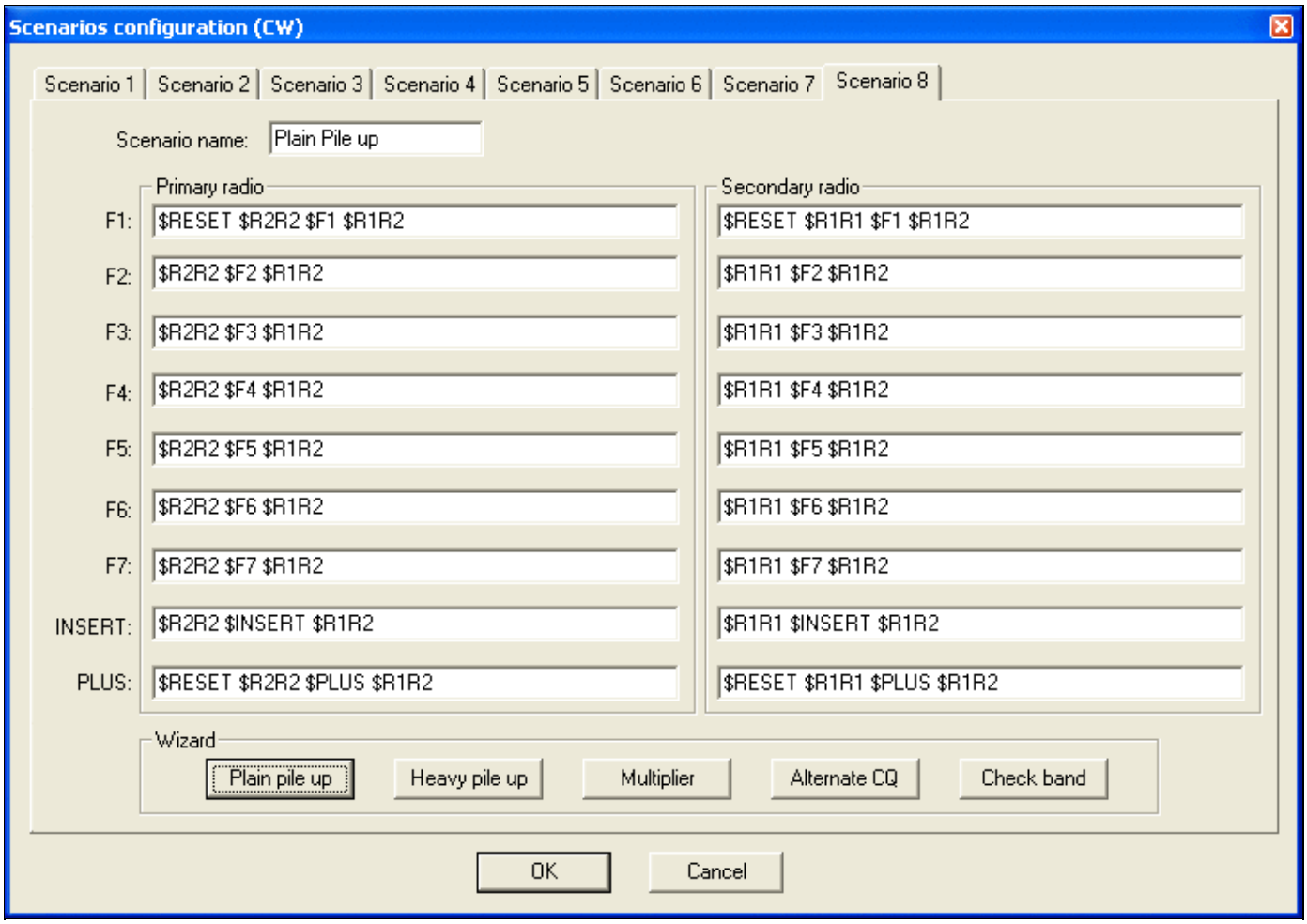
- SO1R / MultiOp
- SO2R
- Advanced SO2R

This menu entry enables/disables the above mentioned listening functions.

Modify the scenarios

Shortcut: in the Secondary Radio Window, just *double-click* on the scenario *name*.

Here you can configure the SO2R "scenarios," which define how pressing a function key will affect headphone audio for an SO2R operator, in both Run and S&P modes.



Modify the SO2R scenarios
See SO2R/Advanced SO2R/Setting up scenarios for more information.

Shift binds to the secondary radio

When checked, the [**`Shift`**] key can be pressed to bind the keyboard input focus to the secondary radio window.

See SO2R/Shift binds second radio for important keyboard mapping considerations before selecting this option.

When a binding key is used, the color background of the QSO area is changed.

Caps Lock binds to the secondary radio

When checked, the [**`Caps Lock`**] key can be pressed to bind the keyboard input focus to the secondary radio window.

See SO2R/Caps Lock binds to the secondary radio for more information.

When a binding key is used, the color background of the QSO area is changed.

The second footswitch binds to the secondary radio

When checked, the second footswitch can be pushed to bind the keyboard focus to the secondary radio window. This option is only supported for the EZMaster SO2R controller.

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Menu:Commands

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Menu:Commands

Contents

QSY

One band down

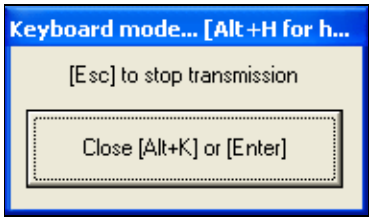
Modify the band of the current QSO (logging field), to the nearest lower band (vs frequency). While on 160m, the nearest "lower band" will be 10m. Shortcut: **`Alt-F1`**. You can also directly type the desired band (if the logging field is empty, of course), and even a frequency in kHz (such as 14265).

One band up

Modify the band of the current QSO (logging field), to the nearest upper band (vs frequency). While on 10m, the nearest "upper band" will be 160m. Shortcut: **`Alt-F2`**. You can also directly type the desired band (if the callsign field is empty, of course), and even a frequency in kHz (such as 14265).

Keyboard mode

Allows you to use the keyboard to generate CW or RTTY text. This is needed in unusual situations, for example to say a few words to your old contesting friend before you send him a report or to manage a DX station to QSY to another band. This feature has no meaning on SSB.



Keyboard Mode
You have to type blind - you will only hear (or see in the RTTY monitor) what you have typed when it's being transmitted.

Note that in keyboard mode you have the usual function keys available, so instead of typing your callsign, you may simply press **[F4]**. If you have remapped other keys such as the backslash **[\]** to send your callsign, those keys will *not* work in keyboard mode *unless* you enable the CW Option Remap keys in keyboard mode.

Keyboard mode can also be started with the shortcut **Alt-K**. To exit keyboard mode, click on the Stop button, or press [**Return**] or press again **Alt-K**. Note that on CW [**Escape**] will also exit the Keyboard mode, but it also aborts the transmission if remaining data are still in the buffer. On RTTY, **[Escape]** empties the TX buffer, but leaves the PTT ON, so you can continue typing until you close the window (which resets the PTT).

By the way, you can exit the Keyboard mode with **Alt-K** when you are done typing - you do not need to wait until the transmission finishes.

CW Speed...

Shortcut: **Alt-V**. Opens the CW speed dialog box:

Entering the CW speed
In this dialog you also can use :

- **Up arrow**: Increases the speed by 1 WPM
- **Page up**: Increases the speed by 2 WPM
- **Down arrow**: Decreases the speed by 1 WPM
- **Page down**: Decreases the speed by 2 WPM

The CW-Speed can also changed via **Alt-F9** (decreases by 2 WPM) and **Alt-F10** (increases by 2 WPM) while operating.

Finally, you can also directly enter a speed (in WPM) in the callsign field and hit **Alt-V**.

> **Note:** The settings used for WinKey are minimum 20/maximum 60 wpm. Setting any other speed min/max values with the WinKey software usually causes unpredictable, unwanted CW speed jumps when using Win-Test.

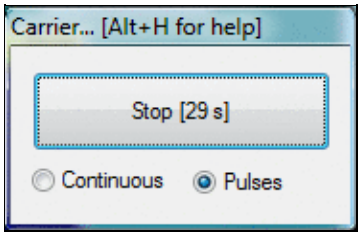
CW Weight...

Open the CW weight dialog box:

CW weight dialog box
This is the weight (ratio) of dashes to dots - the default value (3.0) should be fine for most people.

Carrier

Sends a carrier to the CW output. You can choose a plain carrier or pulses (in order to take care of the PA while tuning ...). Shortcut **`Ctrl-T`**, or enter **`TUNE`** in the main window. For safety reasons, a 30-second timeout automatically stops the transmission no matter what, in the mean time remaining seconds are displayed.



Tuning carrier
To exit this mode, click on the Stop button, press [**`Return`**] or [**`Escape`**].

Split frequency

Allows to directly adjust the split frequency of the current radio.

Split frequency adjustments
A direct access to this dialog box is also possible by typing [**`Minus`**] from the numeric keypad, as well as the text command **`SPLITFREQ`** in the QSO logging field.

Enter "+1" or "-5" to set the receive frequency 1 kHz up respectively 5 kHz down.

Note that you can enter only the kHz part of the current band, and that entering an empty field or "0" cancels the split mode if it was engaged (as well as the **`NOSPLIT`** text command).

QSY frequency

Allows you to adjust directly the QSY frequency on the current band.

QSY Frequency
In the dialog box, you can also use and save the current frequency as a the QSY frequency, by clicking the central button.

You can also have a direct access to this dialog box by using **QSYFREQ** or **PASSFREQ** text commands.

This frequency will then appear in the status window.

QSY back to run frequency

This command will bring you back to the last frequency and mode on which you hit [**F1**] (=CQ, your last run frequency). It is accessible with the shortcut **Alt-F4**. The original CW speed will be restored which you had when you left the CQ frequency. Also RUN status will be restored, which is handy when you actively use the Run Mode/S&P mode.

Swap the frequency on both radios

Shortcut: **Ctrl-S**

After typing **SWAP** or pressing **Ctrl-S**, the frequency of the primary radio is swapped with the secondary radio frequency, and this radio now becomes the primary radio. Imagine Radio2 is primary radio on 21025 and Radio1 is on 7001 After typing **SWAP** the primary radio is Radio1 on 21025. Secondary radio is now Radio2 on 7001.

This is slightly different to pressing the **[*]** key, where only primary and secondary radios are swapped.

One of the possibilities that is offered by this command, is to be able to work with a single automatic amplifier (for example ACOM 2000A) with two radios. With Win-Test and EZMaster this is possible.

The scenario is as follows:

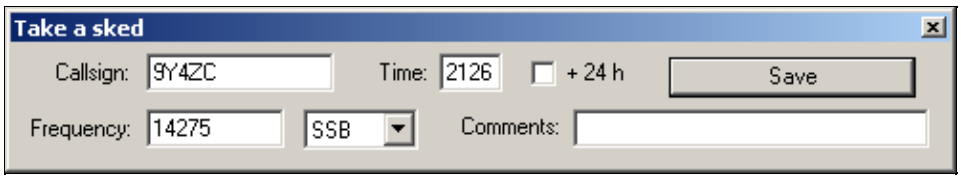
- Radio1 running, calling CQ (high power)
- Radio2 looking for multipliers (low power)

If Radio2 locates a multiplier you try to work him, but if the pile-up is too bad this is the moment to type **SWAP** and Win-Test and EZMaster will do all the changes of frequencies and antennas. The amplifier automatically tunes to the antenna of Radio2, you work the multiplier (now with high power), while Radio1 continues calling CQ with low power maintaining the frequency (nobody will take it away). Once you have worked the multiplier on Radio2, type **SWAP** again and Radio1 will continue to CQ with high power and you continue looking for multipliers on Radio2.

Another application is looking for a clear frequency with the secondary radio on a new band, while keeping the CQ going on the primary radio. Once you find a clear spot, type **SWAP** and start CQ-ing on the new band without delay.

Take a sked

Shortcut **Alt-E**. To take a sked with a station, the following dialog box appears :



Taking a sked
You must write down the callsign of the station you want to take a sked with (the current callsign in the logging field will be taken by default), the time of the sked (possibly specifying if this time must shifted + 24h, see comment below), the frequency, the mode (only in a multi mode contest), and an optional comment. Once recorded, the sked will appear in the skeds window.

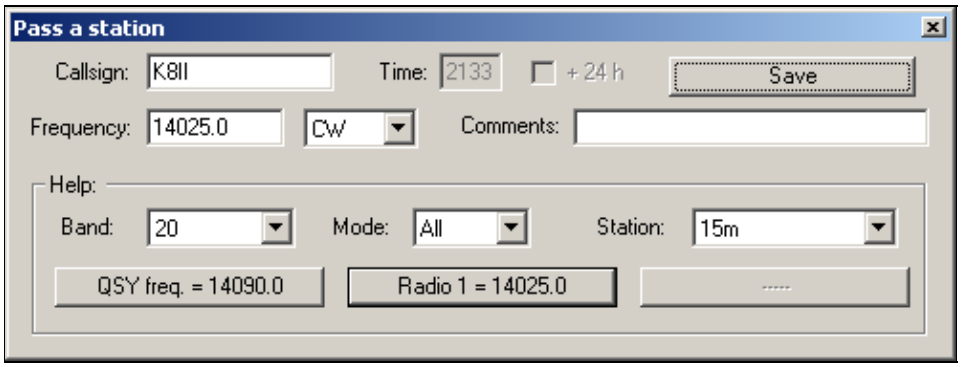
Remark about the time of the sked : checking the "+ 24 h" box does not always mean that the sked will be taken for "tomorrow", but that the time must be shifted by + 24 hours.

Example 1 : It is Saturday 1000z. You take a sked for Sunday 0600z : do not check the "+ 24 h" box.

Example 2 : It is Saturday 0400z. You take a sked for Sunday 0600z : you must check the "+ 24 h" box, otherwise the sked will be taken for saturday 0600z !

Pass a station

Shortcut **`Alt-D`**. To pass a callsign to another operating position (multi operators), the following window appears :



Pass a station
You must write down the callsign of the station you want to pass (default: the callsign in the logging field), the frequency, the mode (only during a multi mode contest), and an optional comment. Once OK is pressed, the infomation will appear in the skeds window.

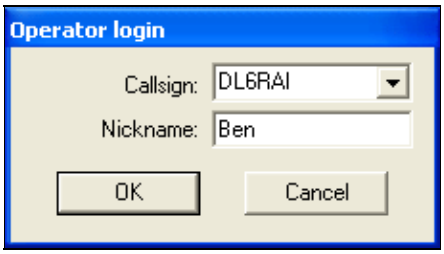
To make it easier passing a callsign in a multi operating environment, the lower part of window lets you know, by means of filters (combo box), what station is on the band where you wish the calling station to be, and the frequencies of the radios being on that band.

Operator Login...

This feature was added to provide a basic operator management. The feature is only available to multi operator logs.

It was mainly added to help DXPeditioners to identify operators for the web log search scripts, and for various DX or contesters challenges (RRDXA etc.). The new text commands **`OPON`** or **`LOGIN`** allow the operator to identify himself. The operator change is propagated across the network, meaning that if you login on a station,

you will be automatically logged out of the previous one you were logged on (if any).



Log in a new Operator using the LOGIN command

The current operator's callsign is displayed inside the title bar of Win-Test

When a list of operators was entered in the contest settings dialog when creating the log, it will be parsed to init the combo-box. You can also add ops "on the fly" to this combo box.

If you add nicknames to operators of this list (JOE, JACK, WILLIAM, AVERELL, JOSETTE or whatever - letters and numbers are accepted, allowing exotic nicknames like L33T etc.), you can enter them as text commands to quickly change operator, without using the **OPON** command. However, you cannot enter the operator's callsign; this will log a QSO with the operator.

To log off, simply change the operator or use the **OPOFF** or **LOGOOUT** text command.

Operators' callsigns are limited to 7 chars, while nicknames are limited to 13 characters in length. The ADIF file export includes the operator's callsign in the QSO record, if an operator was defined for that QSO. The text and CSV export files also allow the inclusion the operator's callsign.

When an operator logs on, Win-Test now automatically tries to run an executable (.exe, .bat or .com) named op_"callsign" which must be located in the Win-Test installation directory. For example, if DL6RAI logs in, WT will try to run op_dl6rai.exe (or .bat or .com), if this file exists. If the callsign includes a "/" character, it will be replaced by an underscore ("_"). This feature may be useful to automate various actions.

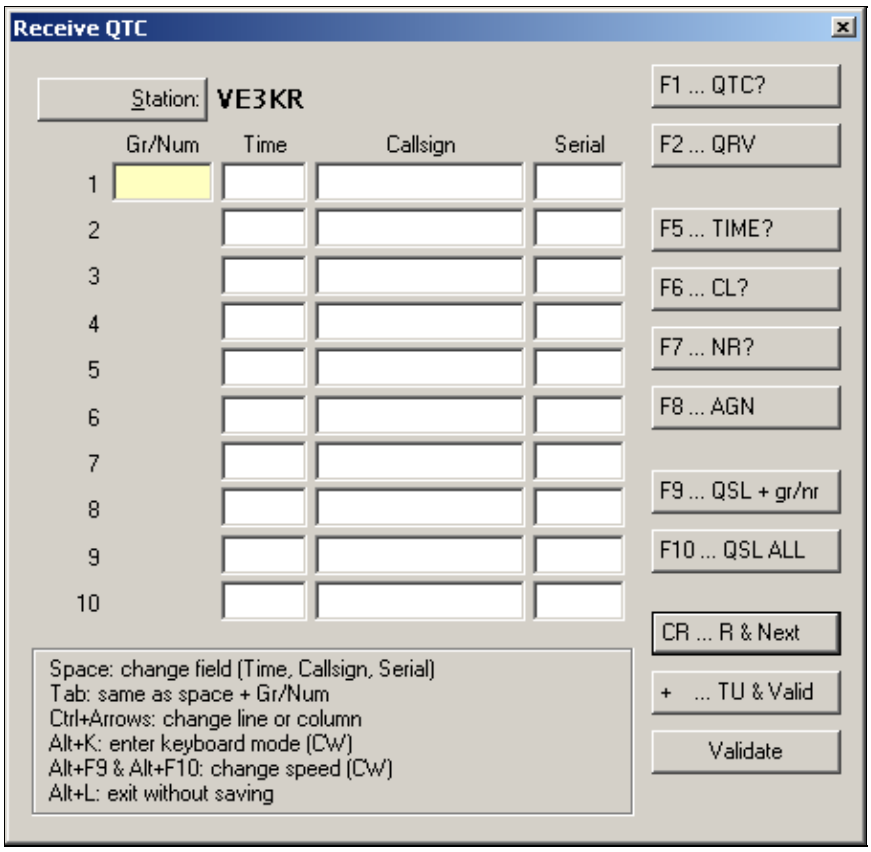
Copy-paste the previous QSO

Shortcut **Alt-[UP]**. This copies the callsing from previous QSO to the QSO edit field. Useful for passed stations or after QSY.

Receive QTC

Shortcut **Alt-L**.

Only for WAEDC contest and for European stations. Opens the QTC RX dialog box

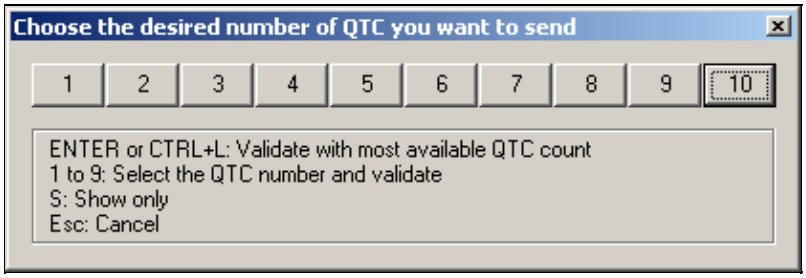


QTC RX dialog
See WAEDC for more information.

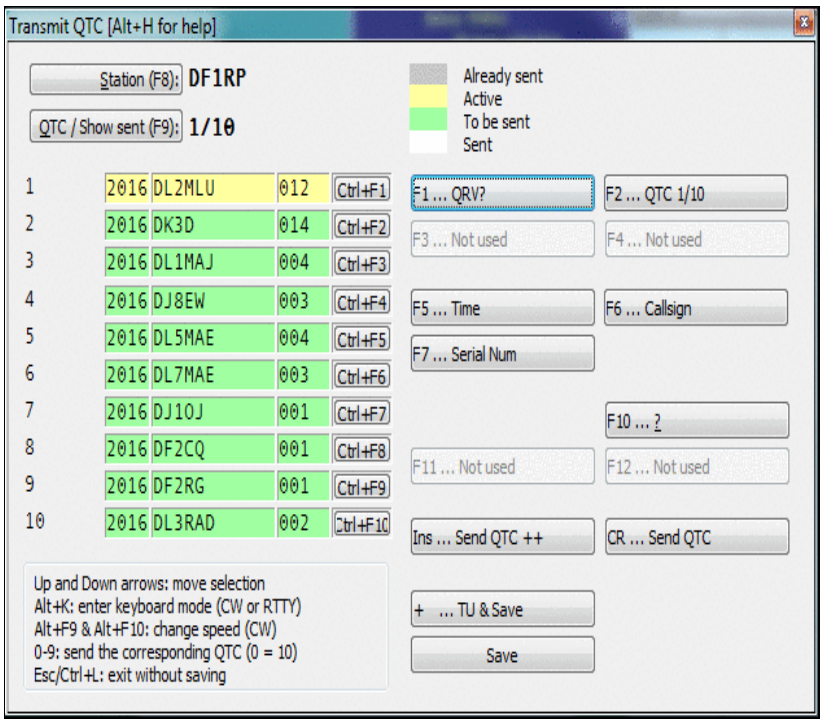
Transmit QTC

Shortcut **`Ctrl-L`**.

Only for WAEDC contest and for DX stations. Opens the QTC TX dialog box where you can select how many QTCs you want to send:



Selecting the number of QTCs to transmit
After pressing **ENTER** or selecting **10** You will get something like this:



Transmitting QTCs
See WAEDC for more information.

Turn Antenna to Logged Call (Short Path)

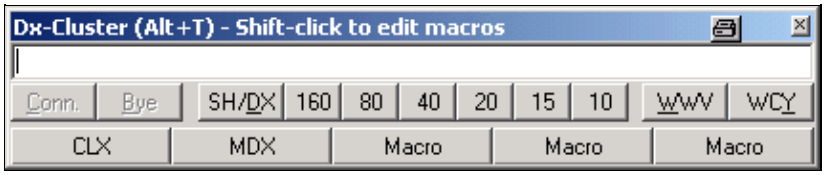
Shortcut **`Ctrl-F12`**. Turns the antenna to the logged call (short path) in case wtRotators.exe is active and properly configured.

Turn Antenna to Logged Call (Long Path)

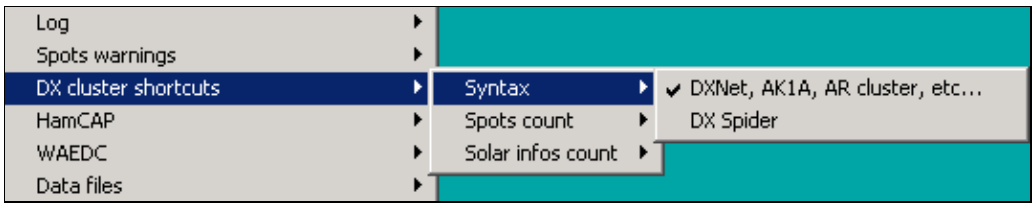
Shortcut **`Alt-F12`**. Turns the antenna to the logged call (long path) in case wtRotators.exe is active and properly configured.

DX-Cluster

Shortcut **`Alt-T`**. This window allows you to send commands to the DX cluster you are connected to. These commands are then forwarded either to a TNC physically connected on a COM port, a DX Cluster connection established via the wtDxTelnet application or a remote TNC in a multi computer network.

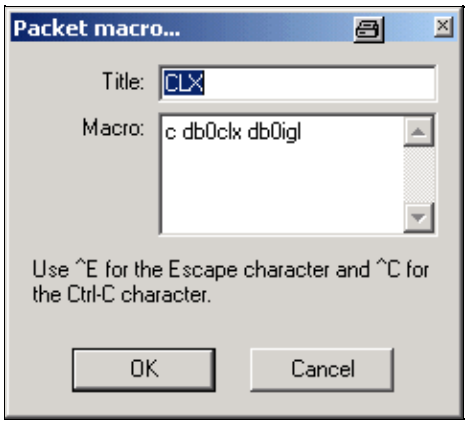


Sending commands to the DX cluster
The buttons below the entry line of that window are pre-defined commands that can be activated by clicking with your mouse.



The DX Cluster Shortcuts dialog
The count of DX spots and solar data can be set in the Options | DX cluster | DX cluster window shortcuts menu. This menu also allows you to select which type of DX Cluster you are connecting to, either the DXNet/AK1A/ARcluster type or the DX Spider type, where the command syntax is slightly different.

Additionally, there are five macro buttons that allow you to store often used commands or sequences. They come in handy for setting up the connection over a flakey or unstable link. Use **[Shift]** - Click to edit these macros.



The DX Cluster Macros dialog
Since pressing **[Escape]** would close the current window, you can use **Ctrl-E** to send an Escape character to the TNC (if it is in WA8DED host mode) to generate commands like

```
* I DL6RAI
* S1
* CDB0IGL
```

All entered commands are stored in a 10-slot recall buffer, in which you can navigate with the **[Up]** and **[Down]** arrow keys.

Spot...

Shortcut **`Alt-F3`**.

Sends a DX spot with the callsign of the current call in the callsign field or the previously logged QSO to the DX cluster you are connected to. The frequency is the active frequency of the current radio or the frequency on which the QSO was logged. This even works correctly when the cursor is positioned on a previous QSO.

Spot a station on a DX cluster
You can also modify the command (by adding a comment for example), before sending the spot. To cancel sending a spot, close the dialog box or press **`[Escape]`**.

If you have no computer control for your transceiver, you will have to manually enter the frequency before the spot can be sent.

The context menu of the Band Map lets you select the policy after which time (if at all) spots entered by the operator are deleted from the band map.

Propagation forecast

Shortcut **`Ctrl-P`**.

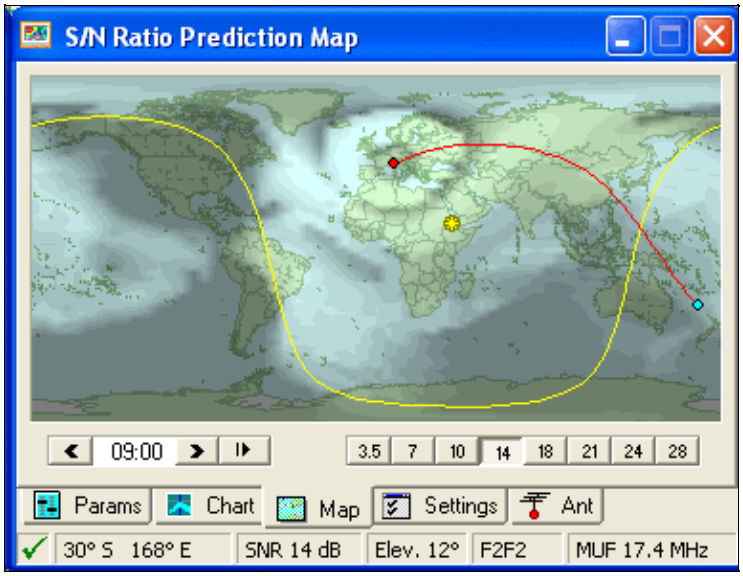
This function will be activated only if:

- Ham CAP (by VE3NEA), and its pre-requisite VOACAP v.08.1124W, are installed on your computer

and

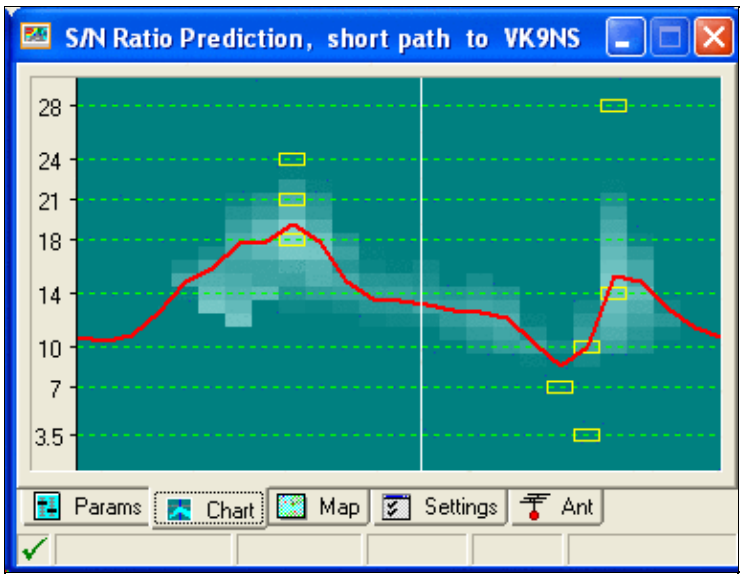
- a **CALLSIGN** is typed in the entry field

This is a sample of a Propagation Prediction Map you can get.



Propagation prediction map.

Clicking on the **Chart** Tab this is what will appear:



Point-to-Point Prediction Chart.

This is a very comprehensive and useful representation.

The red curve shows the statistical median MUF (50% Maximum Usable Frequency), while the yellow boxes mark the best hour for each ham frequency.

For more information refer to:

- HamCap Installation and Configuration
- Options | HamCAP

Insert into BandMap

Shortcut **`Ctrl-[Enter]`**. Inserts - into the band map of the active radio - the callsign captured in the logging field. This is very useful, especially while hunting for multipliers, to quickly detect a station in the band when you turn the VFO knob.

Active Radio

Switches the active radio. A double-click on one of the VFOs of the corresponding Bandmap will provide the same result. The "*" key also swaps the 2 radios (useful for SO2R operation).

Station Type

Indicates the station type for the current QSO. This command is useful for multi operators set-ups (M/S or M/2), if the contest rules make a difference between these status for the current category. If not, only the RUN (or RUN / SUPPORT) status can be used. At the end of each QSO line (or in the Status Window), you can see:

- R : RUN (running station in M/S)
- M : MULT (multiplier station in M/S, non-multipliers worked by multiplier station will be clearly indicated)
- R1 : RUN 1 (First M/2 station)
- R2 : RUN 2 (Second M/2 station)
- R+ : SUPPORT (see below)

The station type can be fixed for a computer so that when you reopen the log, or create a new log, the station type is the same as it was previously. Select the **Sticky Setting** checkbox to enable this feature.

The + indicates that the station is a SUPPORT station.

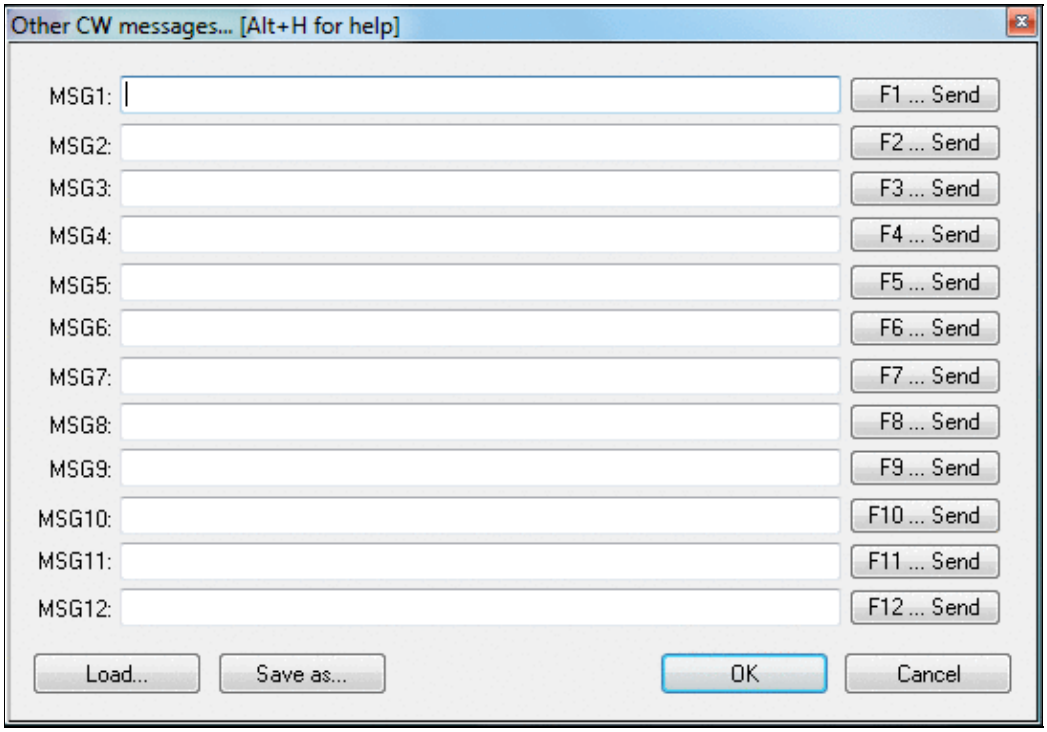
A SUPPORT station has the same settings as the MASTER station it refers to. It allows to have a RUN station, which runs the pile-up, and a RUN SUPPORT station (R+) which searches for multipliers on the same band as the RUN station (usually called INBAND station). As well, there can also be several MULTI, RUN1 stations ...

> **Note:** The station type has no connection with the network station name in a Multi-OP environment setup which you set up when opening a new log. For a correct generation of the Cabrillo file of a M-2 entry, make sure your two active stations are type R1 and R2 - no matter what name they have in the network.

CW/RTTY Messages

Sends the CW and RTTY messages **`[F1]`**...**`[F7]`**, **`[Insert]`** and **`[+]`**. See Keys for more information.

You can also open and modify the **additional messages**-dialog (which may be opened any time with the shortcut **`Alt-C`**).

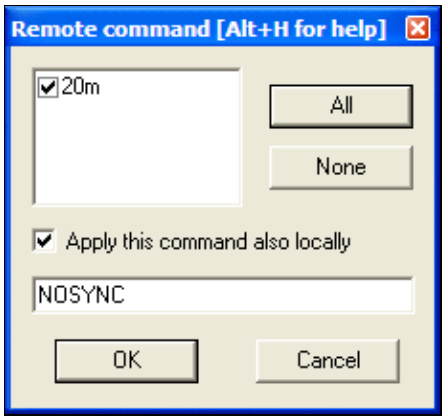


Additional CW/RTTY messages dialog
Please pay attention to the fact that the Message Variables (beginning with $), like **$MYCALL**, **$SERIAL**, etc. DO NOT work within these additional messages.

Remote commands...

Equivalent to the **REMOTE** text command.
Allows you to send a single text command to the local PC and to all other stations connected to the network at the same time.

In the example below, the **NOSYNC** text command is being used to temporarily disable log synchronization on the local PC and the remote PC named "20m" (see Clearing all logs before the start for why you might need to do this).



The **REMOTE** dialog lets one operator run a command on one or more networked computers
After entering the command, a gab message is generated automatically to confirm execution of the command on the local and remote computers, e.g.

```
20m: 40m: The command "NOSYNC" was carried out.
```

This menu item is only available if more than one station is available on the network.

Use with great care!

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Menu:Messages

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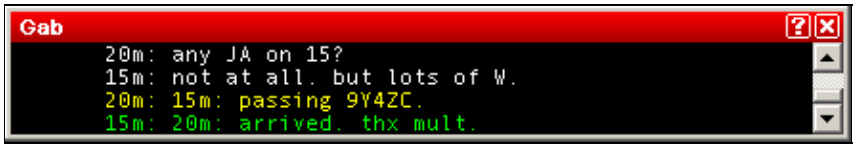
Menu:Messages

Send a Gab...

`Messages | Send a gab...` or **`Alt-G`**
Sends a gab on the local network, which will appear in the gab window of every connected computer. You can choose to send the gab to all or only to **one** station (drop down box on the left).

Sending a gab
The gab window opens up on all other computers and displays your message.



Gab window
The window will be visible for 15 seconds and then closes by itself. The operator can bring the window up again with **`Alt-I`**.

This way you can send messages to the other stations in a multi operator setup. Private gabs are displayed in different colors. Also multipliers passed from other bands will show up in this window in a different color, as you can see in the example.

If the text starts with "/me", it is replaced with the station name and the message is emphasized with a leading and a trailing star symbol.

If the text contains CAPITALS only, the recipients Gab window will shake, when receiving the text.

The gab messages are also written to disk and can be found as `*.gab` (a text file that you can open with Notepad) after the contest.

Reply to the last private gab...

`Messages | Reply to the last private gab...` or **`Alt-P`**
Like 'Send a gab' but directs the destination to the last private gab originator instead of `all`.

Write a note regarding this QSO

`Messages | Write a note regarding this QSO` or **`Alt-N`**
Opens the note input dialog.

Making a note
The notes are written to disk and can be found as `*.not` (a text file that you can open with Notepad) after the contest.

The notes are also forwarded to the network so that there is a complete notes file on every station.

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Menu:Tools

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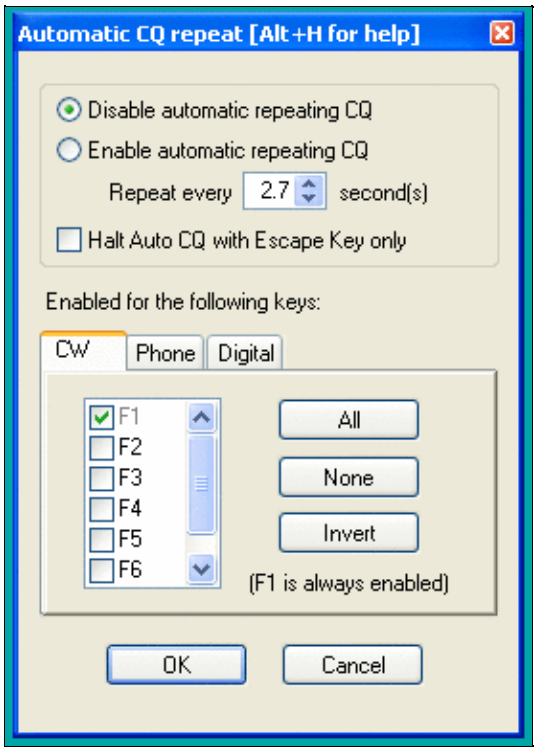
Automatic CQ repeat

Use the text command **`RPTDELAY`** to get to this menu quickly.



Auto CQ Settings
This option allows you to automatically repeat messages after a certain amount of time if no key was pressed by the operator. This feature works on all modes and simulates the operator pressing one of the keys [**F1**] to [**F7**] key after so and so many seconds.

Traditionally, this is used for the [**F1**] key to auto-repeat CQ but it can also beused on other keys.

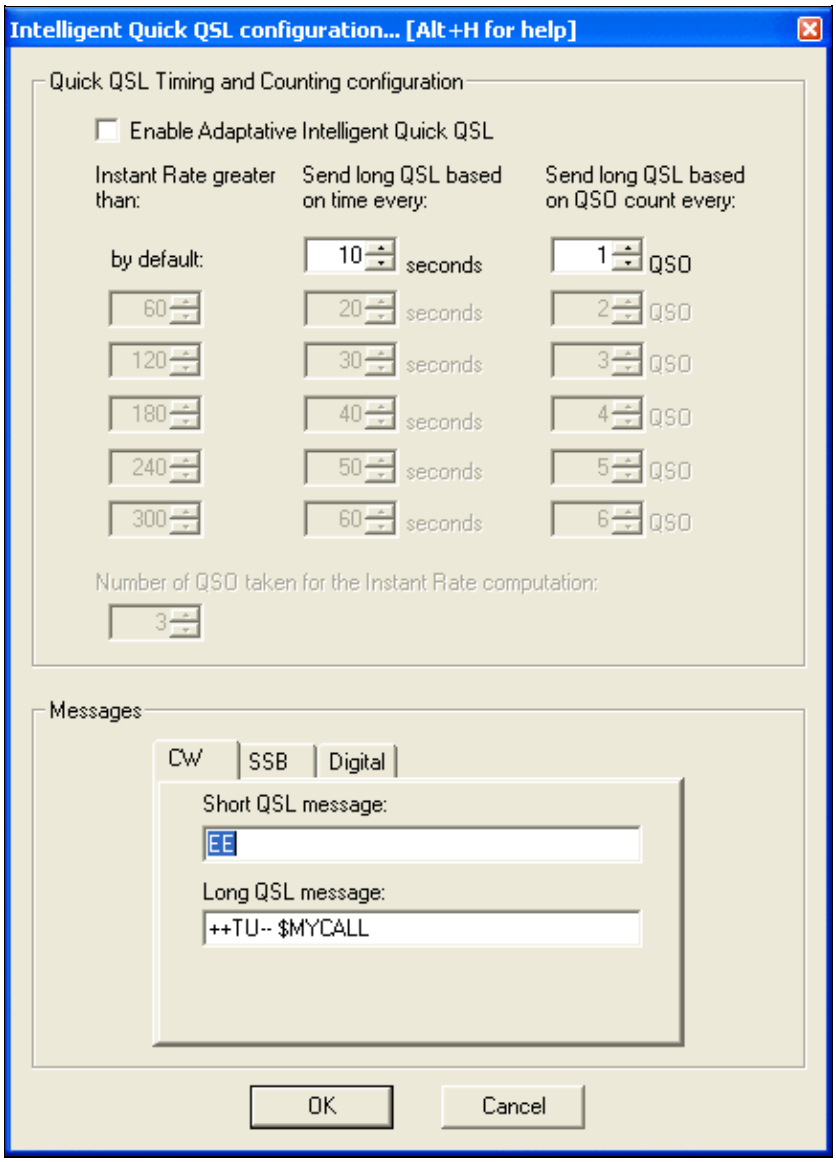
Contrary to CW operation, note that when using an external voice keyer on SSB (like the built-in DRU-2 in a Kenwood TS-850) Win-Test does not know when the message ends. For this reason, the time period to be set is the time that elapses between two CQ calls. This is also true for RTTY when using the MMTTY plug-in.

You may want to use the text commands **NORPT** or **RPT** to deactivate and later reactivate that function. Optionally, you may chose that only the Escape key deactivates the repeat function by clicking the appropriate option in the context menu or by **RPTESCONLY** and **NORPTESCONLY** text commands.

Intelligent Quick QSL...

Use the text command **QUICKQSL** to get to this menu quickly. Use **QQSLON** / **QQSLOFF** or **QQSL** / **NOQQSL** text commands to enable (or disable) the Quick QSL feature.

This option controls the content of the two message variables **$QQSLT** and **$QQSLC**. When used, these variables change their content after so and so many seconds or when a number of QSOs have been logged. That way you can send a short QSL message to confirm the QSO in a pileup, but make sure your full callsign gets transmitted automatically every 2 minutes or every 5 QSOs only. So while most QSOs would be completed with **TU** or **EE** sometimes we would send a message like **TU F5MZN**.


Intelligent Quick QSL configuration... [Alt+H for help]
Quick QSL Timing and Counting configuration
Enable Adaptative Intelligent Quick QSL
Instant Rate greater than:
Send long QSL based on time every:
Send long QSL based on QSO count every:
by default:
10 seconds
1 QSO
60
20 seconds
2 QSO
120
30 seconds
3 QSO
180
40 seconds
4 QSO
240
50 seconds
5 QSO
300
60 seconds
6 QSO
Number of QSO taken for the Instant Rate computation:
3
Messages
CW
SSB
Digital
Short QSL message:
EE
Long QSL message:
++TU-- $MYCALL
OK
Cancel

The intelligent quick QSL option allows you to automatically control sending of your own callsign every so often during a heavy pileup.
A timer (**$QQSLT** macro) or a counter (**$QQSLC** macro) are associated with these macros to determine if either a short or a long QSL message is to be transmitted. Additionally, this feature can be related to the current QSO rate (so-called adaptive intelligent quick QSL).

The **$QQSLC** and **$QQSLT** macros can either be used in the CW/RTTY Messages or in the advanced SO2R scenarios. It is also possible to use the feature in SSB (SO1R and SO2R not avanced) but this needs a specific configuration in the SSB tab of the configuration window.

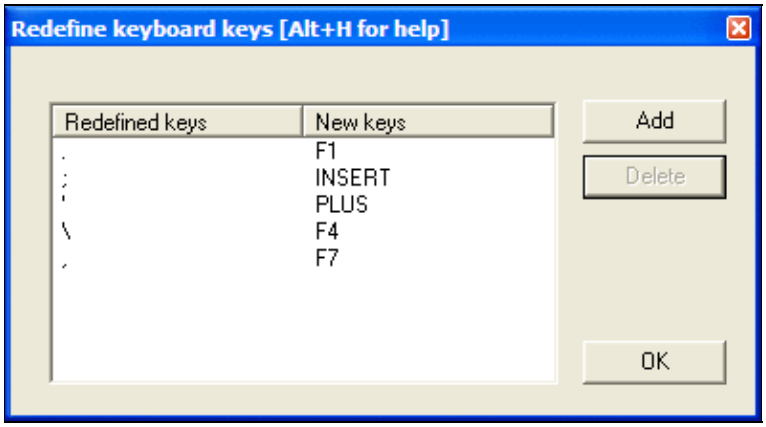
In the **PLUS** message in the Standard CW messages configuration, replace **TU $MYCALL** with **$QQSLC** or **$QQSLT**. Intelligent Quick QSL will then send a short QSL message or a long QSL message according to the set counter or the set timer in the respective variable.

The macro **$QQSLRESET** resets the timer or the counter like if the long QSL message were just sent. It makes sense to use this macro in each message you send your callsign in like CQ (**F1**) or MYCALL (**F4**). That way, you won't send a long QSL message after just having sent your call a few seconds before.

Redefine keyboard keys

Use the text command **DEFINEKEYS** to get to this menu quickly.

On some keyboards, it is difficult to reach specific keys, so Win-Test allows you to re-define some of the keys on your keyboard.



Redefine Keyboard Keys
For example, to make the period key **[.]** call CQ, just like **[F1]**:

1. Press the **[Add]** button
2. Press the key you want to reprogram: the period key **[.]**
3. Press the key that does the function you want: the **[F1]** key
4. Press the **[OK]** button to save the changes, or press the **[Esc]** key to exit without saving any changes

To restore a remapped key to its default behavior, highlight a line by clicking on it with the mouse, then press the **[Delete]** button.

Remapping is done on a 1:1 basis. One keystroke becomes an alternate version of another. The original key still works as before. Keyboard remapping is saved in the `_wt.ini` file, so the same map will automatically be used for all contests.

> **WARNING:** Do not copy wt.ini from one machine to a new machine that already has a registered version of Win-Test, or else will have to re-enter the registration key on the new machine. See registration instructions.

In the example above, you can see how the commonly-used keys like **[F1]**, **[Ins]**, and **[+]** have all been remapped to keys that are much easier to reach on a U.S. keyboard, especially if you are a touch-typist. The keyboard map shown in the example was developed by N6TV for Team Vertical:

- **[.]** (the period key) calls CQ, just like **[F1]**
- **[;]** (the semiclon key) sends the message, just like the **[Ins]** key
- **['']** (the single-quote key) sends `TU` and logs the QSO, just like the **[+]** key
- **[\]** (the backslash key, just above the **[Enter]** key on many U.S. keyboards) sends **$MYCALL**, just like **[F4]**
- **[,]** (the comma key) sends a single question mark, just like **[F7]**

> **NOTE:** Remapped keys are ignored in keyboard mode unless you enable the CW Option Remap keys in keyboard mode. It is generally a good idea to enable this option so that all message keys work the same, whether you are in keyboard mode or not.

Remapping [*] and [+] when using Notebook or Mini keyboard

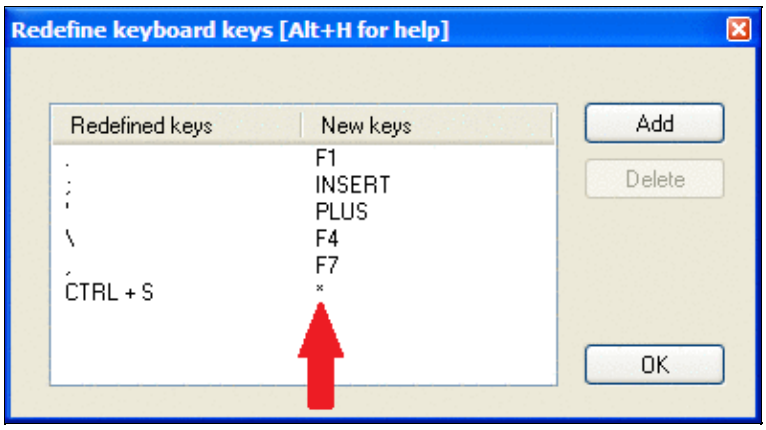
By default, the asterisk key **[*]** is used to switch active radios, and the plus key **[+]** is used to send "TU" and log a QSO. These keys are located on the numeric keypad of a full-sized keyboard. Win-Test does *not* treat these keys the same as **Shift-[*]** and **Shift-[+]**, which is what you would normally press when typing text.

If you are using a Notebook, Laptop or "mini" keyboard without a separate numeric keypad on the right side, equivalent keys with special colored symbols become active only when you press the **[NumLock]** key. One of these keys should be labeled with an asterisk in a different color, and another should be the plus. For example, on a U.S. ThinkPad keyboard, the colored asterisk may be located on the **[P]** key, and the colored plus may be shared with the **[/]** key. Those are the keys to use when remapping, after activating Num Lock mode.

For example, to make Ctrl-S act as the "Switch Active Radio" key when using a keyboard without a numeric keypad:

1. Press the **[Add]** button
2. Press **[Ctrl-S]**
3. Press **Shift-[NumLock]** to enter Num Lock mode
4. Press the key that does the function of the asterisk when in Num Lock mode, perhaps the letter P?
5. Press **Shift-[NumLock]** again to exit Num Lock mode

If a single asterisk ***** appears in the New Keys column as shown below, the key has been correctly defined. If it says **Shift *** or something else, it has not.



Redefine Keyboard Keys, with function of ASTERISK and PLUS keys properly re-assigned to other keys.
QWERTY and AZERTY Keyboards

French (and some Begian) users: Button added in the keys redefinitions dialog to load AZERTY redefinitions that allow the AZERTY keyboards users to access the numbers located on the top row without using the Shift or Shift Lock keys. They allow direct access to the ?, . and / keys of the bottom row as well. This button is displayed only when the language is set to French.

Data entry

These functions describe settings that influence data entry to the log entry line.

Exchange guessing

Exchange guessing is a feature of Win-Test that predicts the exchange that is going to be received before your QSO partner actually sends the report. In many contests a fixed piece of information is exchanged like the CQ zone in the CQWW contests, or ITU zone in IARU. This option allows you to select the way Win-Test fills in the exchange:

- pressing the space bar
- automatically
- after timeout

Note this option also acts on the various warnings (dupe, new mult, etc., if any) displayed under the log lines.

This feature saves you from continuously typing the same information over and over again but you better make yourself sure the guessed report is correct before you press the [**`Enter`**] key.

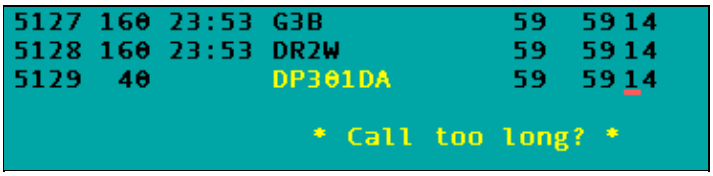
Please refer also to Setting up Exchange Guessing in Win-Test to know how to activate this feature for a specific contest.

> **Note:** CQ zones in the USA and Russia will be guessed correctly (well, 99%) only when you have loaded F5IN's **`CTY_WT_MOD.DAT`** file. Otherwise Win-Test will always come up with the default zone of that country (5 for USA, 17 for UA9 and UA0). Please see Data files for more details on how to select the right **`CTY`** file.

Callsign check

On the fly callsign pattern check based on the K1TTT callsign.pat file, described here (over 400 rules applied today). The latest version of callsign.pat may be downloaded here.

Yellow text denotes a warning, red text denotes an invalid callsign.



Callsign possibly wrong

Callsign definitely wrong

Callsign pattern file location:

- Windows XP: **`C:\Documents and Settings\All Users\Application Data\Win-Test\extras\callsign.pat`**
- Windows Vista or Windows 7: **`C:\ProgramData\Win-Test\extras\callsign.pat`**

Updates may be downloaded from http://download.win-test.com/files/extras/.

You are encouraged to report to the author (K1TTT) any mistakes or updates needed in this file.

Callsigns which don't follow the usual rules, like RAEM, 5VDE, 7QAA, etc.) are grouped in the **exceptions.dat** file for easy updating.

Priority

To change bands, you may wish to enter a frequency or band (m) into the callsign field. This option determines how these figures are to be understood by the program:

- Band - take 10,15,20,40,80,160 as a meter band
- Frequency - take the input as a frequency; shorted inputs as kHz

To make this a little more clear, if you enter `40`:

- In the first case will switch the band to 40 meters (thus, enter 040 or 40.0 if you want to tune your radio to 040)
- In the second case it will tune your radio to decimal 040 on the current band (thus, enter 40M if you want to switch to 40 meters).

Enable ESM

Win Test v4 comes with an Enter Sends Message (ESM) feature, well-known by users of TR LOG by N6TR. The functionality can be turned on or off via this menue item or using the text commands **`ESM/NOESM`**.

ESM relies on the following messages assignation:

```
F1: CQ
F2: Sent report
F4: Mycall
F5: Logged callsign ($LOGGED)
F7: ? (or "Again ?" in phone)
INSERT: Callsign + sent report
PLUS: TU + enter Q
```

The basic functionality of ESM can be described like this:

- Pressing [**`Enter`**] with an empty callsign field, will send the **`[F1]`** message.

- Pressing [**Enter**] with a callsign filled in but no report will send the **[INSERT]** message.
- Pressing [**Enter**] with callsign and report filled in will send the **[PLUS]** message.
- Pressing [**Enter**] with callsign and partial report filled in will send **[F7]** message.

It makes CW/RTTY easier, as you use one key for most of the operations instead of the various F keys.

There are additional minor details to ESM, which are not described here. On top, ESM behaviour is user-modifyable by using a script editor.

Once ESM is enabled, the [**Enter**] key **can no longer** be used to silently log a QSO. The key combination [**Ctrl+Plus**] has been introduced and added for this purpose.

When using the SO2R advanced technique, the scenarios messages are used instead of the standard.

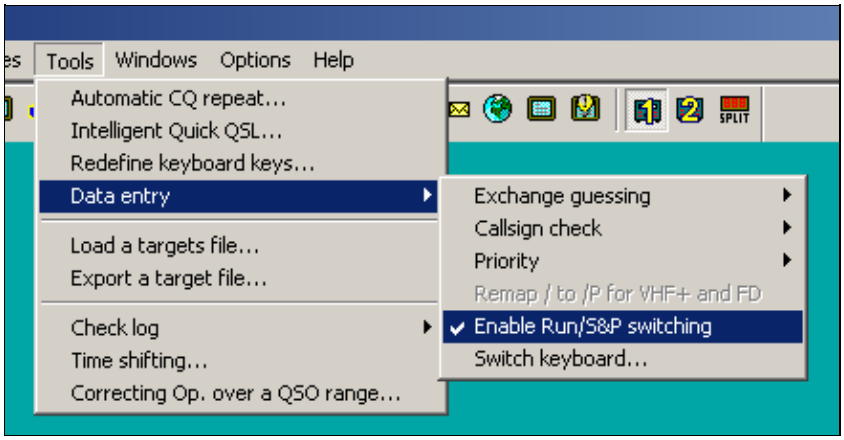
Disable CW cut numbers translation

Allows to completely disable Win-Test's intelligent translation of cut numbers like **TTA** to **001**. Note that this translation is performed on a contest and worked station contextual basis. The equivalent text commands are **CUTON** and **CUTOFF**. Do not mix up with **CUT/NOCUT** that are reserved for CW cut numbers generation !

Remap Slash to /P

This option allows you to map "/" to "/P" for Field Day, VHF/UHF contests and DX pedition mode.

Enable Run/S&P switching



Enable RUN/S&P switching
Allow switching between Run and Search & Pounce Operating Mode in order to have two different sets of CW/RTTY messages: one when running, and one when searching multipliers.

- The Run and S&P sets of messages are editable in the "Messages" Tab of the Standard CW/RTTY Messages Configuration window.

- Use **[Ctrl-tab]** to switch between RUN and S&P mode on the Primary Radio. The current mode is shown in the clock window. To change the mode of the Secondary Radio Window, use either **[Ctrl-Shift-tab]** or a mouse click on the appropriate control in the Secondary Radio Window.

- It is possible to configure WT to automatically populate the Band Map and wipe the data entry area

whenever the operator changes the radio's frequency, if Search & Pounce mode is activated on that radio. This can be configured from the Band Map Properties dialog (right click in the Band Map window).

Note: Search & Pounce is not activated by default. To automatically populate the Band Map, you must switch to S&P mode.

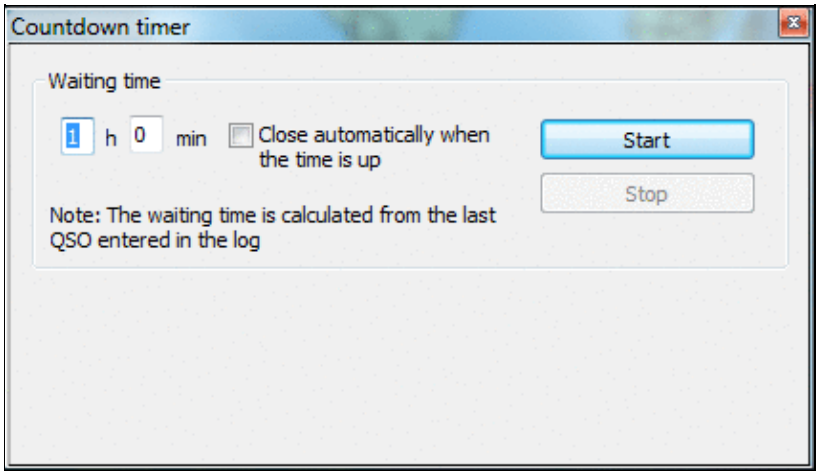
Note: When switching from Run to S&P mode, Auto CQ and Auto CW Sending are automatically disabled.

Switch keyboard...

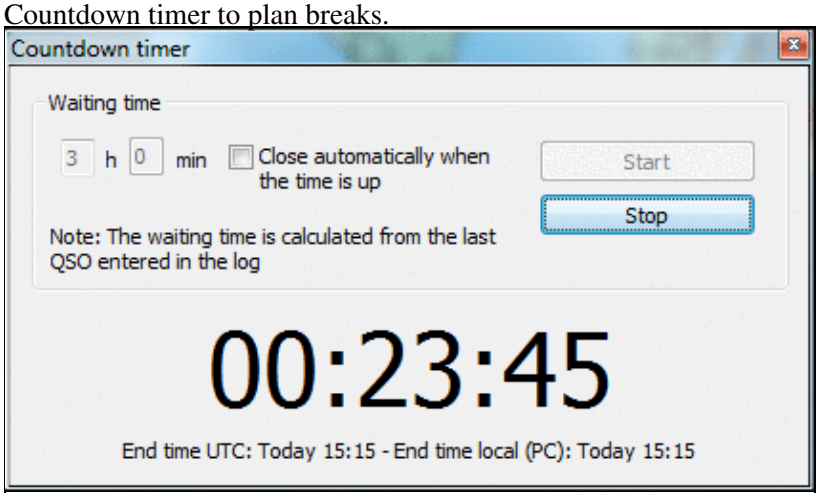
Switch keyboard during the contest - useful for mult-national teams
Keyboard switching for international teams with different keyboards. It is enabled only if several keyboards are installed on your system. You can also access this dialog by entering the text commands **KEYBOARD** or **KEYB** for short.

Countdown timer...

The countdown timer indicates exactly when the single operator can start operating again after a break. It's based on the time of the last QSO entered in the log, truncated to the minute.



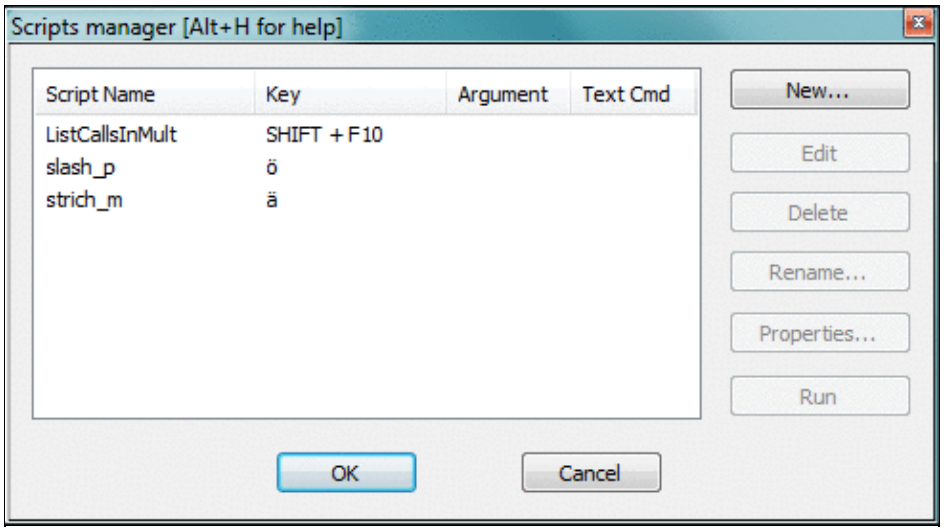
Countdown timer to plan breaks.



When running, it displays minutes when operation can commence.
You can also use the text command **`TIMER/nnHmmM'`** or **`TIMER/nnHmm`** (meaning nn hours and mm minutes), or **`TIMER/xxH`** (nn hours) or **`TIMER/nnM`** (nn minutes) to set and start the timer automatically.

Scripts Manager

Allows to edit, create, delete or rename scripts. It's also used to assign a key and/or an argument to a script. Scripts are to be created and maintained by the user using the Lua programming language. See the Win-test Lua API. For a reference of the Lua programming language, see http://www.lua.org/manual/5.1/. Sample Lua scripts demonstrating how to control the RIT and internal DVR (voice keyer) of the Elecraft K3 and other radios may be downloaded from http://bit.ly/wtscripts.



The Win-Test Scripts Manager to edit, create, delete or rename WTS scripts
You may also use the text command **SCRIPTS** to open the scripts manager.

By double-clicking an existing script, the default Editor is opened. Ctrl + Double click brings up the properties dialog.

Before you can modify scripts, you must configure an appropriate script editor. Per Default, Win-Test uses the SciTE Editor, which can be optionally installed. It does context sensitive highlighting, syntax checking etc. If you are only writing a simple script, Windows notepad.exe is probably sufficient.

Introduction

The Win-Test scripting language gives the user the unique ability to achieve dynamic tasks in Win-Test. It also provides a way to share your work with other Win-Test users who don't have time or skill to write their own scripts.

ESM (Enter Sends Message) was the first Win-Test application where the scripting language **Lua** was used. The ESM function itself is a Lua script, embedded in Win-Test (not modifiable). But, it has been designed to be totally overridden by a user-written script if desired, i.e., you can write and use you own modified version of the ESM script to change the default ESM actions. See ESM Script (embedded into Win-Test) for the LUA source code.

To do this, the minimum requirement is to know some basics of a programming language. The Lua syntax is **very** simple for doing easy tasks. If you're comfortable with **any** programming language, you will learn Lua in minutes, at least for basic scripting involved in Win-Test. Many Win-Test API (Application Programming Interface) functions are provided to control various Win-Test features.

For a list of Win-Test API Functions and Constants, see API.

Notation

Scripts can either by called by pressing a key or from within a CW or RTTY message. For this, you must use the **#SCRIPTNAME(ARGUMENT)** notation. The argument (and parenthesis) are optional. The script will be called synchronously, but is executed in the main thread, meaning that it is not blocking the CW/RTTY stream.

For example :

```
TU N6TV #CLEARRIT
```

assuming your script is called **CLEARRIT.wts** - or

```
TU #QSYUP(200)
```

assuming you created a script named **QSYUP.wts** to QSY up **wtArgument** Hz after a QSO.

Calling Scripts via Text Command

Scripts may be triggered using a Text Command. **SCRIPT.wts** can be executed by entering **SCRIPT** in the callsign field.

An argument can be passed to the script by expanding it with a slash. **SCRIPT/5** will call **SCRIPT.wts** and pass the parameter "5" in the **wtArg** global variable. The argument is always passed as a string when the script is called from a text command. If no argument is specified, the default argument defined in the script

manager will be used (if any).

Automatically Executed Scripts

Some scripts are being executed automatically, whenever a specific event occurs.

`onFileOpen.wts`	Executed when .wt4 file is opened
`onFileClose.wts`	Executed when .wt4 file is closed
`onMicrohamFsOn.wts`	Executed, when microHAM footswitch is pressed
`onMicrohamFsOff.wts`	Executed, when microHAM footswitch is released
`onOtrspCrOn.wts`	Executed, when OTRSP control has value 1
`onOtrspCrOff.wts`	Executed, when OTRSP control has value 0
`onOtrspCrEvent.wts`	Executed, for all states of OTRSP events

Synchronous vs. asynchronous - the #@ Notation

The scripts calls in the CW or RTTY messages are synchronous to the CW or the RTTY streams. To execute them asynchronously, they can be called with the #@ notation. Example:

```
-- script.wts
wtApp:AlertBox("Hello World!");
```

and the CW/RTTY message content is:

```
AAA #SCRIPT BBB
```

The keyer sends AAA, then "waits" until the user hits the OK button in the "Hello World!" alert box to send BBB. If the CW/RTTY message content is:

```
AAA #@SCRIPT BBB
```

The keyer sends AAA and starts the script (and the alert box is open), **but** it continues to key the rest of the message ("BBB") without waiting the user intervention. This is the asynchronous mode.

Tips for Programming

1. Use the Scripts Manager to manage scripts, using a simple editor like Notepad. The scripts are stored in the **{AppData}/All Users/Win-Test/scripts/** directory.
2. Before you can press the Edit button, make sure you have configured an ASCII editor in the Options Menu
3. If you wish to replace the built-in ESM script in Win-Test, save your script as "esm.wts". The value returned by your script will tell Win-Test what to do after it is executed:
    - If the return value is 0 (or if there is no return value), WT will run its own embedded script after yours.
    - If the return value is 1, WT will continue the Enter key process, without calling its embedded script.
    - And if the return value is -1, WT will stop the Enter key process, without calling its embedded script.
4. WT maintains two different QSO status: One for each radio. They are automatically cleared when the QSO is entered, if the operating mode (RUN/S&P) is switched or if the **`wtQso:ClearStatus()`** is executed.

5. Lua global variables are persistent between scripts calls. If you don't want this behavior, use local variables instead (keyword local).

Basic Examples

Example 1

```
-- esm.wts
wtApp:AlertBox("Enter key ! ESM rulez...");
return 0; -- This line can be omitted
-- end
```

No return value (or 0) => WT will execute this script (the alert box will be displayed), and the embedded script will be called after it.

Example 2

```
-- esm.wts
wtApp:AlertBox("Enter key ! The key is processed by WT");
return 1;
-- end
```

The return value is 1 => After executing the script (the alert box will be displayed), WT will continue its own process and act exactly as if someone hit Enter. Read: It silently enters the QSO if it is OK. The embedded ESM script is ignored.

Example 3

```
-- esm.wts
wtApp:AlertBox("Enter key ! The key processing is stopped");
return -1;
-- end
```

The return value is -1 => After executing the script (the alert box will be displayed), the embedded ESM script is ignored and WT will also ignore the Enter key process (no QSO is entered).

For a collection of more advanced programming examples please see user contributed scripts and advanced programming examples.

Load a target file

This option allows you to load a so-called target file - an ASCII file (maybe self-generated) that has QSO and multiplier targets for each hour of the contest. This is a nice way to integrate a plan into your contest environment to keep yourself motivated. In the old days we used to have a piece of paper on the wall - today Win-Test automatically tracks this information for your convenience.

Before you can load a target file you will have to create one or receive one from somebody else. Please see Export a target file on how to do that.

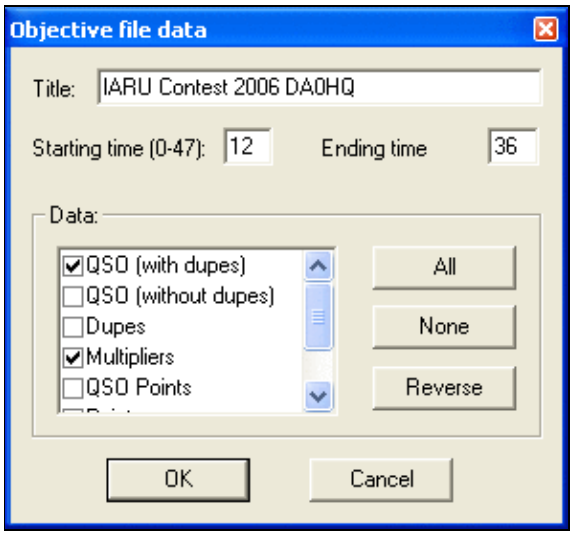
The content of the target file becomes visible in the statistics window (see Statistics) when you compare current standings with the values in the target file.

Loading a target file is usually a Pre-contest configuration task. Please refer to the usual Pre-contest configuration activities chapter in this manual.

A target file can also be loaded at any time during the contest. If you see your target score was too easy, you can load a new target to keep your motivation high. You set a target to break your national record, and now things go better and you see the possibility to break the continental record. How can you track this new situation? Preparing more than one file with different targets is a good practice: if conditions change then simply load the new target file and WT will show you how you are doing against that new target!

Export a target file

This option allows you to create a target file from the log file currently loaded. It is useful to use last year's log as a start to create a target for this year's contest.



Exporting a target (.obf) file
You should give a title to the target file to make clear what you're comparing to. Maybe you will want to change the target file to a more optimistic one when you'll realize band conditions are so great this time!

You may want to select which time frame to export (Starting time, ending time). Hours on Sunday have to be given in time + 24 hours so that 12:00 UTC on Sunday becomes 36.

Next you have to choose which columns to export to the target file. Normally you will want QSO count (with or without dupes), multipliers and points.

After pressing OK a file with the extension **`.obf`** will be created which will look similar to the file below:

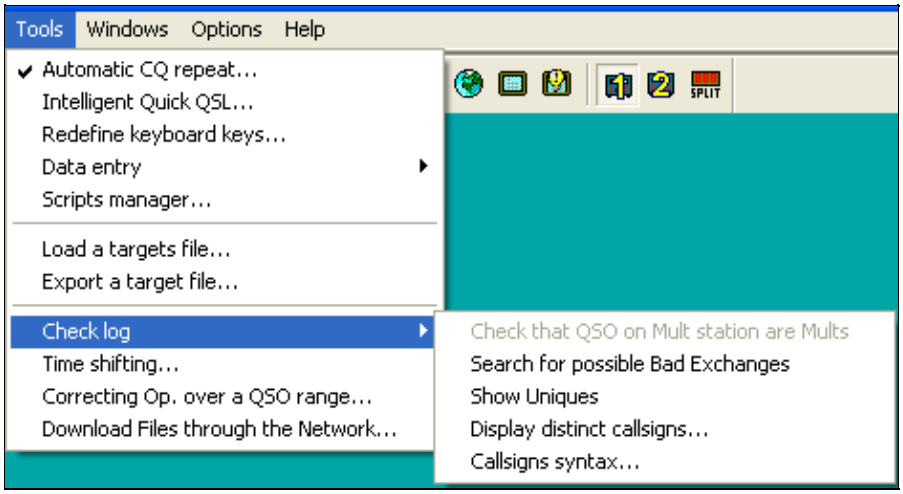
```
#
# Target file generated by Win-Test
#
# VERSION 100
#
TITLE IARU Contest 2006 DA0HQ
START = 12
END = 36
12 QSO = 0 MULT = 0 POINTS = 0
13 QSO = 1 MULT = 1 POINTS = 1
14 QSO = 1 MULT = 1 POINTS = 1
15 QSO = 1 MULT = 1 POINTS = 1
16 QSO = 1 MULT = 1 POINTS = 1
17 QSO = 2 MULT = 2 POINTS = 4
18 QSO = 3 MULT = 2 POINTS = 4
19 QSO = 4 MULT = 2 POINTS = 6
20 QSO = 4 MULT = 2 POINTS = 6
21 QSO = 4 MULT = 2 POINTS = 6
22 QSO = 8 MULT = 3 POINTS = 18
```

```
23 QSO = 8 MULT = 3 POINTS = 18
24 QSO = 8 MULT = 3 POINTS = 18
25 QSO = 8 MULT = 3 POINTS = 18
26 QSO = 8 MULT = 3 POINTS = 18
27 QSO = 8 MULT = 3 POINTS = 18
28 QSO = 8 MULT = 3 POINTS = 18
29 QSO = 8 MULT = 3 POINTS = 18
30 QSO = 8 MULT = 3 POINTS = 18
31 QSO = 8 MULT = 3 POINTS = 18
32 QSO = 18 MULT = 3 POINTS = 21
33 QSO = 30 MULT = 5 POINTS = 45
34 QSO = 42 MULT = 5 POINTS = 50
35 QSO = 81 MULT = 7 POINTS = 224
```

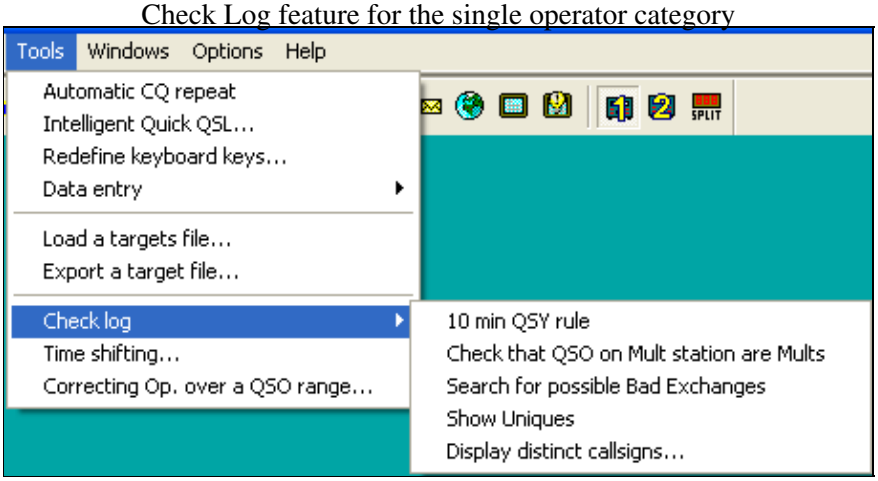
As you can see the structure of the file is so easy to understand that you might want to use an ASCII editor to go and make some changes - or create it completely from scratch yourself using this template!

Check log

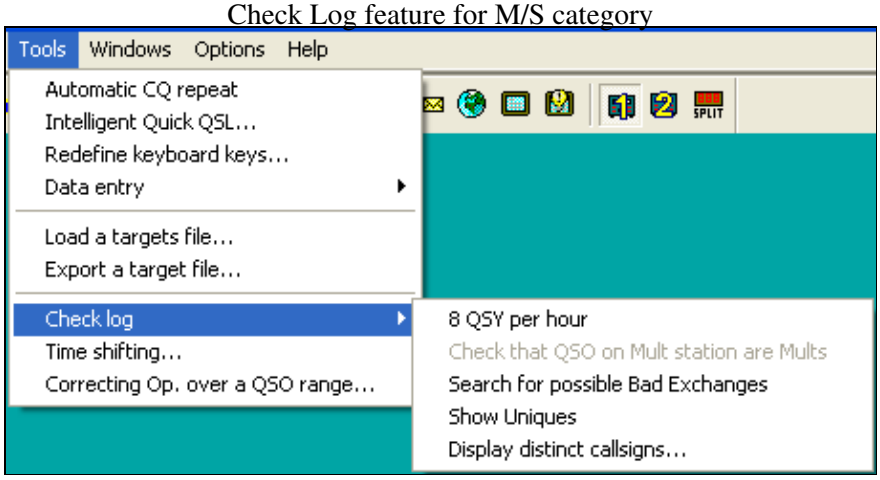
This tool allows you to verify if special restrictions of the contest rules have been adhered to in this log. You have different options, depending on the category you choose (see pictures below):



Check Log feature for the single operator category



Check Log feature for M/S category



Check Log feature for the M2 category - note the differences in options offered. If you select a contest and/or category which does not have a QSY limit, this option will not show up.

Depending on the selected contest category, you may check for:

- **8 QSY per Hour**: Check the QSY count per hour (ARRL DX in M/2 category for example).
- **10 min QSY rule**: Check if the minimum time on a band has been respected (Multiplier station in a M/S effort during a CQWW DX for example).
- **Check that QSO on Mult station are Mults**: Check if all QSOs made on the multiplier station are actually multipliers. You may want to quote the exceptions (if any) when sending your log to the contest sponsor to avoid massive score reductions.
- **Search for possible Bad Exchanges**: Search the logged exchanges which are potentially bad, according to the database or to the other QSOs made with the same station during the contest. Works for CQWW, ARRL DX or any contest in which there is something which apparently is a zone. It also works for the VHF contest when a Gridsquare is logged.
- **Show Uniques**: Search N+1 for each unique logged callsign in the log. A unique callsign is a callsign that appears in the log only once (contact only on one band and mode, and no dupe). N+1 can be searched against the log, the callsign database (Master database) or both. It is possible to switch off N+1 searching for unique callsigns which are known to the callsign database.
- **Display distinct callsigns...**: Display all distinct callsigns of a log, and band(s)/mode(s) worked by each station. You can sort this report by callsign, by number of Q and by country.
- **Callsigns syntax...**: Match the callsigns to the callsign pattern file (see Other Files).
- **Open the notes linked to the current log**: Allows you to comfortably walk through your notes taken during the contest. Clicking on a line brings you to that specific QSO. Edit a note by selecting it and use **`Alt-N`** to modify the comment.
- **Open a different notes file**: Switch notes file, if more than one exists.
- **Download the LCR file**: Download your Log Check Report from the contest web site.
- **Open a Different LCR file**: Switch to a different Log Check Report.

These are some of the typical reports you get:

Checked Exchanges Report

	QSO #	Date	Time	Band	Callsign	Exch...	Remarks
1	88	2019-11-23	06:58	80	N2IC	05	Differs from database: 04
2	88	2019-11-23	06:58	80	N2IC	05	CTY.DAT expect CQ Zone: 04
3	606	2019-11-23	18:22	20	TK0C	14	Differs from database: 15
4	606	2019-11-23	18:22	20	TK0C	14	CTY.DAT expect CQ Zone: 15
5	606	2019-11-23	18:22	20	TK0C	14	Differs from QSO #10: 15
6	628	2019-11-23	21:21	40	N0KK	05	Differs from database: 04
7	628	2019-11-23	21:21	40	N0KK	05	CTY.DAT expect CQ Zone: 04

Display log discrepancies only

Close | Open in Notepad | Copy | Refresh

Checked Exchanges Report

Unique Report

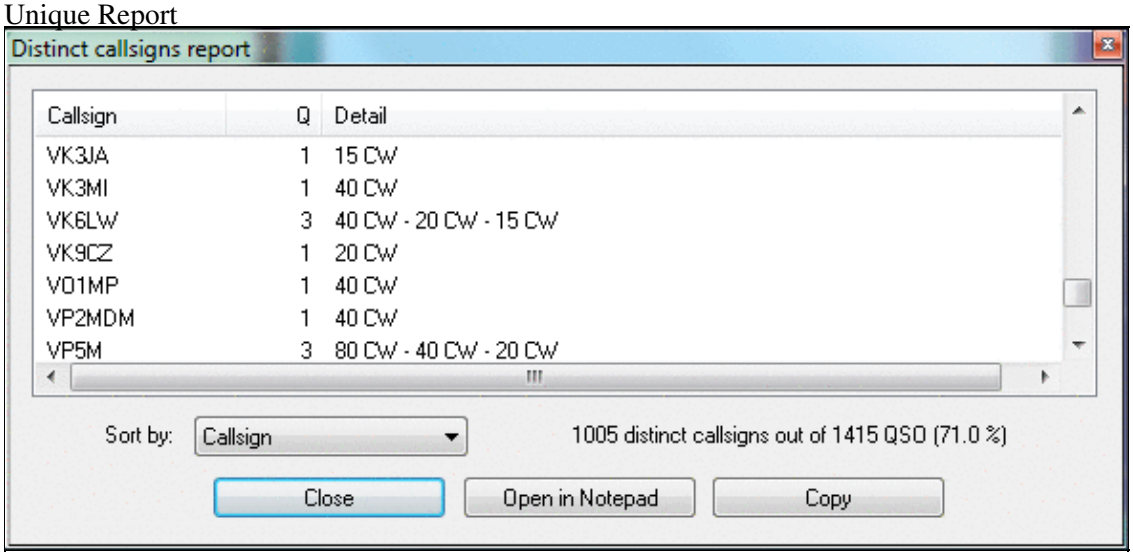
	QSO #	Date	Time	Band	Callsign	N+1 Result
1	14	2020-03-28	14:44	40	DQ750KL	
2	18	2020-03-28	14:50	40	GM3F	
3	38	2020-03-28	15:21	15	EA1R	ED1R(2) EV1R(1) EA1J(1) EA1X(1)
4	41	2020-03-28	15:25	15	IT9BTI	
5	42	2020-03-28	15:26	15	IT9ISS	
6	50	2020-03-28	17:33	40	G9X	G8X(1) G9P(1)
7	61	2020-03-28	17:45	15	EC5AA	
8	63	2020-03-28	17:47	15	EA5ASM	
9	65	2020-03-28	17:48	15	EA5GS	EA5GI(1)
10	76	2020-03-28	17:58	10	EA1J	EA1R(1) EA1X(1) EA5J(1)
11	78	2020-03-28	18:02	20	IU8FAN	
12	87	2020-03-28	18:19	15	EA5GI	EA5GS(1)
13	90	2020-03-28	18:22	15	PV2P	

Don't show callsigns which exist in the callsign database

Search N+1 against:
- the log
- the callsign database
- both

Close | Open in Notepad | Copy | Refresh

Unique Report

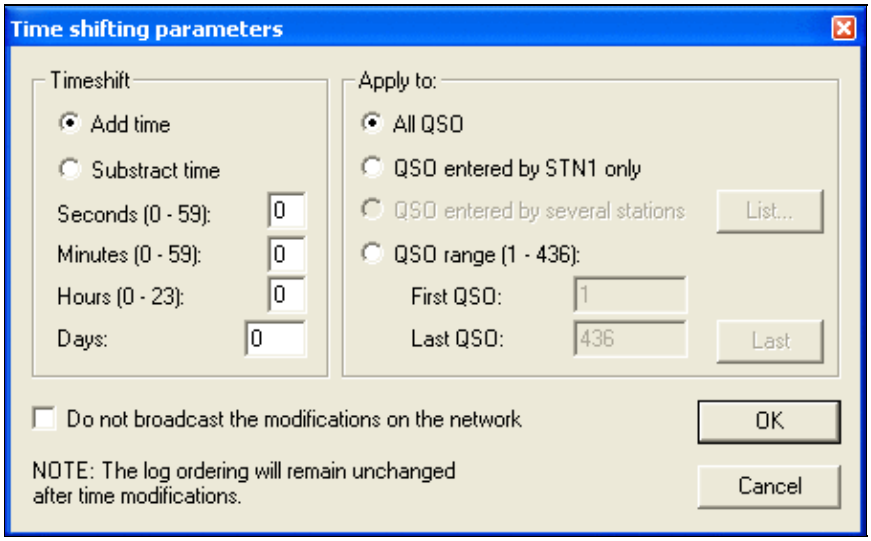


Distinct Callsigns Report - see who you worked on which bands/modes
You have the options of opening the report in a Notepad window for further processing. The Copy button allows you to Copy & Paste the data into a spreadsheet for comfortable filtering and processing. Additionally, you may press the Update button to create an updated report after you have done some changes to the log.

Time shifting

This option allows you to **time shift** selected QSOs by any amount of time - either positive or negative. It lets you correct a constant time offset (like you had set the wrong date on the computer, or the clock was off by one hour). You may consider to use this option after the contest to avoid heavy manual editing of many QSO's time through the use of **`Alt-F`**.

The time shift can be applied to the entire log or to a range of QSOs, to the QSOs entered by your own station (this could make sense in a multi operator environment), to QSOs entered by several stations. Note that in a multi operator environment, one station should always be (or should have been) defined as the time master to establish a common time base in the network.



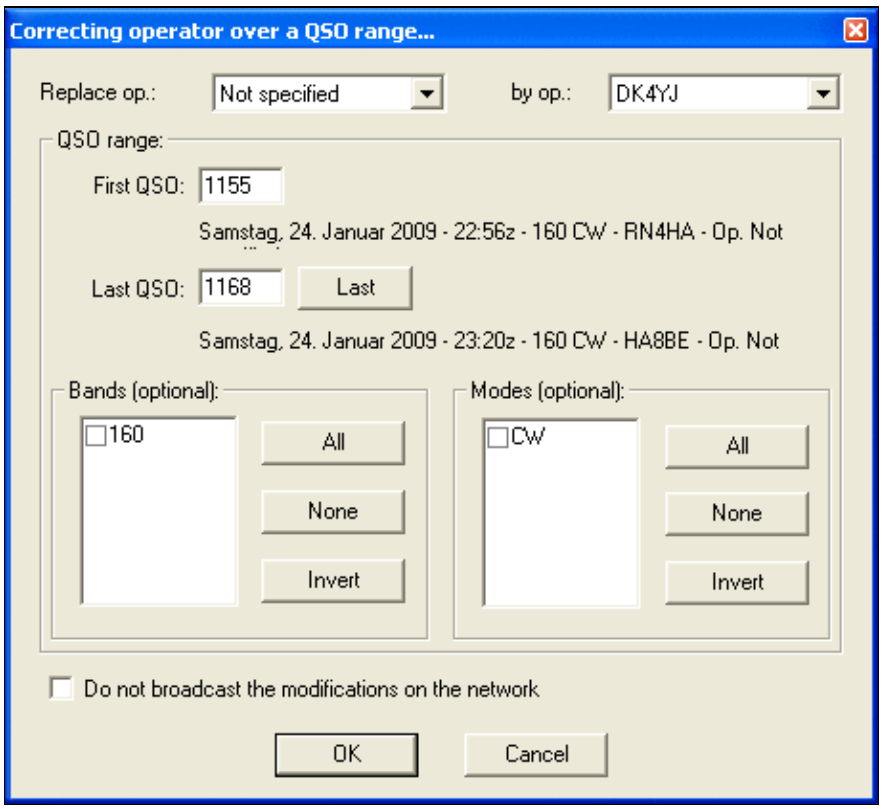
Time Shifting Parameters
Even though this tool is supposed to be used after a contest to correct a wrong clock setting, each time change will be broadcasted to all other stations of the network by default. You can disable this broadcasting — if not needed.

Note that time shifting is pretty CPU consuming. It may take quite some time for large logs, because each QSO modification requires several internal structures (mainly statistics) to be updated accordingly. Time shifting **can not be cancelled** while it is in progress, to avoid any log inconsistency.

> **Note:** Wise users will create a backup of their log before using this option.

Correcting OP over a QSO range

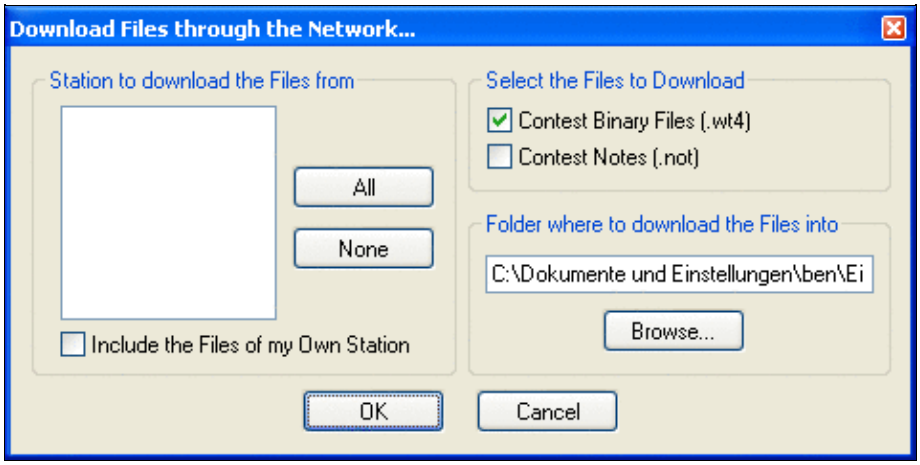
This function lets you change (or add) the operator to a range of QSO. The QSOs are selectable by QSO number, by band, by mode or by callsign.



Tool to correct operator for a range of QSOs

Download Files through the Network

To collect logs from different networked computers after a contest is over is the task of this function. Instead of having to visit each single computer, plug in the USB drive, copy the files over and move on to the next, this feature let's you collect the binary and notes files from all computers at once.



Collect files after the contest without leaving your chair
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Menu:Windows

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Menu:Windows

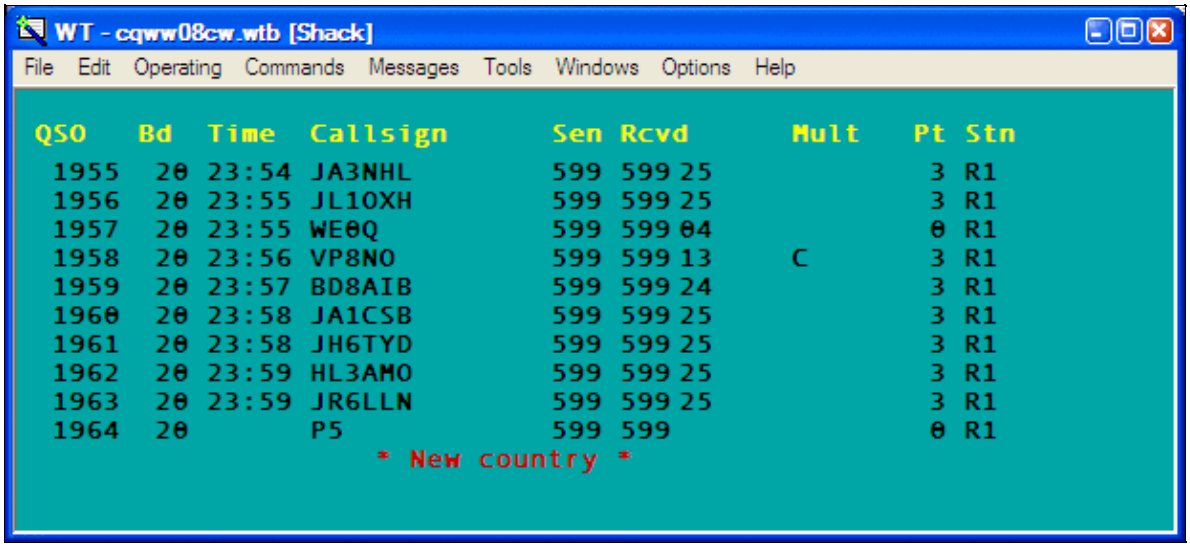
Most of the windows have a context or "pop-up" menu which can be opened by right-clicking on the window.

All windows can be moved by "dragging" the title bar with the mouse pointer. Simply hold down the left mouse button while the cursor is over the title bar, and drag the window with the mouse. Another option is to hold down the **`Ctrl`** key and the left mouse button while the mouse pointer is positioned anywhere within a window (except for the RTTY reception windows), then drag.

> **Tip:** Hold down the **`Shift`** key while dragging or resizing a window to "snap" it into position, right next to the edge of an adjacent window.

Contents

Log Entry (Main window)



The Win-Test main logging window.
Use the Win-Test main window or "Log Entry" window to enter all QSOs made on the primary radio. The window displays the last nine QSOs in the log, plus a tenth line for entering the next QSO. The title bar displays the current log file name, the station name entered in the Contest Configuration window (e.g. "[Shack]"), and the current operator's callsign (for multi-ops that use the **OPON** or **LOGIN** text commands). By default, the Win-Test main window serves as a background for all other windows, but you may also choose to have every window "float" independently (see Menu:Options#Windows).

When you close the log entry window, Win-Test terminates.

Any QSO may be edited simply by typing over anything that needs correction. Use the **[Up arrow]** and **[Down arrow]** keys to edit previous QSOs. To restore the original QSO data, press **Ctrl-Z** before moving the cursor from that line. You can also delete a QSO (if single-op), though it is usually better to just enter a duplicate QSO -- see Menu:Edit#Delete_QSO for more information.

When the cursor is positioned in the callsign field, data is entered in "insert mode", that is, typing does not replace characters, it only inserts them. In all other fields, data is entered in "overtype mode". See this entry in the FAQ for the rationale.

The **[Spacebar]** key is used to quickly move the cursor back and forth between the callsign field and the received exchange field, skipping over the RST columns.

> **Tip:** Enter a "?" character in the middle of a callsign or exchange as a placeholder for missing information, e.g. `F?MZN`. Then when you press **[Spacebar]**, the cursor will jump directly to the "?" character, and you can overtype it with the missing data (even in the callsign field).

The **[Backspace]**, **[Del]**, **[Left arrow]**, **[Right arrow]**, **[Home]**, **[End]**, **[Ctrl][Left arrow]** and **[Ctrl][Right arrow]** keys operate conventionally, within a single field; they do not move the cursor outside of the current field.

The **[Tab]** key may be used to position the cursor under the RST sent column as well as callsign and exchange. The **[>]** and **[<]** keys work similarly, but they also allow you to move the cursor to the QSO time field for direct editing. You can also change the time, date, frequency, serial number sent and other fields of a QSO by positioning the cursor on any line and pressing **[Alt-F]** to display the Edit QSO pop-up menu.

You may scroll back through the entire log by pressing the **[PageUp]** and **[PageDown]** keys.

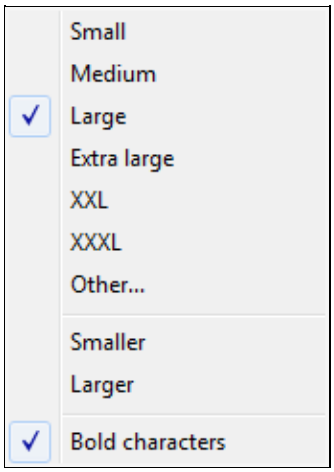
> **Tip:** Press **Ctrl-[PageUp]** to scroll back in the log by 24 hours.

Enter a **QSO number** on the last line and press **[Ctrl-g]** to "Go to" that QSO number in the log. Press **[Ctrl-g] [Enter]** to return to the bottom of the log.

Enter a callsign, prefix or **beam heading** (0 to 360Â°) on the last line and press **[Ctrl]+[F12]** to rotate to that heading. Press **[Alt]+[F12]** for long (or "alternate") path. For more information, see Rotators.

Many other keys may be used in this window to assist with rapid data entry. For example, **[F11]** clears the entire QSO, whereas **Ctrl-W** clears only the current field. See Keys - Editing and moving around the QSO entry line.

The font size, background color, and header line attributes of this window may be adjusted by right clicking and selecting the **Log** option (see Menu:Options#Log). The yellow header text can be centered, left-justified, or completely hidden.



Changing the log font size of the log window.
The columns vary from contest to contest. In the CQ World-Wide example above,

- **QSO** - raw QSO number. Can be hidden using Hide QSO numbers (recommended for Multi-Multi contests with a sent serial number)
- **Bd** - band. Can be changed with **[Alt-F1]**, **[Alt-F2]**, or **[Alt-F]**
- **Time** - QSO time (UTC). Can be changed by moving the cursor with the **[<]** key, or **[Alt-F]**
- **Callsign** - Callsign of station worked.

  > **Tip:** Enter Win-Test text commands (menu shortcuts) in the callsign field.

- **Sen/Rcvd** - Sent and received exchanges
- **Mult** - multipliers and other information:

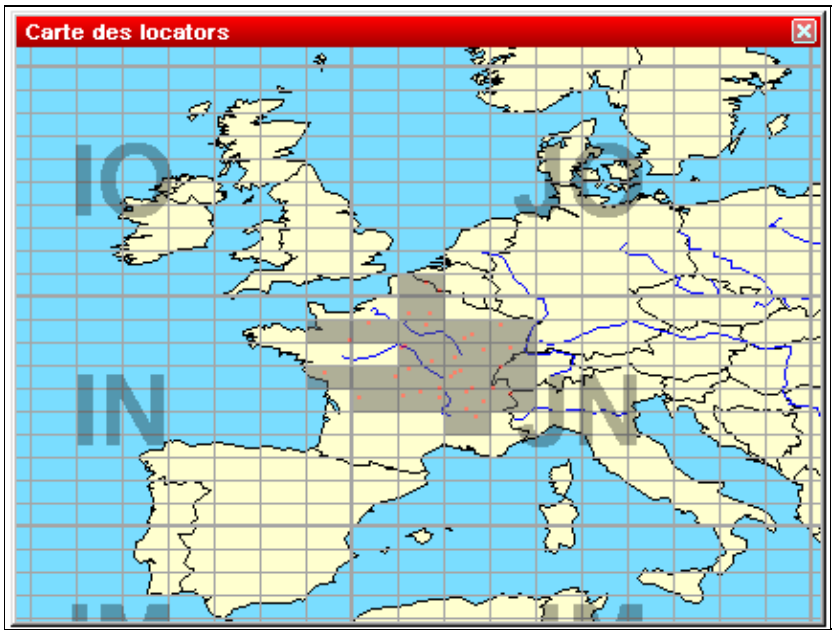
    - **C** - Country multiplier
    - **Z** - Zone multiplier
    - **DUPE** - Duplicate contact
    - **????** - Multiplier in received exchange field not recognized (e.g. unrecognized state or section abbreviation, zone number out of range)
    - **////** - Unrecognized country prefix
    - **!!!!** - Multiplier violation (non-mult worked by a Mult station in a Multi-single, band change violation, etc.)
    - *other* - Prefix, country, state, grid, etc. multiplier
- **Pt** - QSO points
- **Stn** - Station identifier (can be changed by pressing **`Alt-Y`** - see Keys#Multi_Operator)
    - **R1/R2** - Run 1 or Run 2 (multi-two), or Radio 1 / Radio 2 (SO2R).
    - **R/M** - Run or Mult (Multi-single)
    - **+** (suffix) - Indicates QSO data entered by a support or partner station

Finally, a red information line at the bottom of the window displays additional information, such as

- *** New zone ***
- *** New country ***
- *** Dupe with #1963 at 23:59Z 2008-11-30 (25) ***
- *** Spotted by F5MZN ***
- Brief one-line packet cluster announcements of new multipliers

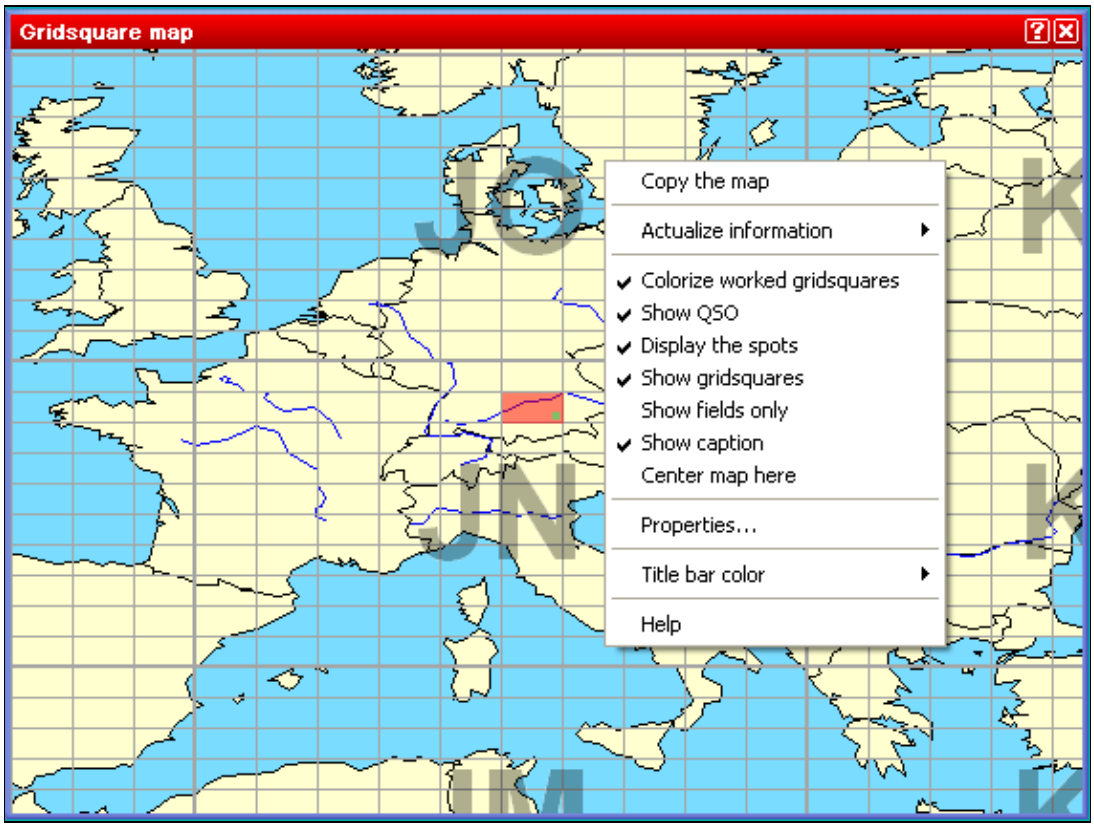
Worked Gridsquares

`Windows | Worked Gridsquares` or **`Alt-L`**
Opens (or closes) the gridsquares window. The gridsquares worked are in grey, the red spots are the stations worked and the green spots are the stations spotted. The current gridsquare is displayed in red color to give an indication of direction. This works even with only four of the six characters entered.



Gridsquares Map
If the DX-Cluster Announcements window is opened and the gridsquare of a spot is known, passing the mouse over this spot will blink its location in this window.

Right click on the map to display the pop-up window:

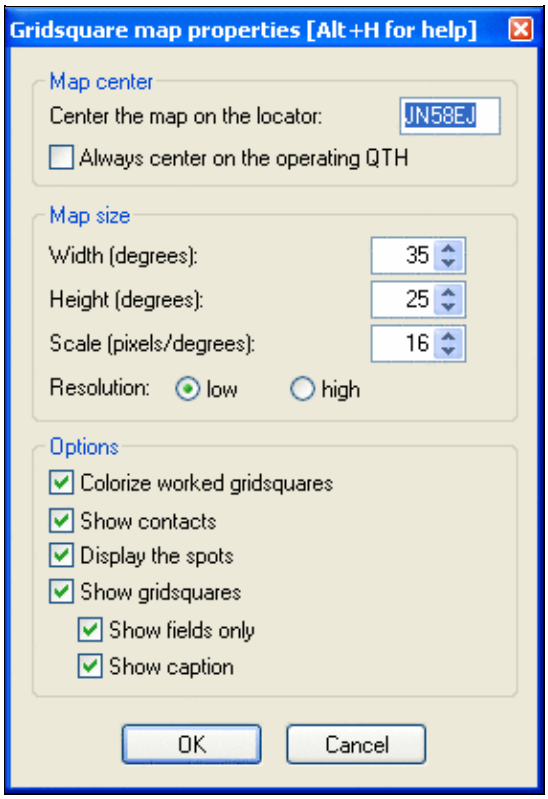


Gridsquare map pop-up window displayed by right-clicking on the map

- **Copy the map** copies the image to the Windows clipboard
- **Actualize Information** controls when the map will be updated:
  - Pressing the spacebar
  - Automatically
- **Colorize worked gridsquares** marks worked grid squares in gray
- **Show QSO** marks QSOs with a red dot
- **Display the spots** marks spotted stations with a green dot
- **Show gridsquares** draws the squares and the grid square lines
- **Show fields only** turns grid square outlines off
- **Show caption** displays the major grid square names (first two letters)
- **Center map here** lets you move the center of the map interactively.

  Note: This option is available only if you have **not** selected "Always center on the operating QTH" in the Properties dialog (see below).

- **Properties...** allows you to modify several display parameters:

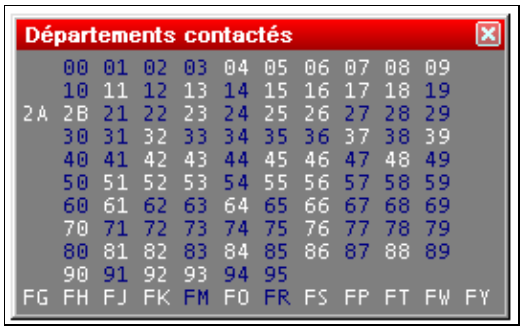


Gridsquares Map Properties
The larger the scale, the bigger the map.

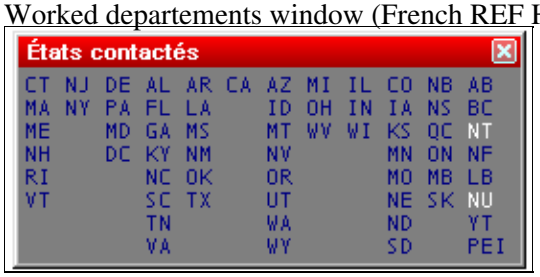
Worked Zones

`Windows | Worked Zones` or **`Alt-Z`**
Opens (or closes) the worked zones window. The title of this menu item will fit to the chosen contest. The window displays the worked multipliers (in blue) or not (in white) on the current band, and possibly the current mode.

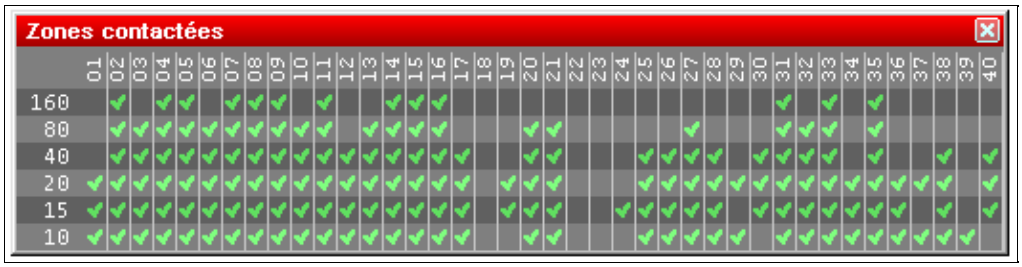
Some examples:



Worked departements window (French REF HF contest)



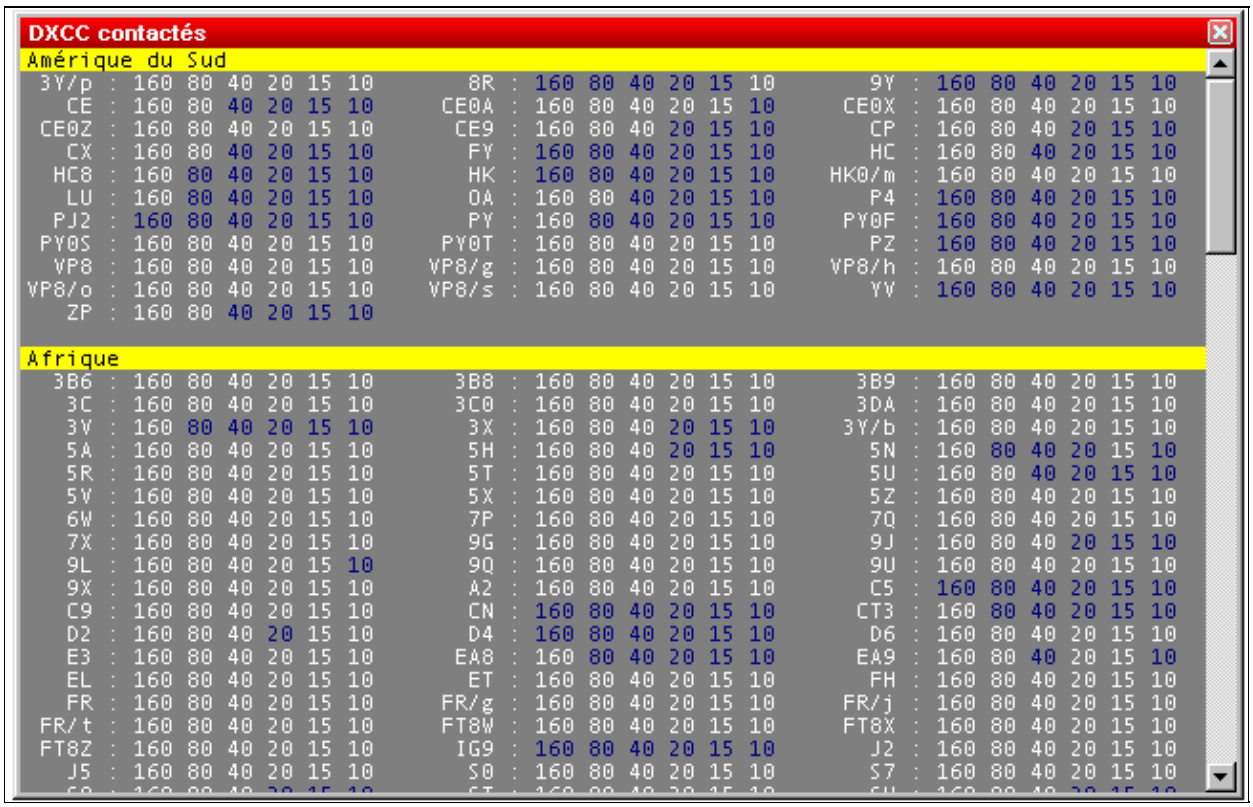
Worked states and provinces window (International ARRL DX contest)
Furthermore, with a right click on this window (if the contest is multi-bands and/or multi-modes) you can display the distribution of these multipliers by band (and/or mode).



WAZ zones worked window by band (CQWW DX contest)
At last, the same contextual menu allows you to copy all the datas of this window into the clipboard as an image or a text, and directly paste it as a text file or an Excel (TM) or OpenOffice spreadsheet.

Worked DXCC

`Windows | Worked DXCC` or **`Alt-M`**
Opens (or closes) the worked DXCC window. The title of this menu item will change with the contest chosen.



Worked DXCC countries window
If one DXCC country has been worked on a band (possibly a mode), this band will be displayed in blue, otherwise it remains in white. This window is resizable.

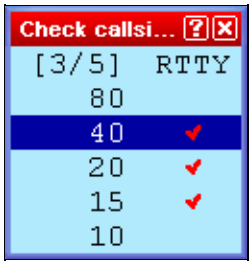
A right click on this window allows to display the countries alphabetically sorted (within the same continent), or sorted by number of band/mode worked. More, to easily search for missing countries, the countries worked on all bands can be hidden (clean sweeps). Also, countries never worked in the contest can be hidden.

You can easily move to the next (or previous) bookmark - displayed on a yellow background by default - by holding the **`Shift`** key down, while rolling your mouse wheel.

Last, all the data included in this window can be copied as a text file, and pasted in text or directly in an Excel (TM) or OpenOffice spreadsheet, for a later analysis.

Check Callsign

`Windows | Check Callsign` or [**`F9`**]
Opens (or closes) the worked callsign window. This window displays a checkmark if and on which bands a specific callsign has been logged before. Depending on the type of the contest, the display may show more than one column to display the different possible modes.

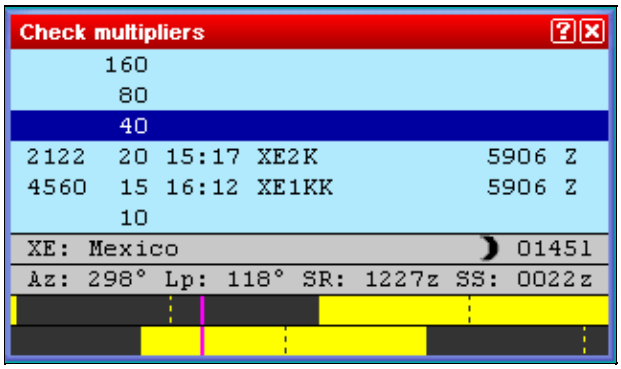


The Check Callsign Window
Moving the mouse cursor over the checkmark will bring up additional information about this QSO. And a double-click on it will move the cursor to this QSO.

Check Multipliers

`Windows | Check Multipliers` or [**`F10`**]

Opens (or closes) the checking multipliers window.



Check Multipliers window for the CQ World-Wide DX contest
To use this window, enter a callsign or country prefix in the data entry area of the main logging window. The dark blue line indicates the current band. The other lines indicate whether this multiplier has been worked or not on other bands (and in other modes if the contest rules permit). If the callsign entered has been worked on other bands, Win-Test displays those QSOs (in DXpedition mode, also the date of the QSO is displayed). Otherwise, the callsign of the first station worked in that multiplier on that band is displayed, if any. For the CQ World-Wide DX contest, display priority is: same callsign, same country and same zone. An uppercase "Z" in the last column indicates that the zone and country have been worked on the indicated band. A lowercase "z" means the zone has been worked, but not the country. And of course a blank line indicates that both the zone and country are needed. See also the Search for Worked Multipliers window.

Additional information about the multiplier is displayed at the bottom:

- The official country prefix and country name
- A small icon indicating if it is local day, night, or sunrise/sunset time in that country
- The current local time in that country (suffixed by a lowercase "l")
- The short (Az) and long path (Lp) beam headings (azimuths) to this multiplier (based on the station locator entered in the Contest configuration screen)
- The sunrise (SR) and sunset (SS) time in this country, expressed as UTC (suffixed by a lowercase "z"). These times are computed from the geographical coordinates given taken from the CTY* file or your QTH locator, if specified in the setup dialog.
- Graphical indication of the sun status on both sides of the QSO (may be disabled via the context menu)
    - Two yellow bars represent the sun over 24 hours of the day. The top bar displays the situation at the DX location, while the bottom bar represents your own location.
    - A pink cursor denotes current time.
    - Dotted lines represent local noon or local midnight.

A double click on a line will move the cursor to the specified QSO. Press **[Ctrl-End]** or **[Ctrl-G]**, **[Enter]** to return the cursor to the blank line at the end of the data entry area.

Finally, using the context menu (right click on the window), you can change **Actualize information** to **Automatically** (recommended) or to **Pressing the space bar** to indicate when you want the check multiplier screen to be updated. "Automatically" updates the screen after each keystroke. Any modification in the received exchange field (e.g. zone) also updates this check multiplier window.

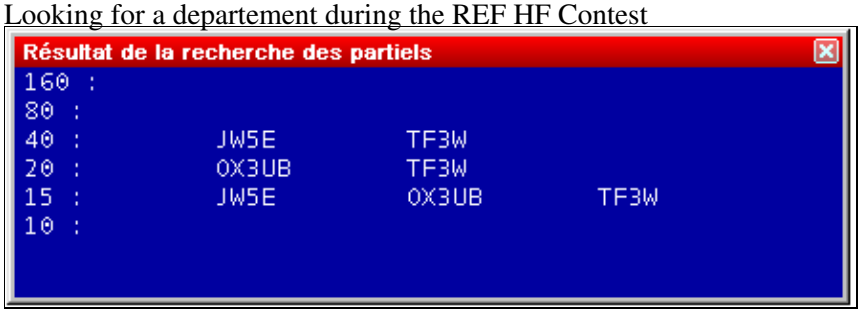
Search for Worked Multipliers or Partial QTH Locators

`Windows | Search for Worked Multipliers`
Keyboard shortcut: **Shift+F10**

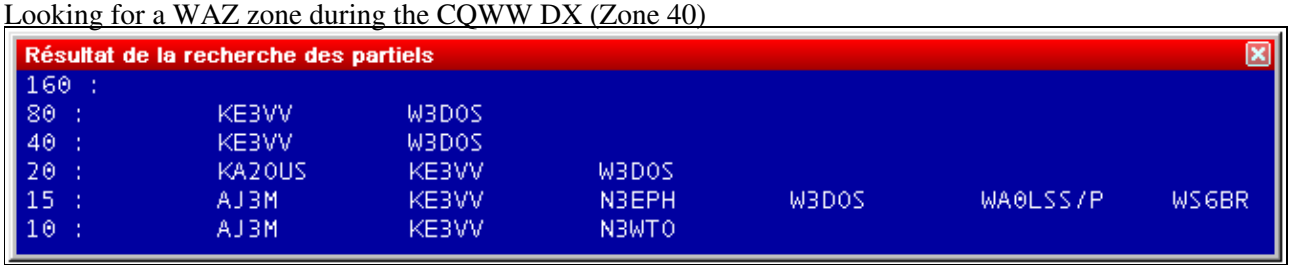
Lists all the callsigns logged in a specified multiplier (Zone, State, ARRL Section, Grid Square Locator, etc.).

To quickly list everyone you have logged in a particular multiplier, sorted by band, enter the multiplier in the *callsign* field and press **Shift+F10**. The Check Partial Window will be displayed in a different format, as shown below.

Looking for a departement during the REF HF Contest



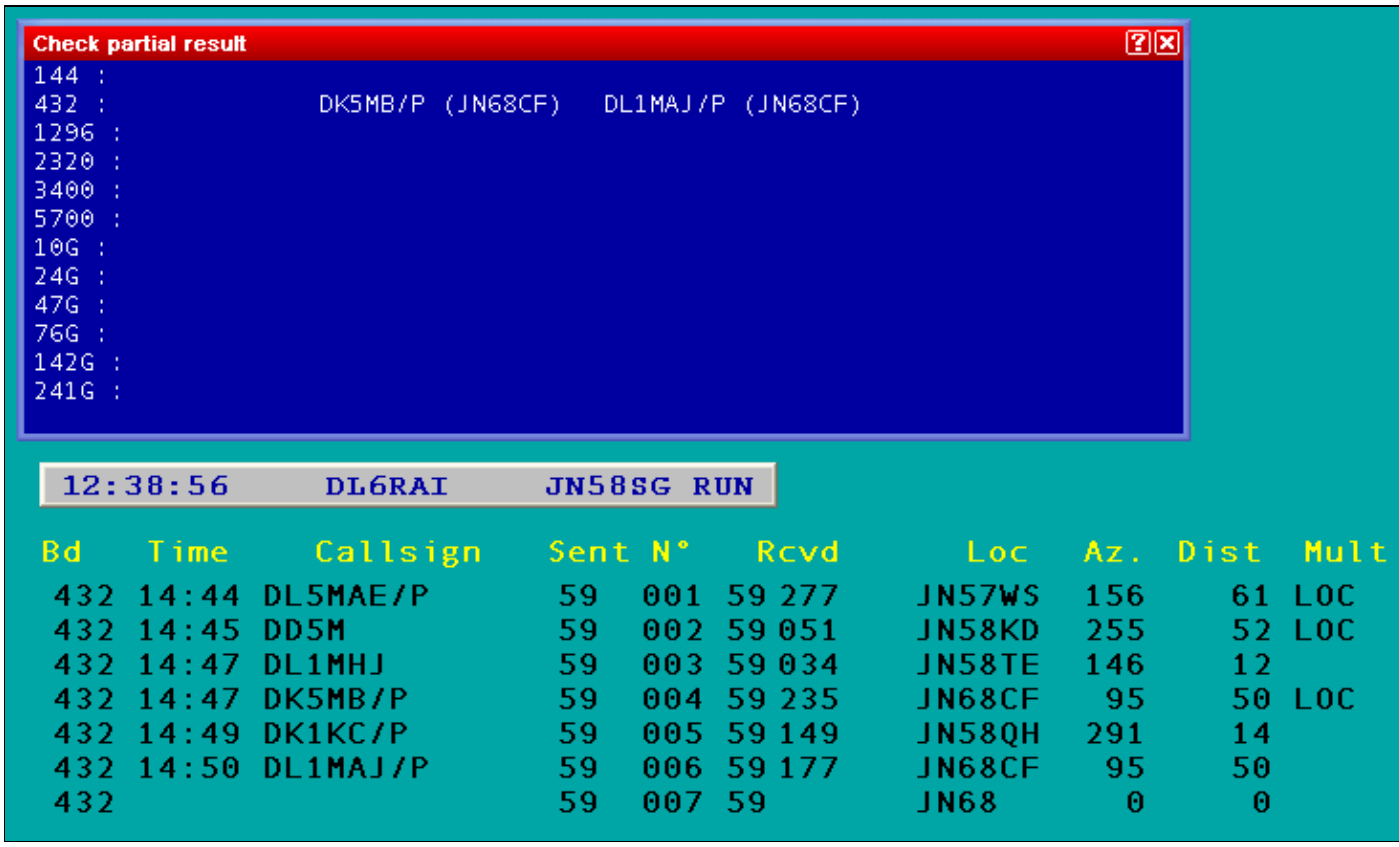
Looking for a WAZ zone during the CQWW DX (Zone 40)



Looking for an US state during the ARRL DX Contest (here: District of Columbia, DC)
Any further typing in the callsign field restores the Check Partial Window to its normal appearance. You can also use **[Ctrl-W]**, **[Alt-W]**, or **[F11]** to erase the multiplier from the callsign field.

> **Note:** This search only works for contests where the multiplier is logged as part of the exchange, so it doesn't work for the CQ WPX contest or the ARRL DX Contest (when operating from the U.S. and Canada).

For VHF/UHF/SHF... contests, this function is dedicated to partial QTH locator search. Enter the partial QTH locator either in the callsign or in the locator field and then press **Shift-F10**.



Searching callsigns by QTH locator

Check Partials

`Windows | Check Partials` or [**F12**]

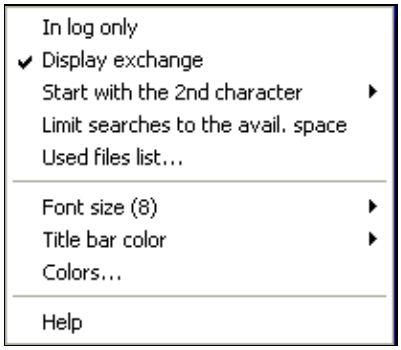
Opens (or closes) the Check Partials window. The master file used is normally MASTER.SCP or DEFAULT.SCP or *contest*.DTB, as described under Check Partial and Np1 Files.

Checking partials. Partial callsign entered: A2Q
If this window is open, and at least 3 characters are entered in the callsign logging field, Win-Test looks in the master database for the callsigns including the 3-character string.

For example, in this upper screen-shot, the partial callsign entered is "A2Q". All the callsigns found by Win-Test show this string.

The white callsigns are those not worked yet. The green callsigns are stations worked on another band, but not the current band. The red callsigns are the dupes (callsigns already worked on the current band).

You may also use the wildcard character "?" like "DL6?A?" to filter out unwanted calls.



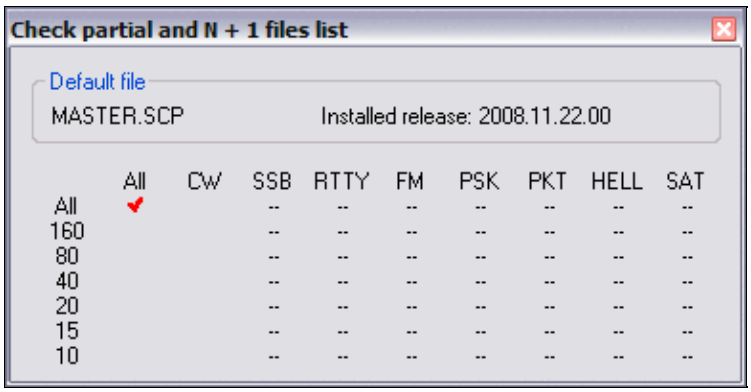
Available context menu options in the Check Partial window
Double clicking on a callsign copies it into the callsign logging field.

Right click in the window to brings up a context menu where you can choose if Win-Test is to use the master database or just your log. Another option is (in some contests) if you want to see the expected report in that window (from *contest*.DTB).

For slow contests, it might make sense to start the check partial search after the second letter is entered into the callsign field, rather than the third.

Another option allows you limit the number of callsigns displayed to fit the available space in the window.

Finally, the option **Used files list** will display the master file that Win-Test has loaded to feed the Check Partials window:



Used files list selected from Check Partial window pop-up menu
.

See Check Partial and Np1 Files for more info about naming super check files, search order, and how to update them.

In HF contests such as CQ World-Wide, you can enter a zone number in the **callsign** field and press **`Shift+F10`** to display a list of prefixes in that zone, and a list of stations worked in that zone.

Check partial window after entering 37 in the callsign field and pressing Shift+F10 to view countries in that zone. 5H3EE is in zone 37 and has been worked on 20m.
In VHF/UHF contests, pressing **`Shift+F10`** on a partial QTH locator changes the Check Partials Window to the Partial QTH Locator Search Window. This feature is helpful to identify stations in a VHF/UHF contest when you copy only the QTH locator.

Check Partial QTH Locator window
You may enter the partial QTH locator either in the callsign or in the QTH locator fields. A minimum of four characters has to be present in order to check the locator.

Check N + 1

`Windows | Check N + 1` or [**F8**]

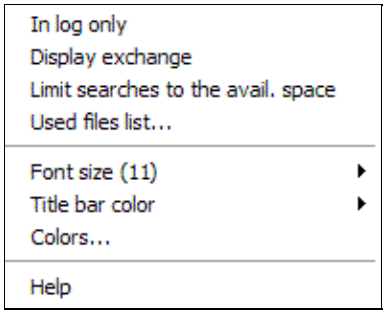
Opens (or closes) the N + 1 window. The master file used is normally MASTER.SCP or DEFAULT.SCP or *contest*.DTB, as described under Check Partial and Np1 Files.

If this window is open, and at least 3 characters are entered in the callsign logging field, Win-Test looks in the master database for the callsigns differing from the partial callsign by one character.

This command also detects 2-character swap (dyslexia), as well as one missing character.

N + 1 window (Partial call entered: W5TQ)
If the callsign is not included in the master database, and has not been worked yet, it is considered a UNIQUE. Otherwise, it is displayed in the first position.

N + 1 window (Partial call entered: K3OK)
The white callsigns are the stations not yet worked. The green ones are those worked on another band, but not the current band. The red callsigns are dupes.



Available context menu options in the N+1 window
Double clicking on a callsign copies it into the callsign logging field.

A right click in the window brings up a context menu where you can choose to use the master database or just your log. A second option (in some contests) is if you want to see the expected report in that window (from *contest*.DTB). You may also wish to limit the number of callsigns displayed to the available space in the N+1 window. Finally, the option "Used files list" will display the master file that Win-Test has loaded to feed the Check Partials window.

Partner

`Windows | Partner`
Opens (or closes) the partner window.

Partner window with two entries. You can now pull W6XR into the callsign field by pressing **`Alt-1`**

This feature is especially useful in a Multi-OP environment when facing large pile-ups and/or weak signals or when you are training a new operator.

Situation: You get several callers coming back to your CQ. You pull out one callsign - but sometimes you are able to copy another callsign or at least parts of it. If you could remember this second call after the first QSO, you'd be able to call the second station right away (without QRZ) and save time.

Improvement: Set up a second operator (OP2), a second computer and a second pair of headphones, sometimes a second receiver. Both OPs now open up the Partner window on their computer. The running operator OP1 continues like before: He works the first callsign. In the mean time, the OP2 supports OP1 to copy the callsign - or alternatively - he can add callsigns he copied from the pile-up by entering the callsign on the QSO entry field and then pressing **`Alt-Enter`**.

This callsign will now be displayed on all computers in the network that are set at the same band and mode. OP1 will see the new callsign after his first QSO and calls that station right away.

The Partner window can hold up to 9 callsigns, and theses calls can be pulled into the callsign field with **`Alt-1`**, **`Alt-2`**...**`Alt-9`**. Usually this is done by OP1 to log that callsign, while OP2 uses this function to remove the call from the partner window. Once the QSO is logged, that callsign will disappear from both partner windows.

You can also swap the callsign field with one of the entries by pressing **`Ctrl-1`**, **`Ctrl-2`**...**`Ctrl-9`**.

Using message variables on CW and RTTY you can now enter a QSO (with correction or not), grab another callsign from the Partner window, and send the new report in one keystroke, by using:

```
$CORRECT TU $CR NOW $GRABPARTNER $NEXT $F2 (sends call if corrected before the TU)
```

for the **[Plus]** key, or

```
$CURRENT TU $CR NOW $GRABPARTNER $NEXT $F2 (resends full call before the TU)
```

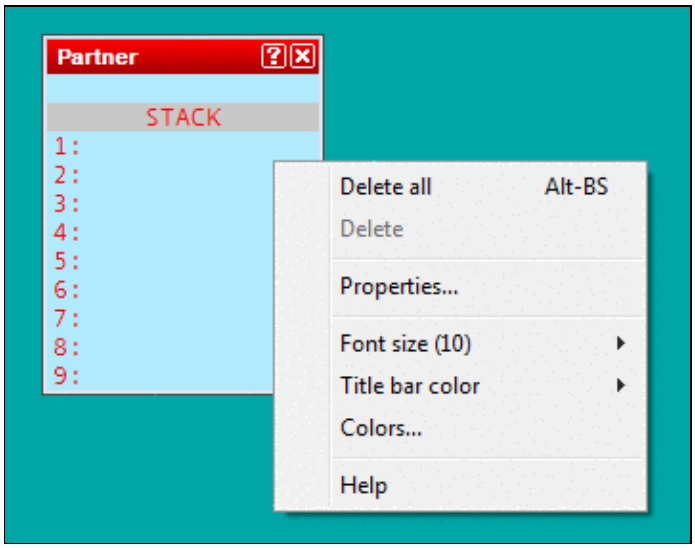
assuming **$F2** contains the report.

If you want to manually grab a callsign from the Partner window you can use:

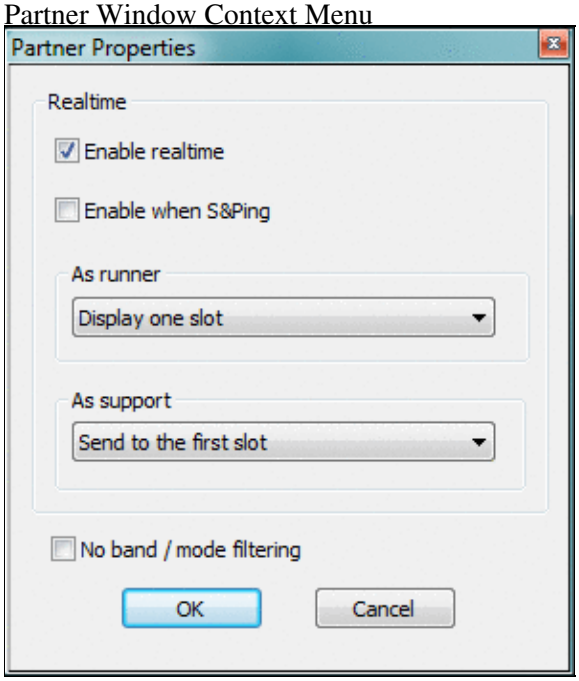
```
$PREV TU NOW $LOGGED $F2
```

Then

1. Use the **[Enter]** key to silently enter the current QSO
2. Grab the next callsign from the Partner windownd (via double-click or Alt-*n*)
3. Send the message above



Partner Window Context Menu



When a QSO is logged locally or via the network it is checked against the contents of the partner window, and - if found - removed from the partner window as it is now obsolete.

If automatic exchange guessing is enabled, a callsign grabbed from the partner window will have the exchange window filled in and will update the check partials and N+1 windows.

Finally, the entire Partner window content can be cleared by using the appropriate context menu item or by pressing **`Alt-Backspace`**. Individual entries can be removed via **`Ctrl-Doubleclick`**.

Up to three support partners can be engaged. If you do not want the partner to be limited by band and mode, use the "No band/mode filtering" option in the context menu of the partner window.

A **real-time** mode is available in the partner window's context menu. This allows the main operator to have a real-time view on what the partner(s) is(are) typing (character by character) so he(she) does not have to wait until they press **`Alt-Enter`** in this time-critical situation. For this to work, the supporting partner has to change his station type to "Support" (see section Menu:Commands#Station_Type), indicated by **`R+`** on the QSO entry line.

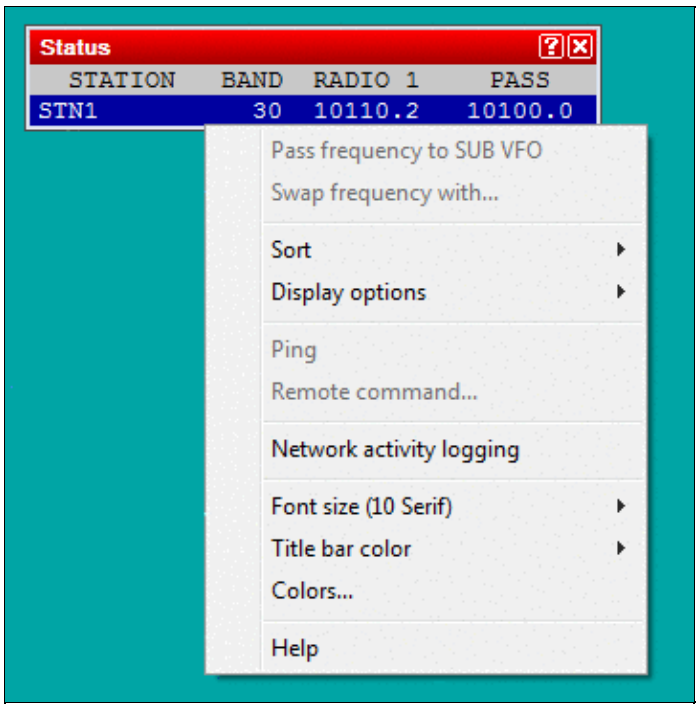
In the context menu of the partner window there are two settings that can be done, when more then one partner (up to 3) is engaged:

- as support, must be selected to which slot this partner will send its real-time characters
- as runner, must be selected how many slot are being displayed at the partner window top

The runner will then grab a real-time slot with **`Alt-Space`**, or in all cases, he can also double-click on any callsign of this window.

Status

`Windows | Status` or **`Alt-J`**
Opens (or closes) the status window.



Status Window
This window indicates the status of each station connected to the network. From left to right, are displayed :

- Station name
- Current band and mode
- Station type
- QSY frequency of the current band and mode
- Radio 1 frequency
- Radio 2 frequency
- Operator
- Time left before a possible QSY, according to the 10 minutes M/S rule, or "OK" if the station is allowed to make a QSY on another band. Note that this column only appears if the contest specifies this particular rule.

Your own station is displayed in a deep blue background. The active radio of each station has its frequency in red characters. The list may be by band and station names when it gets cluttered in a very large network by using the appropriate function in the context menu.

A double left click on a station name will display the chat dialog with this station name as default destination.

Opening the context menu with a right mouseclick will allow you to turn on network traffic logging. This might be useful for basic network troubleshooting. This log file uses the .ntk (stands for NeTworK) file extension.

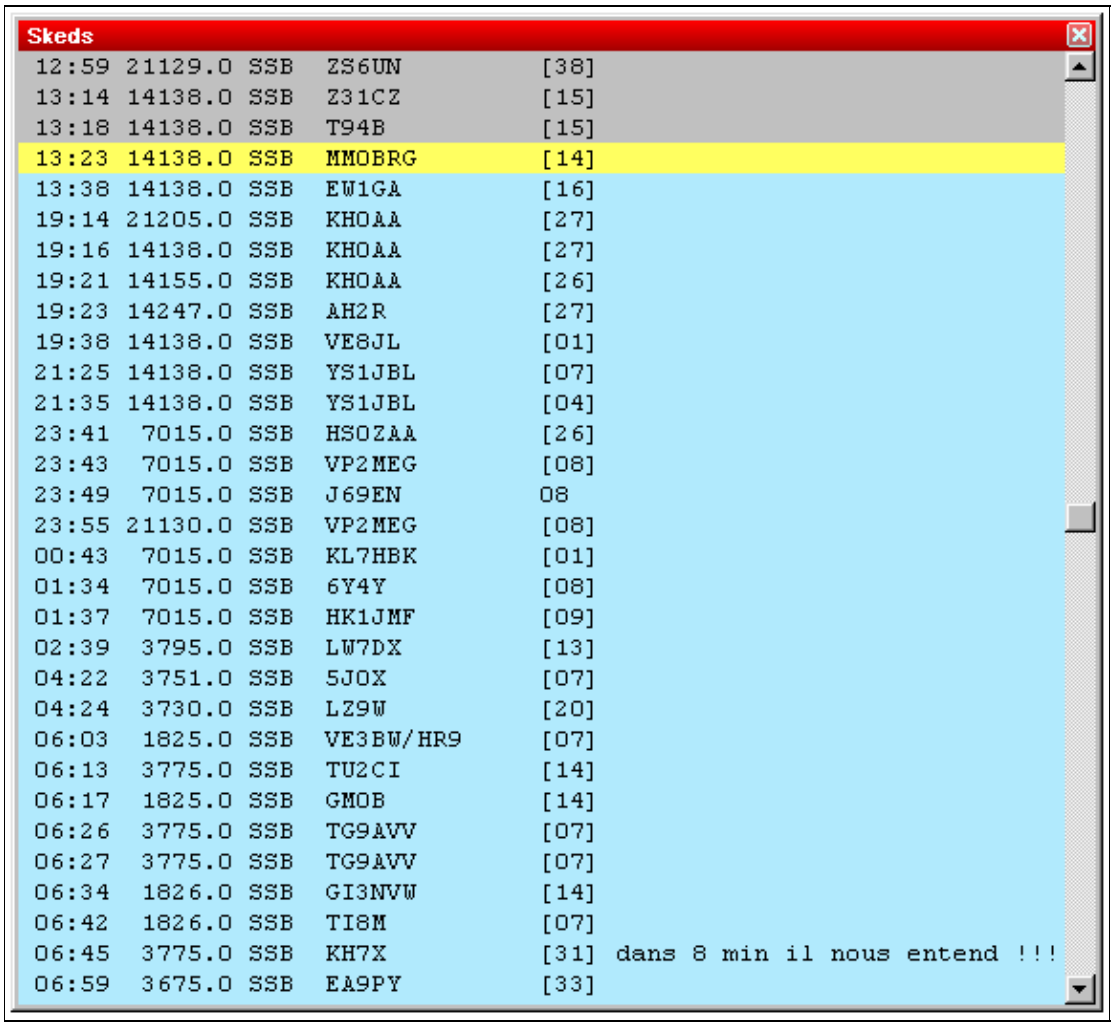
Ping a specific station from the context menu on this station name and use "Ping XXX". The Win-Test version, the Master, Bridgehead, Sync indicators and the propagation time are returned in the Gab window (Alt-I). Reminder: You may also use the INV (stands for Inventory) text command to get a summary of the complete network.

A remote command to a specific station can be sent by opening the context menu on this station name and use "Send remote command to XXX...".

At last, a double left click on any frequency displayed will tune the current radio to that frequency.

Skeds

`Windows | Skeds` or **`Alt-B`**
Opens (or closes) the skeds window.



Skeds

12:59	21129.0	SSB	ZS6UN	[38]	
13:14	14138.0	SSB	Z31CZ	[15]	
13:18	14138.0	SSB	T94B	[15]	
13:23	14138.0	SSB	MM0BRG	[14]	
13:38	14138.0	SSB	EW1GA	[16]	
19:14	21205.0	SSB	KH0AA	[27]	
19:16	14138.0	SSB	KH0AA	[27]	
19:21	14155.0	SSB	KH0AA	[26]	
19:23	14247.0	SSB	AH2R	[27]	
19:38	14138.0	SSB	VE8JL	[01]	
21:25	14138.0	SSB	YS1JBL	[07]	
21:35	14138.0	SSB	YS1JBL	[04]	
23:41	7015.0	SSB	HS0ZAA	[26]	
23:43	7015.0	SSB	VP2MEG	[08]	
23:49	7015.0	SSB	J69EN	08	
23:55	21130.0	SSB	VP2MEG	[08]	
00:43	7015.0	SSB	KL7HBK	[01]	
01:34	7015.0	SSB	6Y4Y	[08]	
01:37	7015.0	SSB	HK1JMF	[09]	
02:39	3795.0	SSB	LW7DX	[13]	
04:22	3751.0	SSB	5J0X	[07]	
04:24	3730.0	SSB	LZ9W	[20]	
06:03	1825.0	SSB	VE3BW/HR9	[07]	
06:13	3775.0	SSB	TU2CI	[14]	
06:17	1825.0	SSB	GM0B	[14]	
06:26	3775.0	SSB	TG9AVV	[07]	
06:27	3775.0	SSB	TG9AVV	[07]	
06:34	1826.0	SSB	GI3NVW	[14]	
06:42	1826.0	SSB	TI8M	[07]	
06:45	3775.0	SSB	KH7X	[31]	dans 8 min il nous entend !!!
06:59	3675.0	SSB	EA9PY	[33]	

Skeds Window
Skeds (Alt-E) and passed stations (Alt-D) are displayed in this window. See Multi-op/Passing.

- A grey background means that the sked is over for more than 10 minutes.
- A yellow background means that the sked is planned within less than 10 minutes maximum (a "hot sked"). If the window was not open, it will pop-up to remind the operator of the hot sked. The pop-up will be suppressed, however, if Win-Test is running minimized.
- A green background means that the sked is planned in more than 10 minutes.

A - (minus) sign before the hour means that the sked is over for more than 24 hours. A + (plus) sign before the hour means that the sked is planned in more than 24 hours.

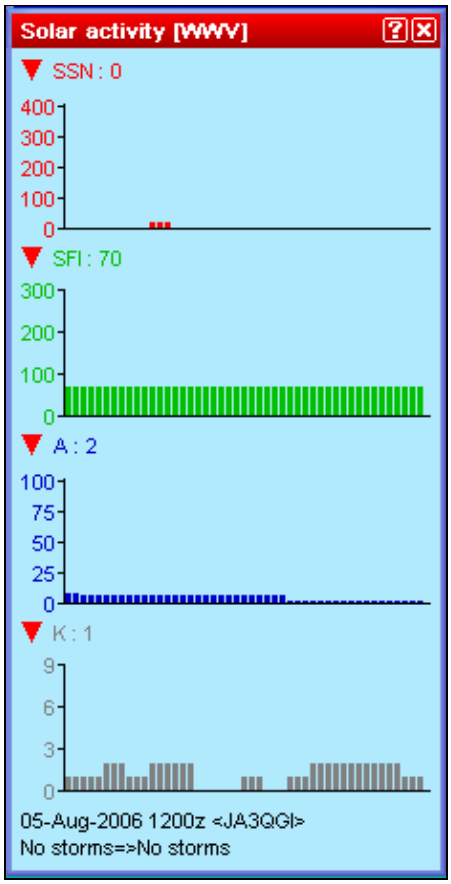
A right click allows to sort the skeds window by time or by band. You can also hide the older skeds, and modify or cancel a sked. In a multi operating configuration, the sked data are sent across the network.

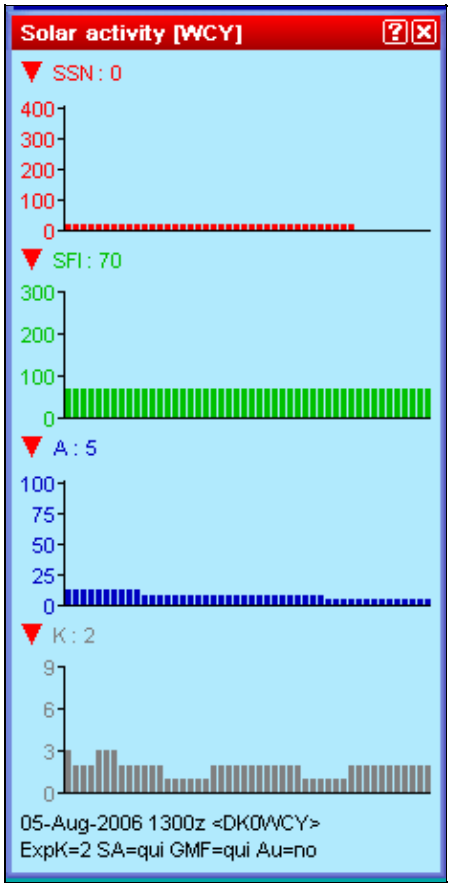
At last, note that a double left click will tune the current radio on the sked frequency and capture the callsign of the scheduled station in the callsign logging field. You will thus just need to press [**Return**] after completing the QSO!

Solar Activity

`Windows | Solar Activity`

This option displays solar activity data that has been received from the DX cluster connection. You can chose between SSN, SFI, K and A indexes. It is an interesting tool to discover trends in propagation during a contest.





Solar Activity Window (WWV data) Solar Activity Window (from DK0WCY)

As there are two sources on the DX cluster for this kind of information, you may chose between WWV and WCY. This information can also be applied - in conjunction with HamCap - for specific propagation forecasts. See Menu Options HamCAP in this manual.

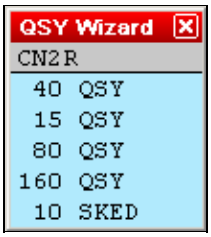
Click on the triangles to open or close a chart. You may open or close all charts at once by holding the [**Shift**] key down while clicking on one of the triangles.

QSY Wizard

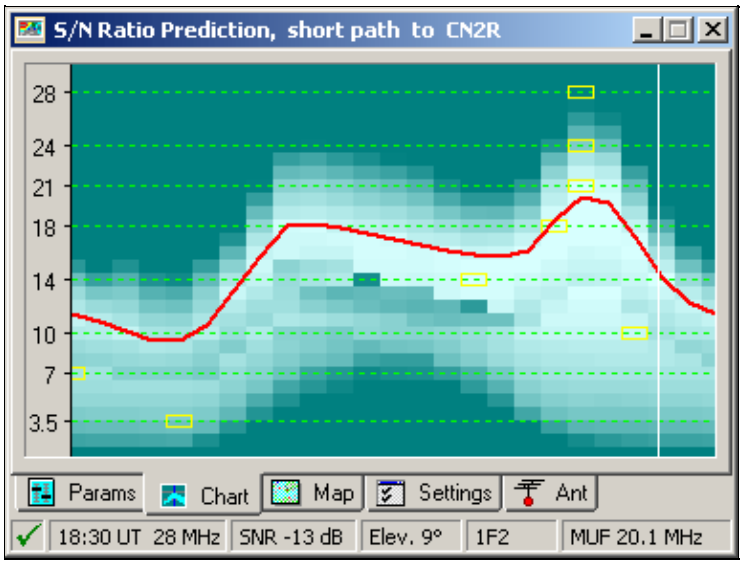
`Windows | QSY Wizard`

The QSY Wizard can only be used if HamCAP is installed and running. You must also have Options | HamCAP | Tab set to **Charts**.

After working a DX, pressing **Ctrl-P** will bring up the HamCAP window with a propagation prediction to this DX. Then, the QSY Wizard will display the bands on which to which a QSY or sked may be useful:



QSY Wizard

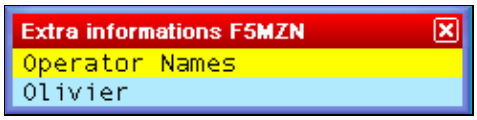


HamCAP prediction to CN2R

In the above example CN2R has been worked on 20m. After pressing **Ctrl-P** the wizard tells us that a QSY may be promising to 15, 40, 80 and 160m. For 10m, however, the wizard recommends a sked at 18:30 UT instead. This is the peak time predicted by HamCap for this path but MUF will be only be 20.1 MHz (the mouse cursor was over the 18:30/28MHz yellow square while creating this screenshot).

Extra Information

This window displays data included in .XDT (eXtra DaTa) files. These files are textual and have a very basic syntax. These files are suitable for name lists (your favorite contest friends or club members, whose names you never get to remember in the middle of the contest) or information about a station's capabilities on other VHF/UHF/SHF bands so that you will want to ask for a sked.



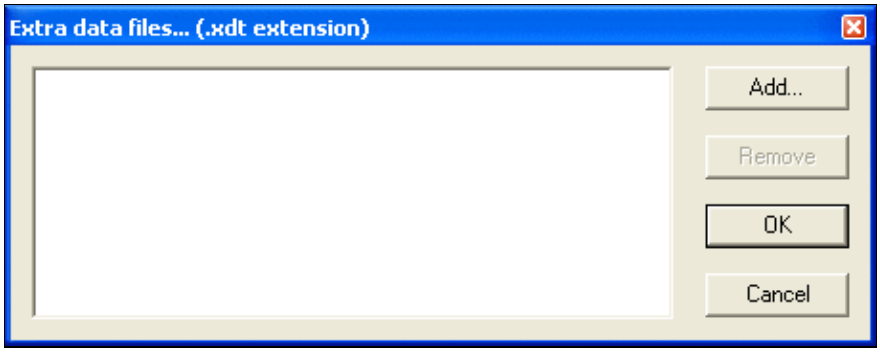
The Extra Data Files Window can be used to display additional useful information during the contest.

XDT Files

The first column is the callsign of the station for which information is to be displayed. The rest of the line carries the information to display. There can be only one line per callsign. Lines have to be formatted in MS-DOS mode, i.e. CR/LF at the end.

You can set up to 10 default extra data files by the menu function **`Options | Data files | Default data files`**. These files will be opened with every log. They must be located in the WT installation directory. Refer to Menu: Options Default extra data files... for detailed information.

You can also add **log-specific** extra data files by using the **`Extra files...`** item in the context menu of this window (right-click to open the contextual menu). A new window will open-up where you can click the ADD button to browse the computer resources to locate and select the file you need (see picture).



Click the ADD button to locate and select the file you need
There is no limitation to the location and the number of these log-specific files. The added file names and paths will then be save in a file with **`.xdl`** extension among all the other contest specific files (.LOG, .SUM, .pkt, .gab, .wtb, etc.).

If you modify an **`.XDT`** file while it is in use, you must reload it by using the **`Reload files`** item in the context menu.

> **Note:** This function is designed to work with no more than a few thousand callsigns only.
> Don't try it with millions of lines or a Callbook file!

Directives

Directives are special statements in the data file beginning with a hash sign and a space.

The `# TITLE` directive is used to display a title in the window, like this:

```
# TITLE Operator Names
CT1BOH Jose
DJ1YFK Fab
DL4NER Werner
DL6RAI Ben
F5HRY Herve
F5MZN Olivier
F6FVY Larry
M0CLW Simon
M3PHP Peter
```

The `# VARIABLE` directive allows you to send the extra information in a CW message by using a variable name. The variable name **must** begin with the $ character.

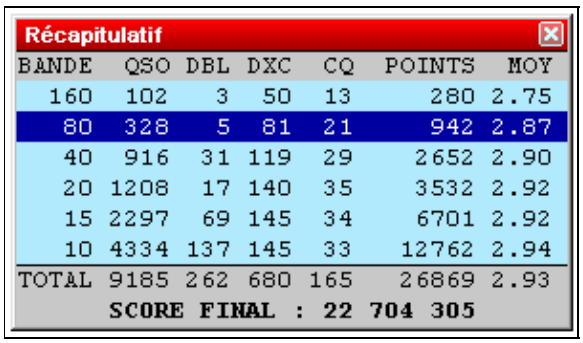
Example: The following line will substitute the $OPNAME string in the CW messages with the extra info included in this file, if the sent callsign has matching data.

```
# VARIABLE $OPNAME
```

> **Note:** The variable subsitution only works with the internal CW keyer.

Summary

`Windows | Summary` or **`Alt-S`**
Opens (or closes) the scoring summary window.



Récapitulatif

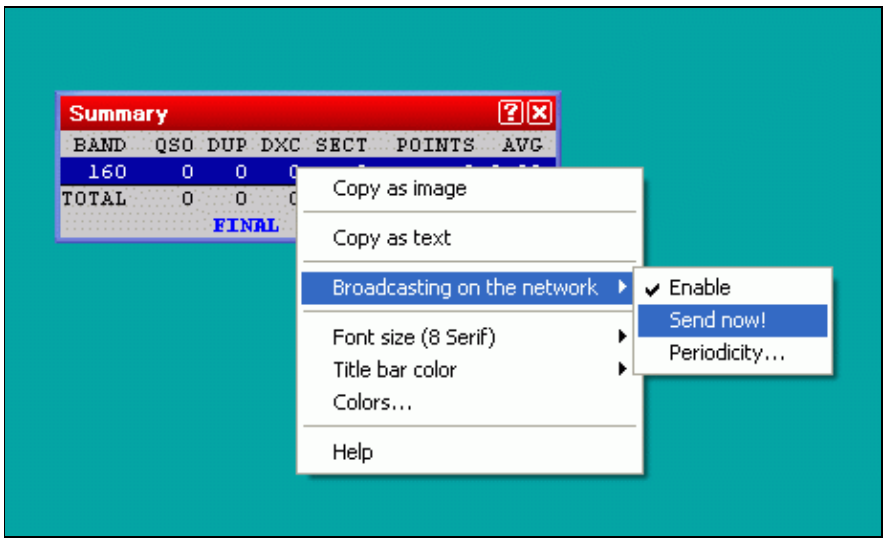
BANDE	QSO	DBL	DXC	CQ	POINTS	MOY
160	102	3	50	13	280	2.75
80	328	5	81	21	942	2.87
40	916	31	119	29	2652	2.90
20	1208	17	140	35	3532	2.92
15	2297	69	145	34	6701	2.92
10	4334	137	145	33	12762	2.94
TOTAL	9185	262	680	165	26869	2.93

SCORE FINAL : 22 704 305

Summary
The displayed number of QSO does not include the dupes. Thus, the QSO column displays only the QSO that have generated points.

A right click allows to copy the scoring summary data in the clipboard as an image or as a text file (in WT language or in English, depending on the contest).

Live Score



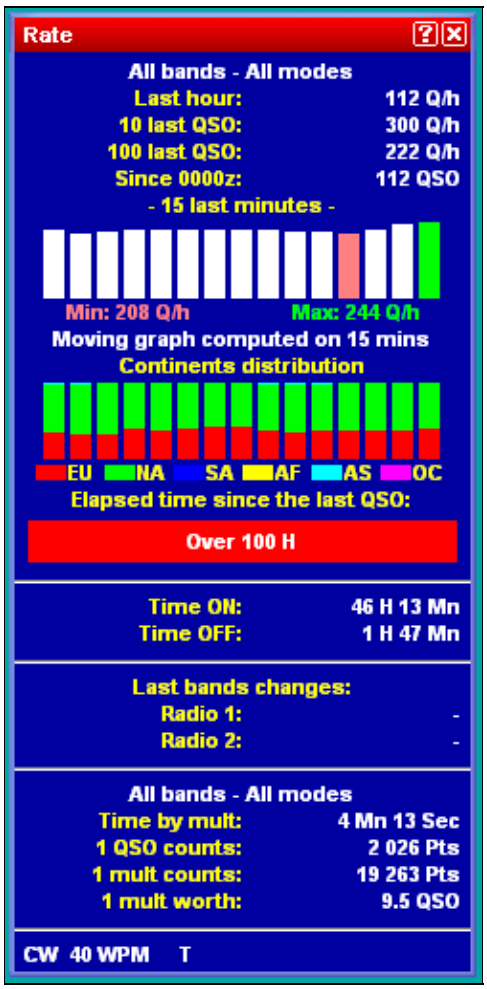
Enabling Live Score Broadcasting through the context menu
The context menu also allows you to configure and enable live score reporting by using a specific UDP broadcast protocol [1]. Please note that additional third-party software is needed to post your score to one of the live scoreboards on the internet.

For testing purposes, there is an option to create a live score broadcast "now"; typically, it will be broadcasted automatically once every five minutes or however you set up the periodicity. Live score broadcasting in a multi operator environment is limited to the station that is the network time master.

For further information about live scores, please see [2] and [3] (German language).

Rate

`Windows | Rate` or **`Alt-R`**
Opens (or closes) the rate window.



Rate Window
This window is divided in different parts:

The upper part displays the rate of the last hour, of the last 10 QSO, and of the last 100 QSO. It also displays a moving graph of the rate, computed on the last 15 minutes before the current QSO. The lower portion of that window displays additional rate information in text format.

Graphs

The graph is calculated on the last 15 minutes (default). Each bar, thus representing one minute on the air, calculates the moving average rate on the last X minutes, this time being selectable between 5 to 30 minutes. A short period will be selected for a contest with high rates (international HF, such as CQWW or WPX), and a longer one for a contest with slower rates (such as a national HF, or a VHF).

Below is a display that shows instant continent distribution of previous QSOs. It uses the same timing parameters as the instant rates above.

The QSO Timer Alarm progress bar appears below that. This bar gives a clear visual indication of the time elapsed since your last QSO. Right click and select **Off-time timer alarm** to set the full scale range of the progress bar. In the screen shot above, it is the red bar showing over 100H elapsed since the last QSO, but normally it is a green progress bar that advances from left to right. It begins as 100% green and slowly more of it turns red until it reaches full scale, when the bar becomes 100% red. The default scale is 5 minutes, but it is configurable between 1 and 120 minutes.

Text Information

The next part displays information about Time ON and Time OFF. For new logs, the off-time calculation is based on the contest rules. You can still use a custom setting to check your operating efficiency. Right click and select **Off-time calculation threshold**. If the contest rule is unknown, 30 minutes will be used as a default threshold.

The next part shows information about band changes.

The central part gives general information about the point statistics of the contest, e.g. time by mult, QSO counts, Mult worth, etc.

The bottom part indicates the current mode and, in CW, the current speed, as well as the status of the automated CQ repeat mode. Some indicators that may appear there include:

- **CW** - Operating mode is set to CW (press **`Ctrl-F1`** or **`Ctrl-F2`** to change)
- **SSB** - Operating mode is set to Phone
- **RTTY** - Operating mode is set to RTTY
- **34 WPM** - CW speed in Words Per Minute (adjust with **`Alt-F9`**, **`Alt-F10`**, and **`Alt-V`**)
- **34/32 WPM** - Independent CW speed between Win-Test and WinKey pot (WinKey speed displayed on right)
- **S** - Operator is listening in Stereo mode (operator pressed **`AltGr-S`** or **`Ctrl-Alt-S`**, press **`AltGr-A`** or **`Ctrl-Alt-A`** to remove)
- **T** - Operator is listening to the Secondary Radio (operator pressed **`AltGr-T`** or **`Ctrl-Alt-T`**, press **`AltGr-A`** or **`Ctrl-Alt-A`** to remove)
- **REPEAT** - Automatic repeating CQ feature is active and **`[F1]`** has been pressed. See Automatic CQ Repeat.

Context Menu

A right click allows you to choose on what bands and modes these calculations have to be done:

- All : No filtering is done
- Current : Filters only QSO done in the mode and band of the current radio
- According to QSO : Filters only QSO done in the mode and band of the current QSO

You can also choose to display the calculations as :

- QSO / h : Only based on the number of QSO
- Points / QSO : Averages the points of the QSO
- Points QSO / h : Without the multipliers
- Points / h : Including the multipliers

Thresholds are defined and can be modified on the following properties:

- Instant moving graph window -how many minutes of history are taken into account
- Off Time Alarm - after how many minutes the color of the green bar will turn red
- Off-time calculation - after how much time of no QSO, time is counted towards off-time (may be contest specific)
- Last band change method - which event triggers the timer after a band change

Moreover, the contents of the rate window can be customized by selecting one or more of the following, which are listed under the **Display** menu item of the context menu:

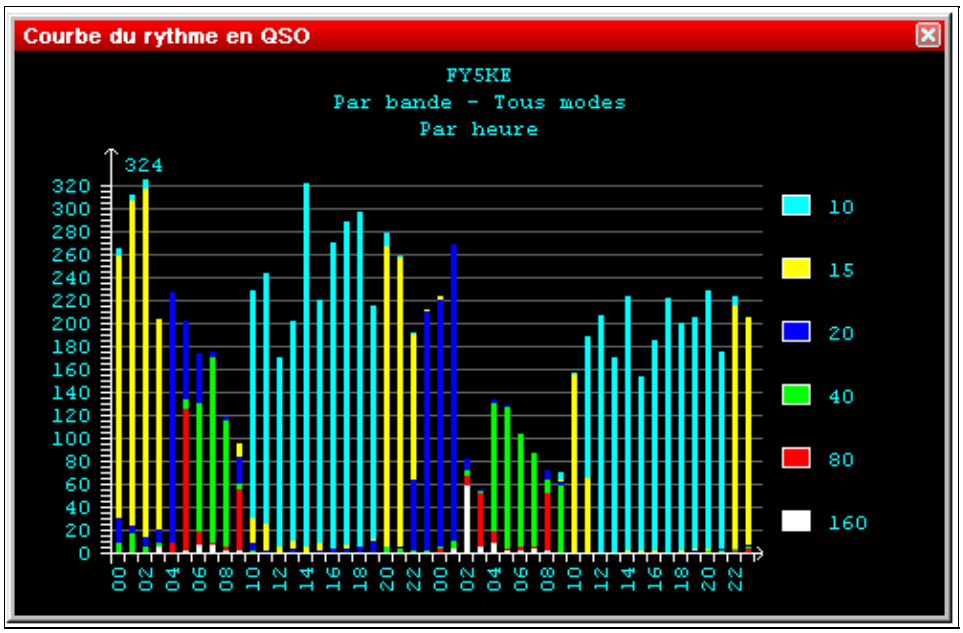
- Instant rate moving graph
- Instant continents distribution
- Off-time timer
- Time ON / Time OFF
- Band Changes
- Band Changes elapsed times
- QSO/Mult ratio
- Distances Data

Finally, right click and select the **Copy** menu item to copy this window, as an image, to the Windows clipboard.

> **Note:** The available menu items in the context menu may vary depending on where you right click in the window.

Statistics

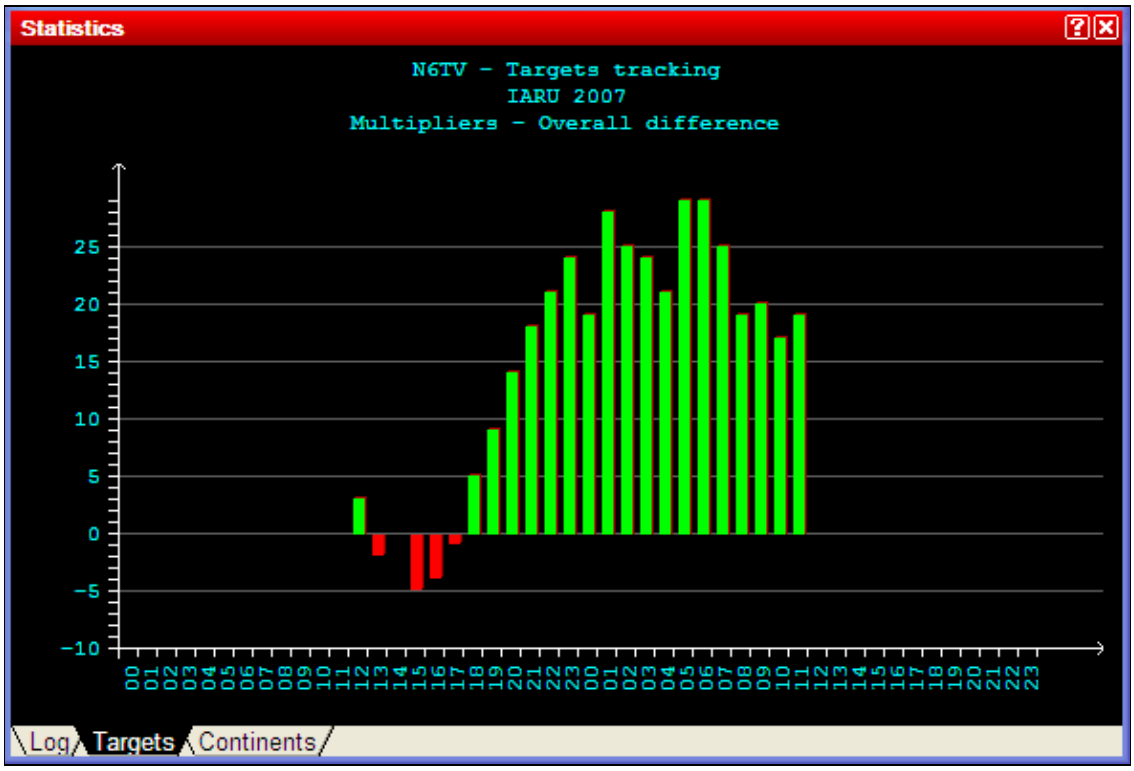
`Windows | Statistics` or **`[Ctrl-F9]`**
Opens (or closes) the Statistics window, a rate sheet.



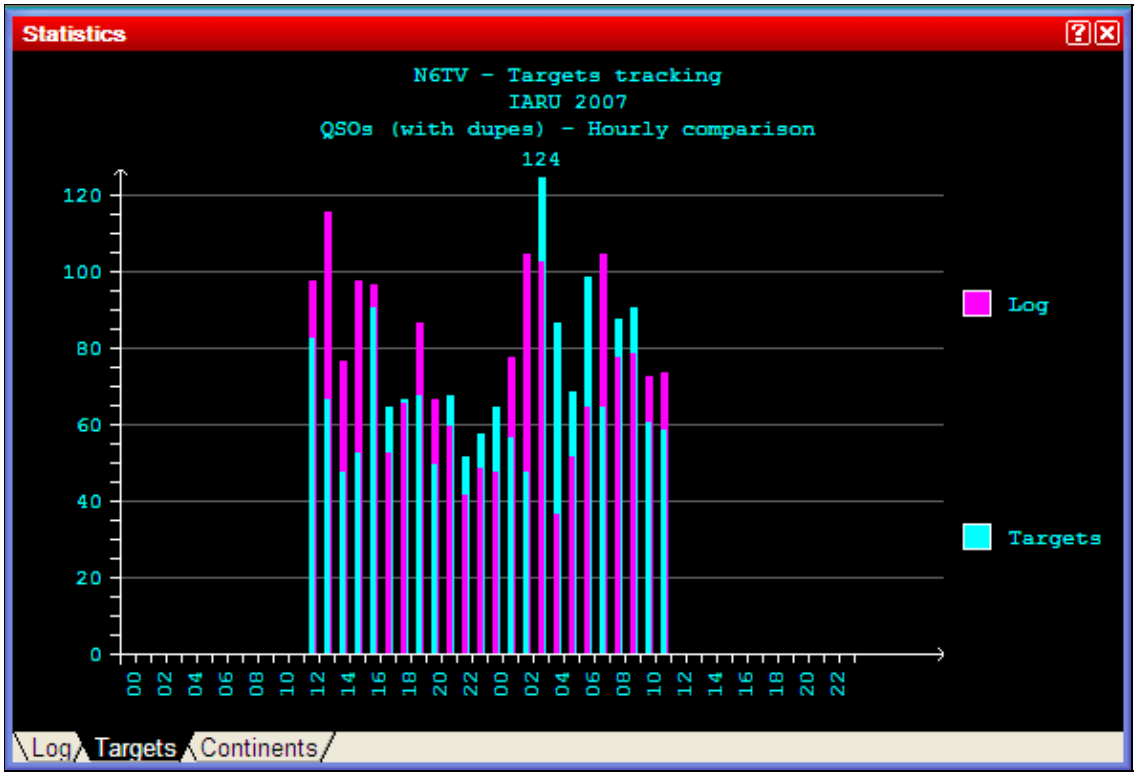
Statistics Window showing total QSOs made on all bands and modes, per hour
The size of this window can be changed by dragging the edges. The window displays the number of QSOs, hour by hour, for the entire contest period.

The time span is fixed depending on the contest type. For the shorter contests, the display spans 24 hours; for the major contests, it spans the full 48 hours. For DXpeditions, it is configurable from 1 to 15 days via the [Days...] button in the Contest Configuration window.

Switching to the **Targets** tab in the statistics window, you may compare your current score to a pre-loaded estimate, which may be derived from a previous contest operation or generated by hand. Positive offsets with respect to the target file are shown in green color, negative offsets in red color.

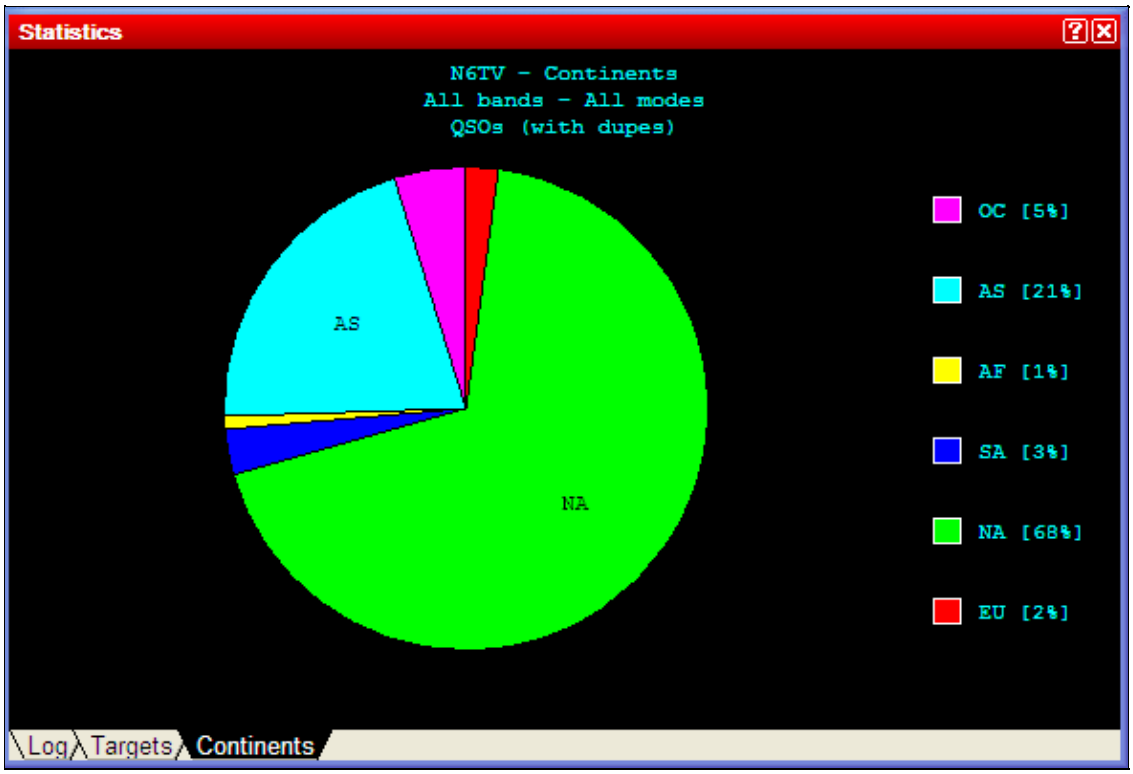


Cumulative (overall) Multiplier tracking vs. target
You may also display hour-by-hour comparisons with the targets.

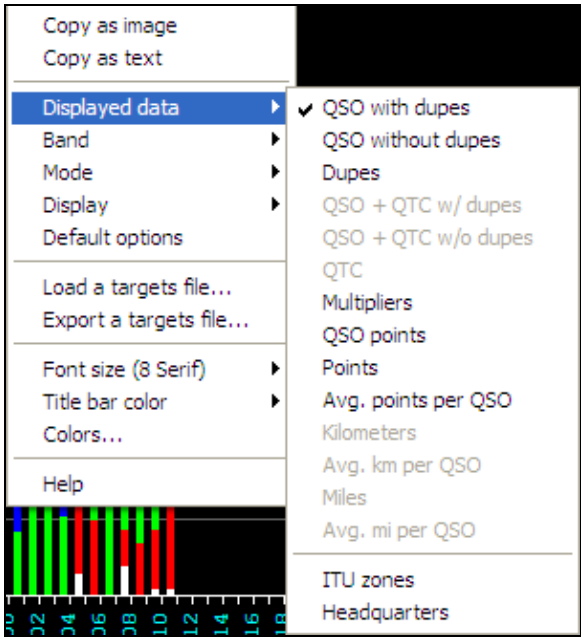


Hour by hour QSO tracking vs. target
Please see Menu | Tools | Load a targets file... for further information on exporting and loading target files.

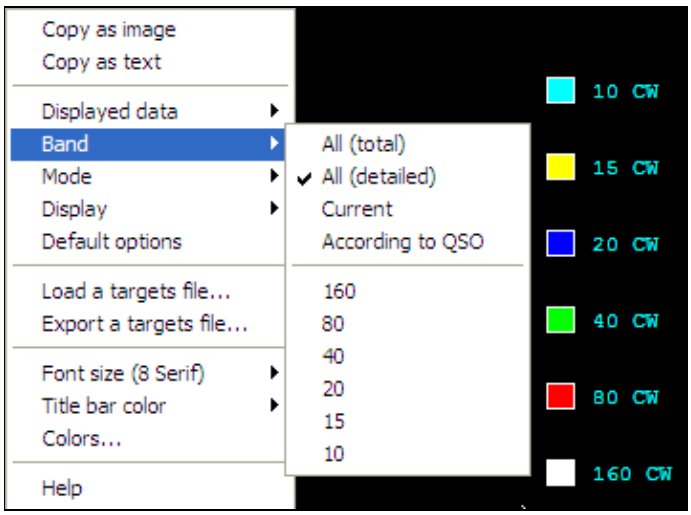
Switching to the **Continents** tab displays continental QSO statistics.



Continental QSO statistics
A right click allows to set different display options:



Pop-up menu showing displayed data options



Pop-up menu showing band options

Displayed Data

- Select which kind of data to display: QSOs, Multipliers, QSO Points, etc.

Band

- All (total): Single color display, all bands combined
- All (detailed): Multicolor display, one color per band
- Current: Displays statistics for the current band
- According to QSO: Displays statistics for the band of the currently selected QSO

Mode

- All (total): Single color display, all modes combined
- All (detailed): Multicolor display, one color per mode
- Current: Displays statistics for the current mode
- According to QSO: Displays statistics for the mode of the currently selected QSO

Display

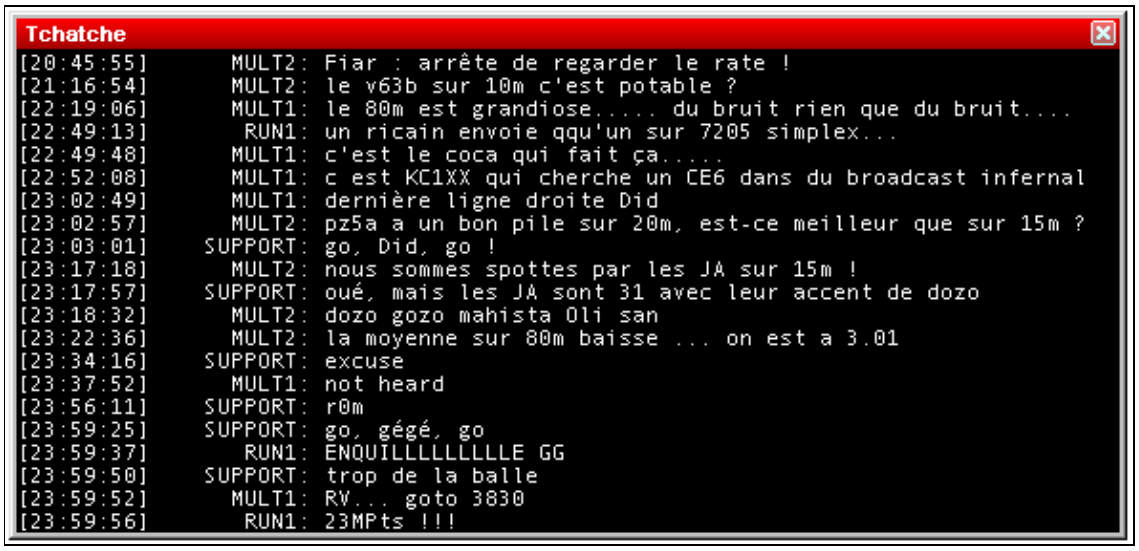
- By time: Displays an hour by hour comparison
- Overall: Displays a cumulative (overall total) comparison

Another option allows you to load a targets file for comparison, or export a targets file based on the current log.

Finally, it is possible to copy any of the Statistics windows as image or text to the Windows clipboard. Then you can copy the data into to a text document or even into an Excel® or OpenOffice spreadsheet.

Gab

`Windows | Gab` or **`Alt-I`**
Opens (or closes) the gab window.



Gab Window
All the gab chat is displayed in this window. With a right click, you can choose to display (or not) the time when the message was sent, including (or not) the seconds. Moreover, this window can be copied as an image.

In the context menu, the option "Taskbar flashing" can be selected to make the Windows Task Bar flash every time a gab is received.

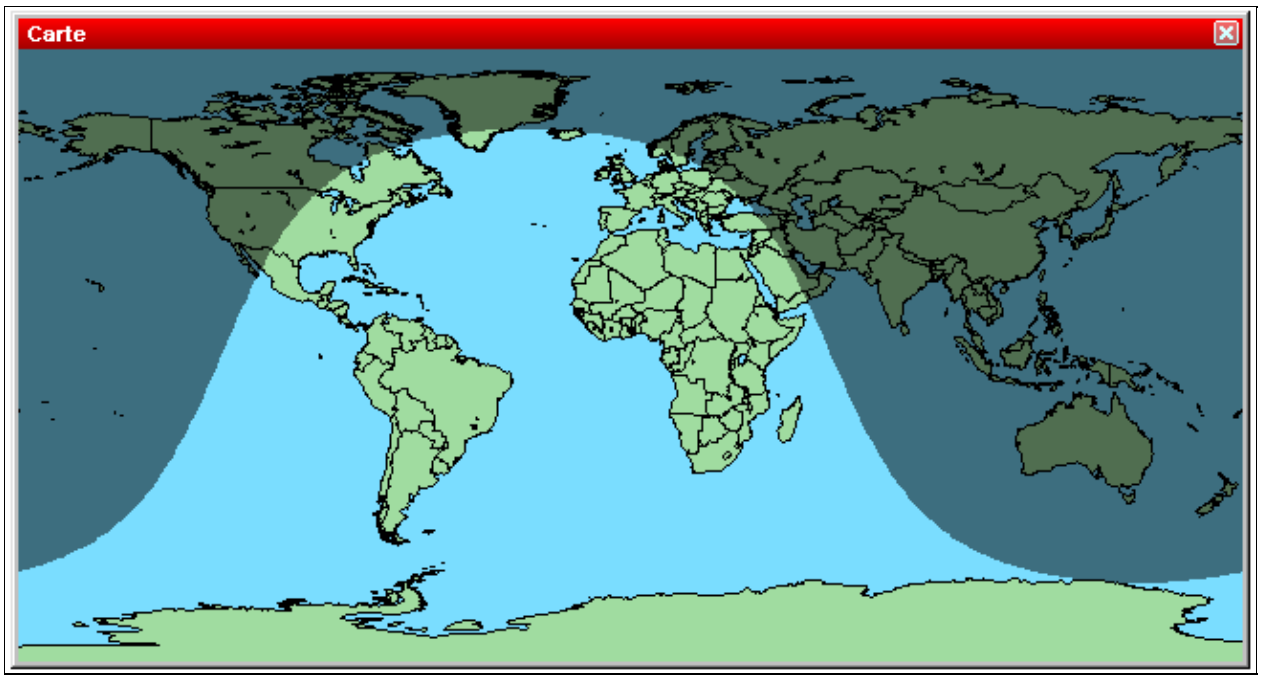
All the gab chat is recorded in the `.gab` file of the current contest.

A double-click in a station name in this window will open the chat dialog, with this station name as default destination.

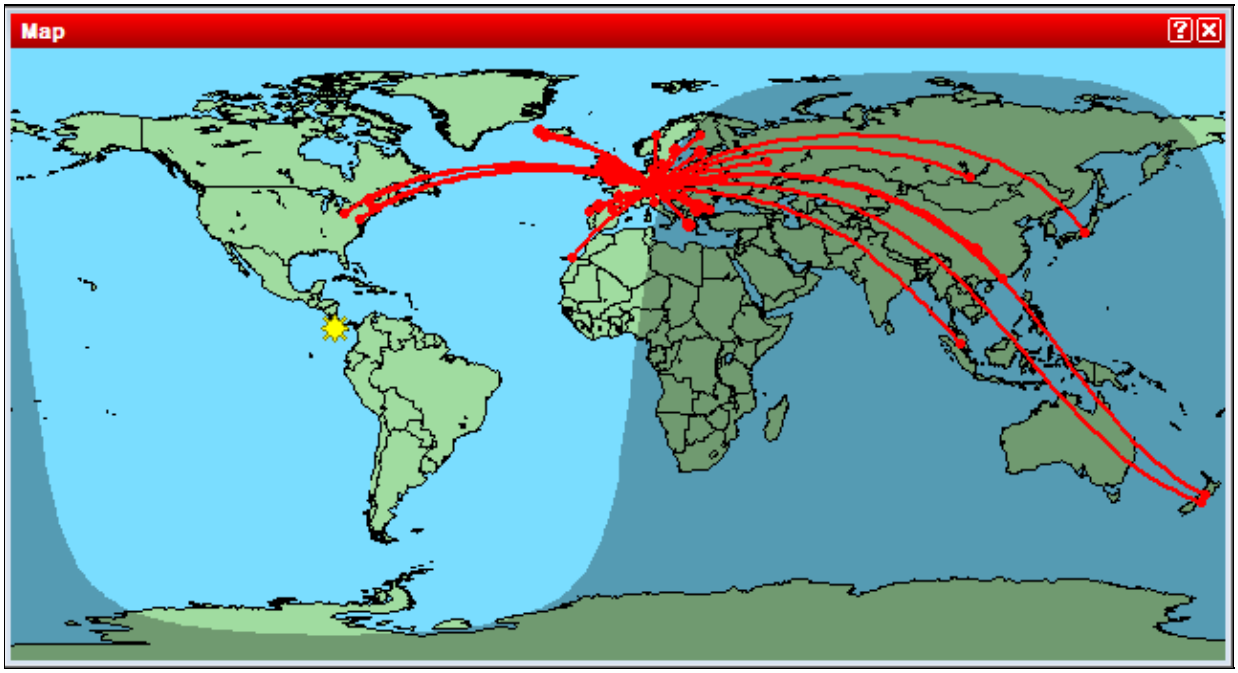
If the gab window becomes too cluttered, you may wish to clear it via the context menu.

World Map

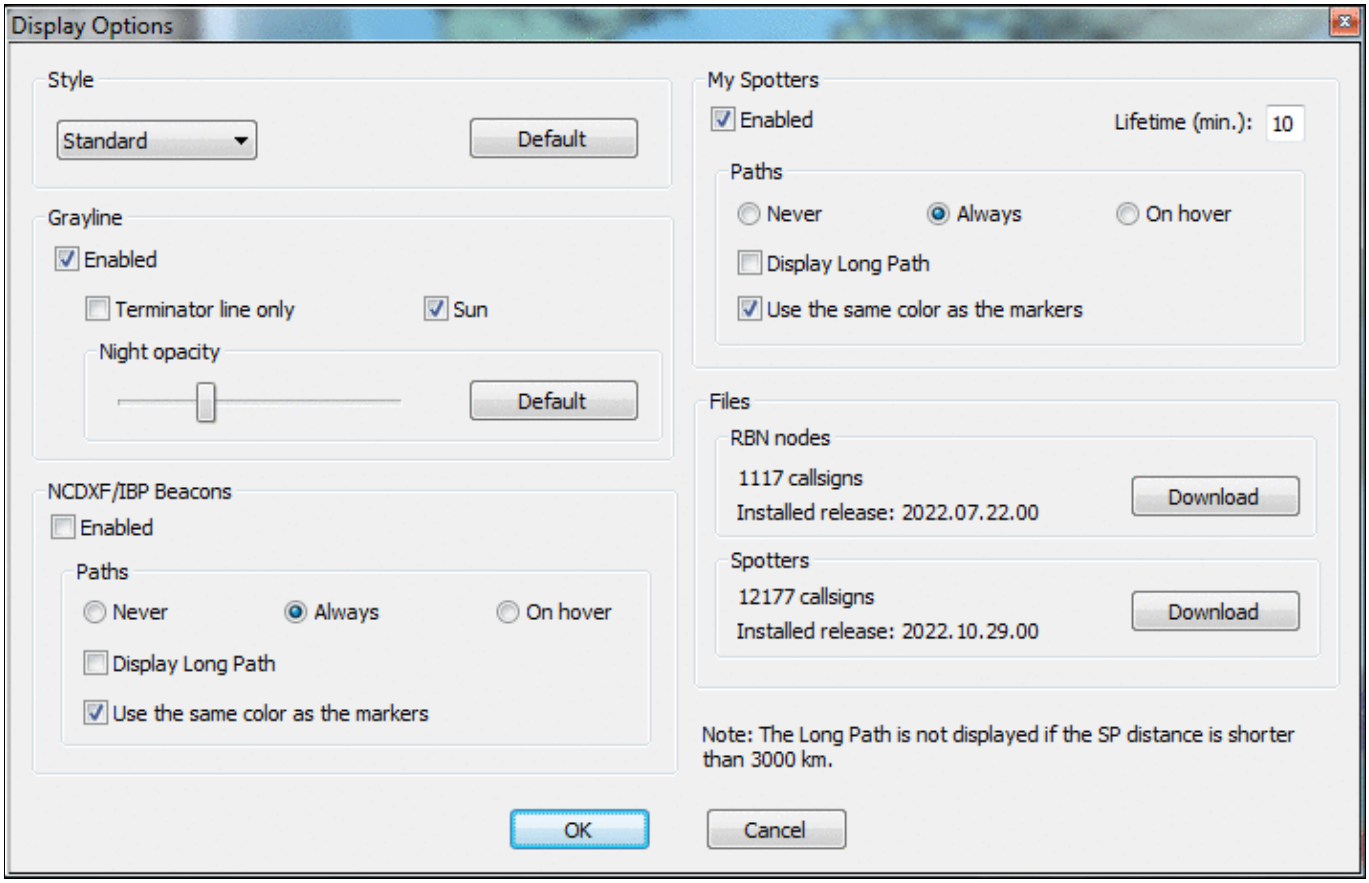
`Windows | World Map`
Opens (or closes) the map window



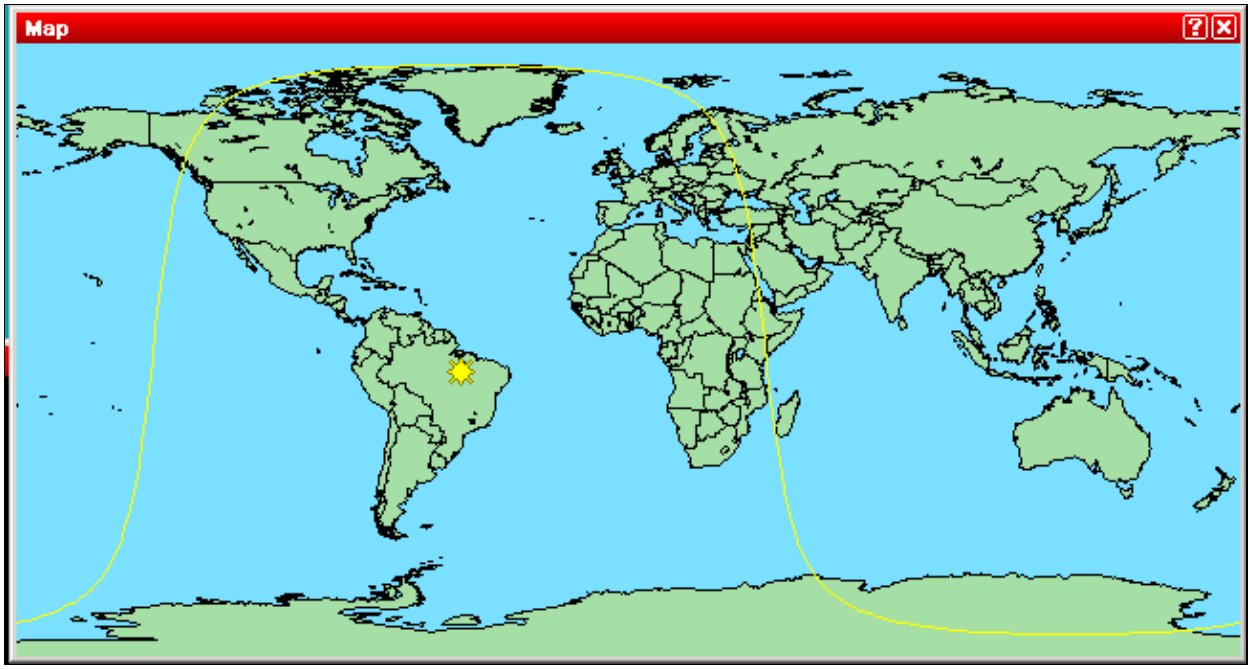
World Map
The World Map shows when you get spotted by someone.



World Map displaying when you are being heard.
The dimensions of this worldmap window can be modified. With a right click, you can display (or not) the grey-line. Moreover, you can increase or decrease the format (zoom). There is a number of options to select in the appropriate context menu.



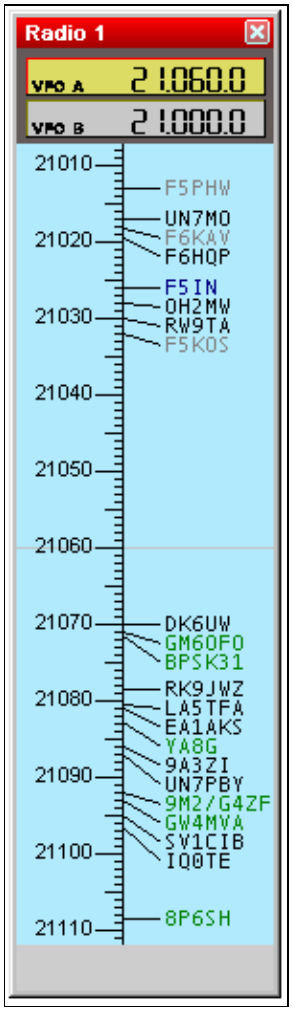
World Map Context Menu
An additional option allows you to display only the greyline terminator plus a little symbol for the sun which makes reading the information a little easier at times.



World Map with light terminator

Radio 1, Radio 2 (Band Maps)

`Windows | Radio 1` or `Windows | Radio 2`
Opens (or closes) the radio window.



Radio window (band map)
These resizable windows are also called Band Maps.

The frequencies of the 2 VFOs are displayed. The active VFO has a yellow background.

If Win-Test has a DX cluster connection, the bandmaps are automatically fed from the DX cluster data stream, from logging contacts, and by manually adding information using **`Ctrl-Enter`** instead of **`[Enter]`**. Op-entered spots are protected from spots of the same DX on a freq inside the mode bandwidth window.

The green callsigns denote new multipliers, the black ones new callsigns (not worked so far), and dupes are in grey color and slanted font.

A double click on a callsign will automatically put the radio on the spot frequency and capture the callsign in the logging field. You just need to complete the QSO and press **`[Enter]`**! Press **`[Alt-F4]`** to return to your run frequency.

An **`[Alt]`**-double click on a callsign will load the spot frequency into the Sub VFO (VFO B), if your radio supports it.

While in split mode during 40m and 80m SSB operation, when adding a spot to the band map, Win-Test remembers both the RX and the TX VFO frequencies, and will store this information so that when you select the spot, both VFOs will be set correctly, and you'll be ready to call (unless the QSX frequency has changed in the mean time).

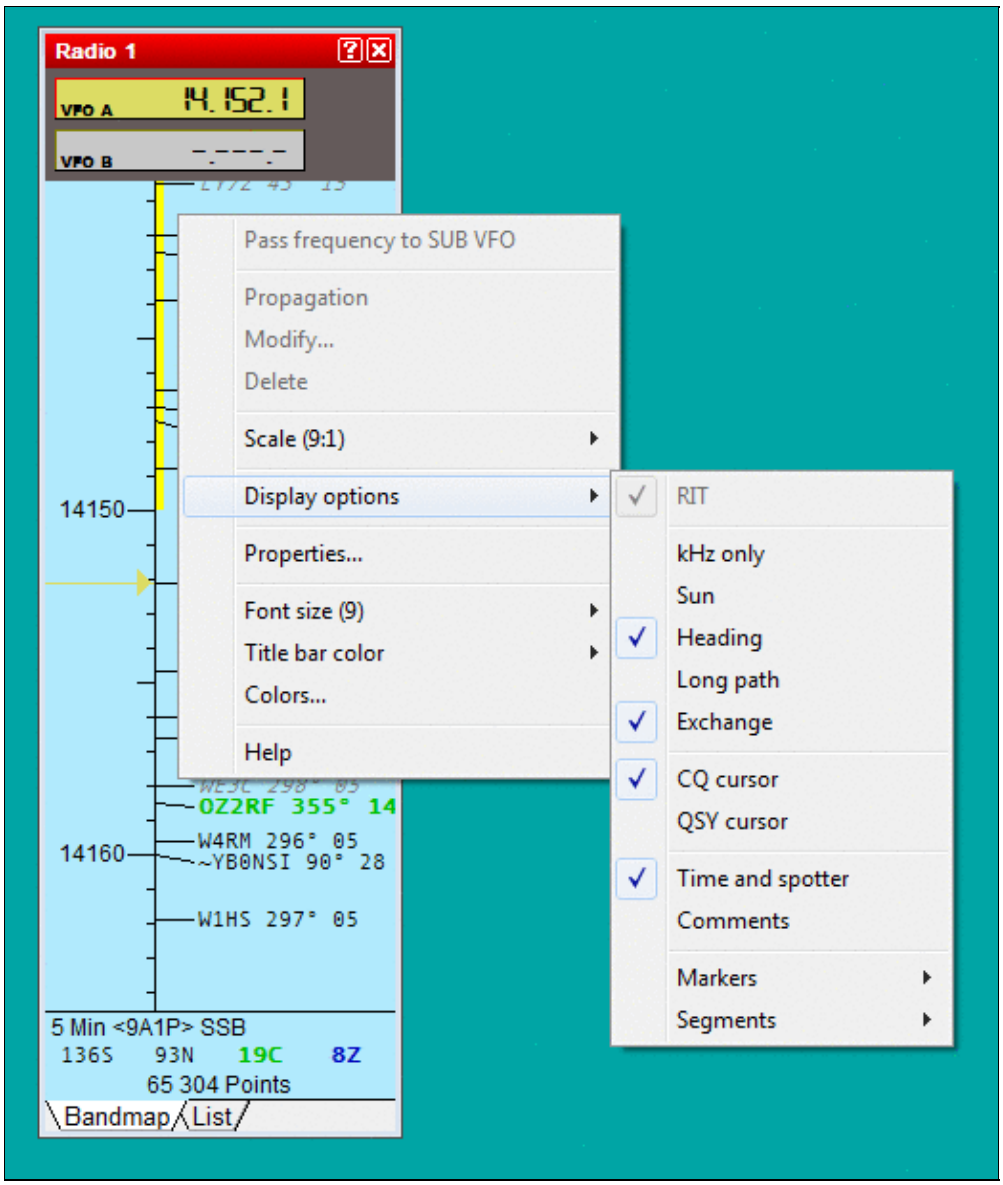
Moving the mouse pointer over a spot in the band map will bring up additional information, such as the age of the spot the callsign of the spotter, and any comments. Double-clicking the spot with the **`[Ctrl]`** key removes the spot from the band map (without confirmation).

Other key combinations can be used to operate with the Band Map.

Band Maps Context menu

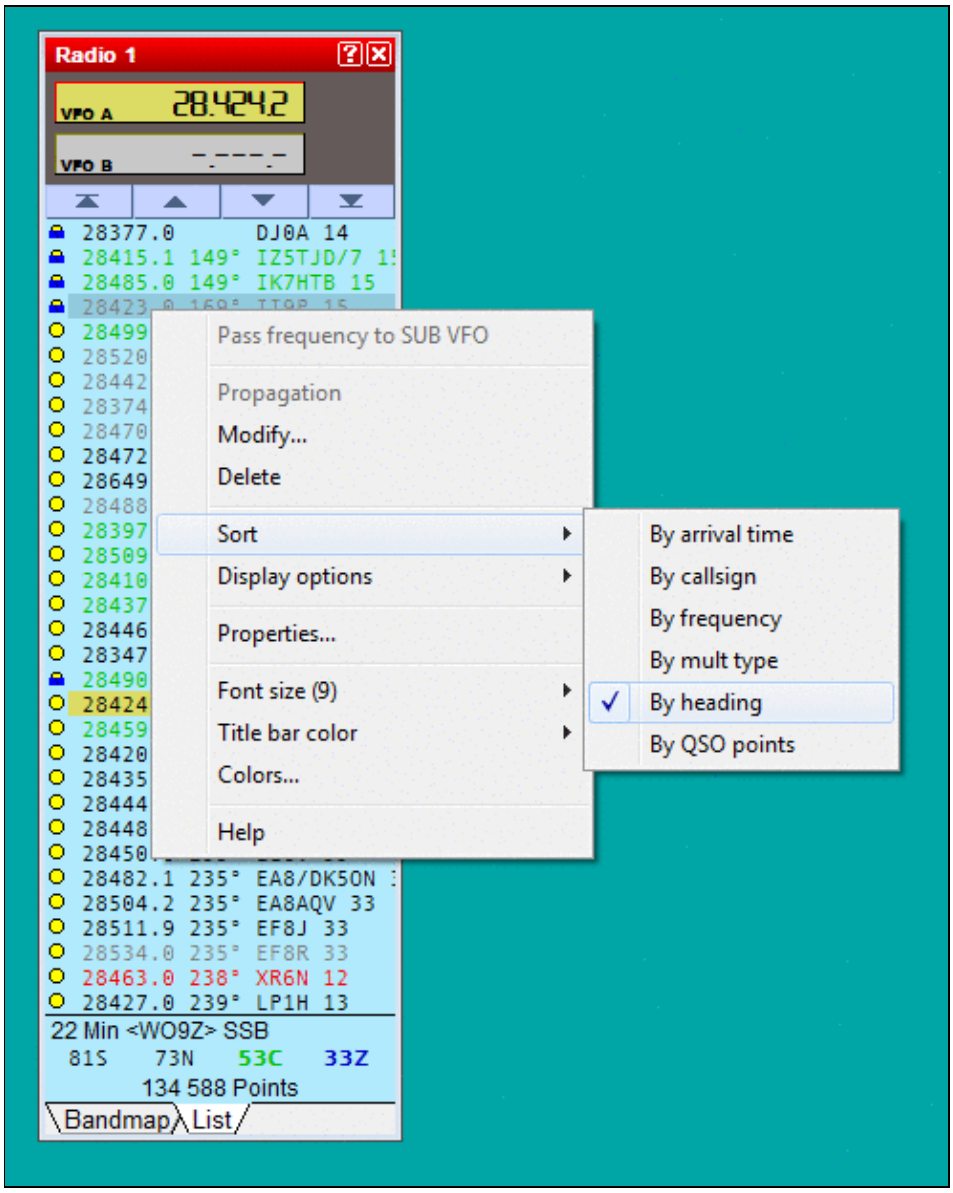
A right click on this window brings up its context menu.

- The top option in this Context Menu allows you to program the Sub VFO (if your radio supports it) with this spot.
- The **Propagation** submenu item allows you to gather propagation information via HamCAP (if installed)
- The next two entries **Modify...** and **Delete** allow you to change or remove spots in the band map. Note that you can quickly remove a spot by double-clicking it with the **`[Ctrl]`** key pressed.
- Additionally, you can change the scale of the band map display from 1:1 up to 30:1. The scale can also be set through the mouse wheel.
- More options are hidden in the sub menus Display Options and Properties... where one can set a lot of minor details of the band map.


Radio 1
VFO A
14.152.1
VFO B
Pass frequency to SUB VFO
Propagation
Modify...
Delete
Scale (9:1)
Display options
Properties...
Font size (9)
Title bar color
Colors...
Help
RIT
kHz only
Sun
Heading
Long path
Exchange
CQ cursor
QSY cursor
Time and spotter
Comments
Markers
Segments
14150
14160
OZ2RF 355° 14
W4RM 296° 05
~YB0NSI 90° 28
W1HS 297° 05
5 Min <9A1P> SSB
136S 93N 19C 8Z
65 304 Points
Bandmap
List

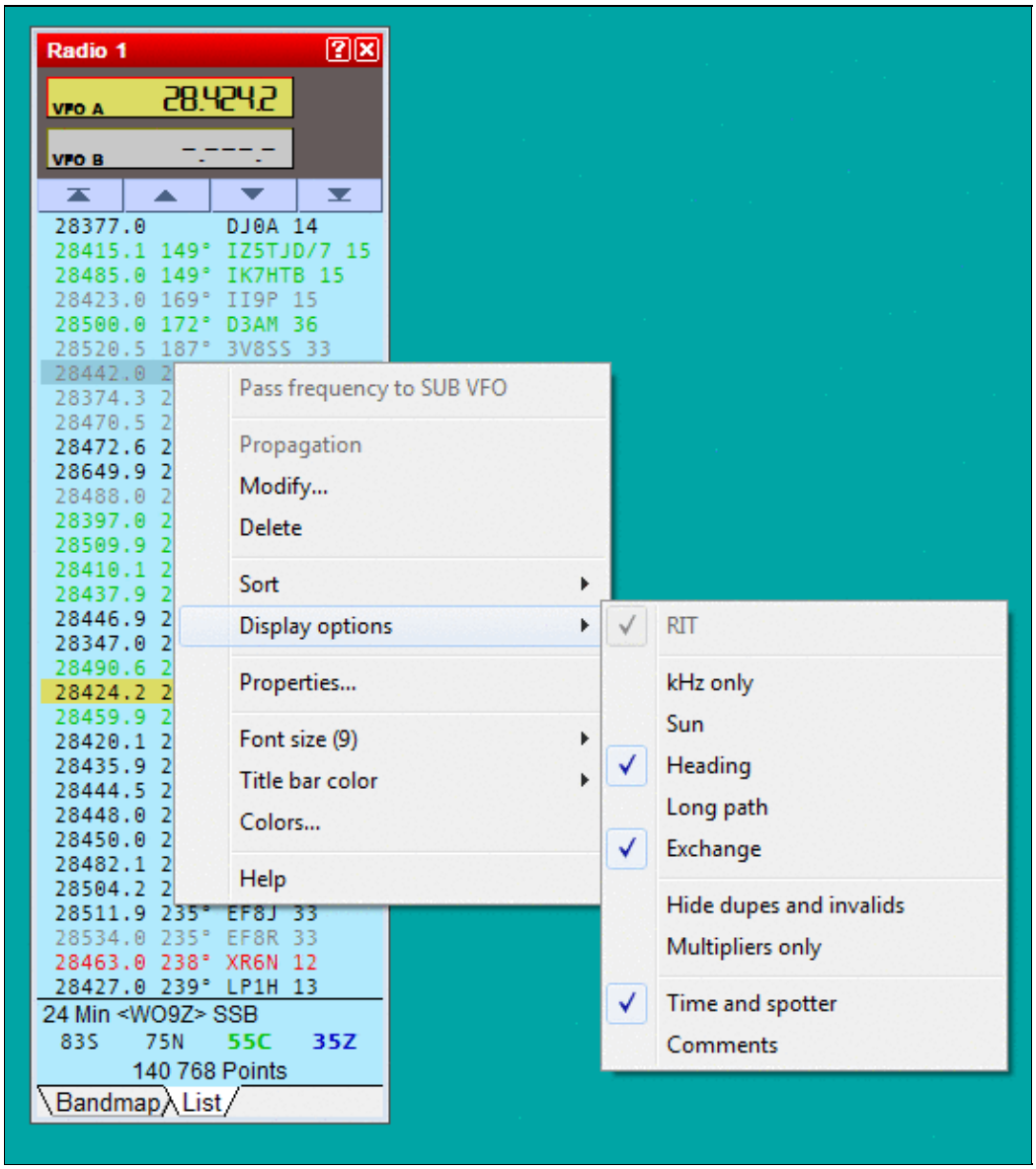
Band Map Context Menu

- `29S 11N` at the bottom indicates there are 29 spots total, 11 new calls (not yet worked).
- The List tab of the band map has a context menu with several sorting options:



Band Map List View Context Menu - sorting options

- The List tab of the band map has a display option that lets you hide dupes and display additional information:

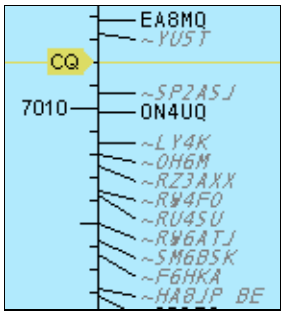


Band Map List View Context Menu - hiding dupes

- You may toggle between band map and list view using **`[Ctrl-tab]`**

Special cursors

Special indicators for the last CQ frequency or the QSY frequency (set with the PASSFREQ text command, or with the `Commands | QSY frequency` menu option) can also be activated (see picture).



Band Map with CQ cursor

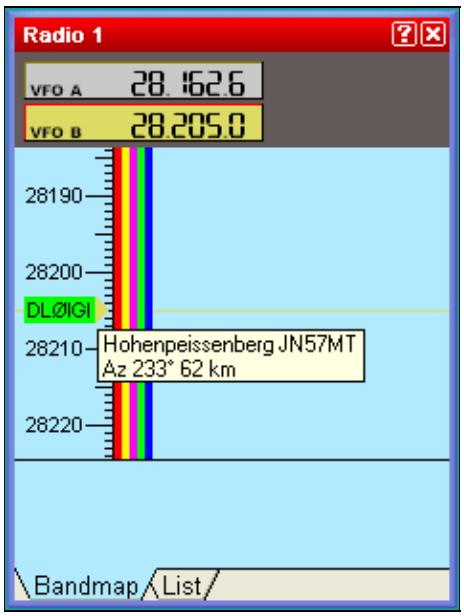
To enable them, tag the CQ cursor and/or the QSY cursor items in the Display Options submenu of the context menu itself.

Extended information

The Display Options menu also allows you to select if the expected exchange will be displayed in the band map and other minor details, like day/sunrise/sunset/night symbols, time and sender, comments etc.

Markers

The Display Options menu allows you to enable the displaying of markers. These can be useful for beacons and other known stations on the bands.



Band Map with a marker file for 10 m beacons loaded
Markers are defined by text files with a **.mkr** extension located in the Win-Test directory. WT can use and display up to 10 files simultaneously; they can be selected in the `Options | Data files | Markers files` menu. For detailed information, please see Menu: Options Data files Markers files.

Marker display settings can be different for each radio. The syntax of the marker files is very basic and they are easy to create with a simple text editor like Notepad.

A marker is defined by its frequency (in kHz), a label (one word) and an optional tooltip (30 chars max.) that will flash when the mouse cursor is positioned on the marker for a few seconds. If you include a four or six character gridsquare locator, WT will display heading and distance to this gridsquare in the tooltip window.

Example:

```
28205 DL0IGI Hohenpeissenberg JN57MT
28257 DK0TEN Sipplinger Berg JN47NT
28277.5 DF0AAB Kiel JO54GH
```

Two DIRECTIVES (or KEYWORDS) define the background and foreground color:

- # BACKGROUND color => Sets the background color of the following markers in the file. If no color is specified, the default color is green.
- # TEXT color => Sets the text color of the following markers in the file. If no color is specified, the default color is black.

The known colors are: White, Black, Red, Green, Blue, Yellow, Magenta, Cyan. The case of the color is irrelevant, so "green" and "Green" are identical.

Example :

```
# BACKGROUND white
# TEXT green
#
14100 Bcn NCDXF Beacon
```

This will display a white marker with a green text "Bcn". The associated tooltip will be "NCDXF Beacon". As usual, you can double-click on a marker to set the current radio on the frequency of the marker. A sample file **NcdxfBeacons.mkr** is located in the WT repository at: http://download.win-test.com/files/markers/. It displays markers for each NCDXF beacon.

You may build your own marker files (VHF beacons etc.) and share it with the WT community if you want.

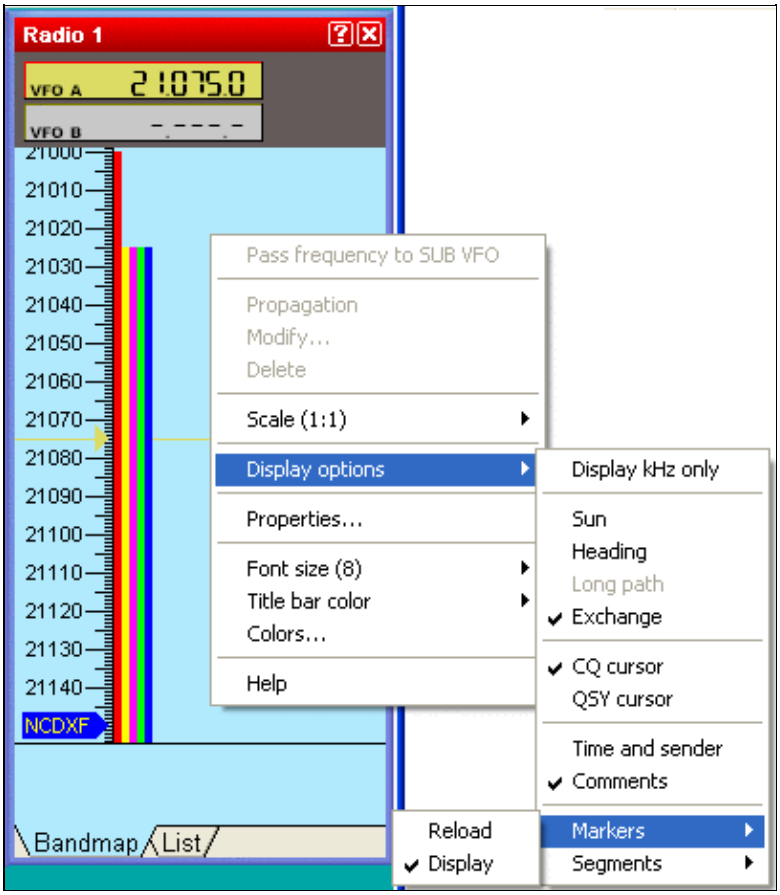
Segments

WT can display band allocations for different license types in the bandmap tab of the radio windows. This allows you to select a run frequency which is in right band segment for US-Advanced or US-Novice amateurs for example.

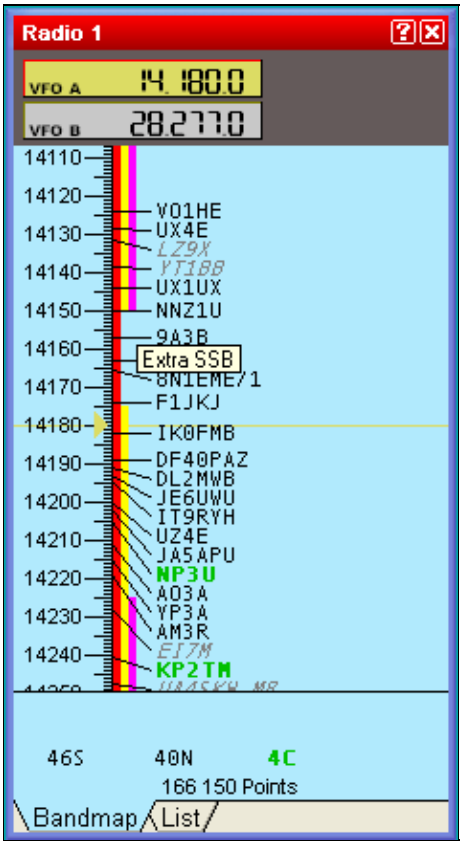
Band segments are defined by text files with a **.seg** extension located in the Win-Test Extras directory. WT can use and display up to 10 files simultaneously; they can be selected in the `Options | Data files | Segments files` menu. Please find more detailed information in Menu: Options Data files Segments files.

Due to space constraints - you can't have more than 5 segments displayed per band for any given frequency.

The segments display settings can be different for each radio.



Band Map with marker and segments



Band Map with US band allocation

The syntax of the segments files is very basic, and the files are easily created with a simple text editor like Notepad. A segment is defined by specifying its lowest and its highest frequency (in kHz). The two frequencies may be linked by an hyphen for easier reading. An optional tooltip text (30 chars max.) can be given to explain the meaning of the color segment. By placing the mouse cursor over a colored line in the band map display, the tooltip will display.

The BandMap segment color is indicated by the DIRECTIVE (keyword) COLOR like given below. The known colors are: White, Black, Red, Green, Blue, Yellow, Magenta, Cyan. The case of the color name is irrelevant. If no color is specified, the segments will be displayed in yellow.

Example:

```
# COLOR Red
14000-14150 Extra CW
14150-14350 Extra SSB
# COLOR Yellow
14025-14150 Advanced CW
14175-14350 Advanced SSB
# COLOR Magenta
14025-14150 General CW
14225-14350 General SSB
```

This will display the US band allocation in the 20-m-band.

The segments order, and potential overlaps in the file are irrelevant. WT will take care to display them in an optimized way.

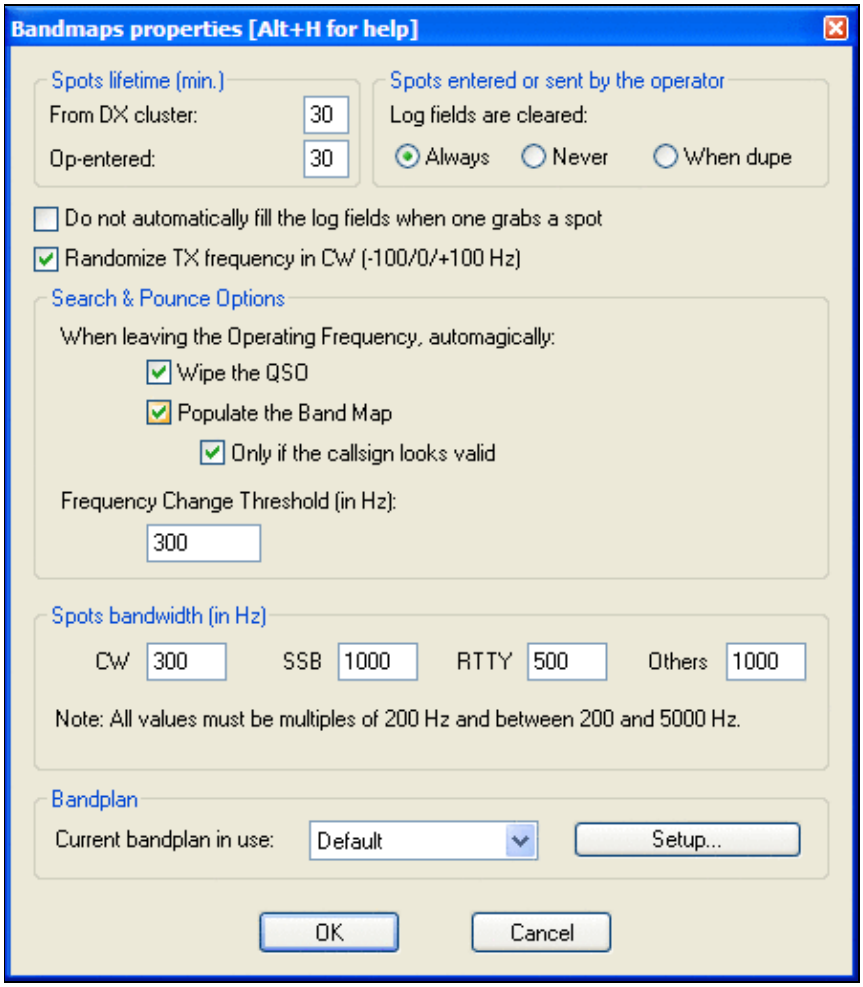
Two sample files are located in the WT repository at http://download.win-test.com/files/segments/

- **UsSegmentsDetailled.seg** displays all band segments for every US licence type.
- **UsSegments.seg** displays all band segments in which all US licencees are potentially active.

You may create your own band segments files for other countries, regions, etc. and share them with the WT community if you want.

Band Map properties

Selecting **Properties...** in the context menu of the Radio 1 or Radio 2 band map windows displays the Bandmaps Properties window:



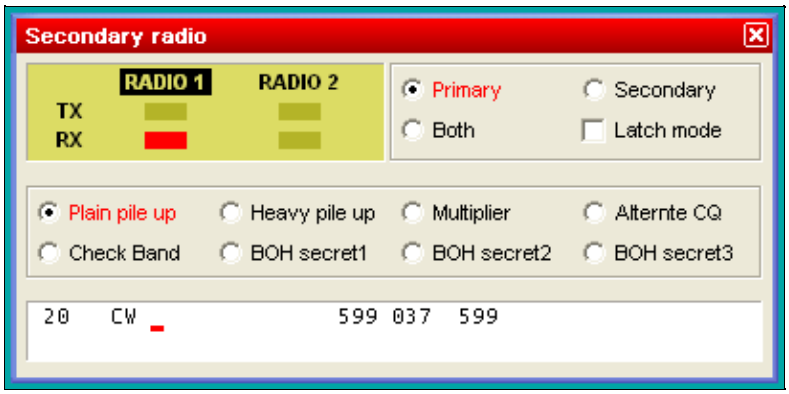
Bandmap properties window
Here you can define the lifetime of two kinds of spots, control the behavior of the logging window when you press **[Ctrl-Enter]** to create an operator-entered spot, control the automatic entry of data in the logging window when you grab a spot in the bandmap (via double click), select random 100 Hz TX frequency offsets to improve the chances of calling a spot on a clearer frequency (recommended), and the spot bandwidth for each mode (CW, SSB, RTTY) which is used to determine when two spots are on the same frequency. The spot bandwidth can be set between 0 Hz and 5000 Hz, in 100 Hz steps. The lifetime of spots in the band map can be changed from the default (60 minutes) to any other value below 100 minutes.

Search & Pounce Options allow you to add spots to the band map without having to press **[Ctrl-Enter]**. Simply enter the callsign and turn the VFO by the specified frequency change threshold to automatically populate the band map.

> **Note:** To automatically populate the Band Map, you must be in S&P mode. Search & Pounce is not activated by default. Select Tools | Data entry | Enable Run/S&P switching (text command shortcut: **RUNSP [Enter]**), and then press **[Ctrl-tab]** once to toggle from Run to S&P mode. The clock window indicates the current mode.

Secondary Radio

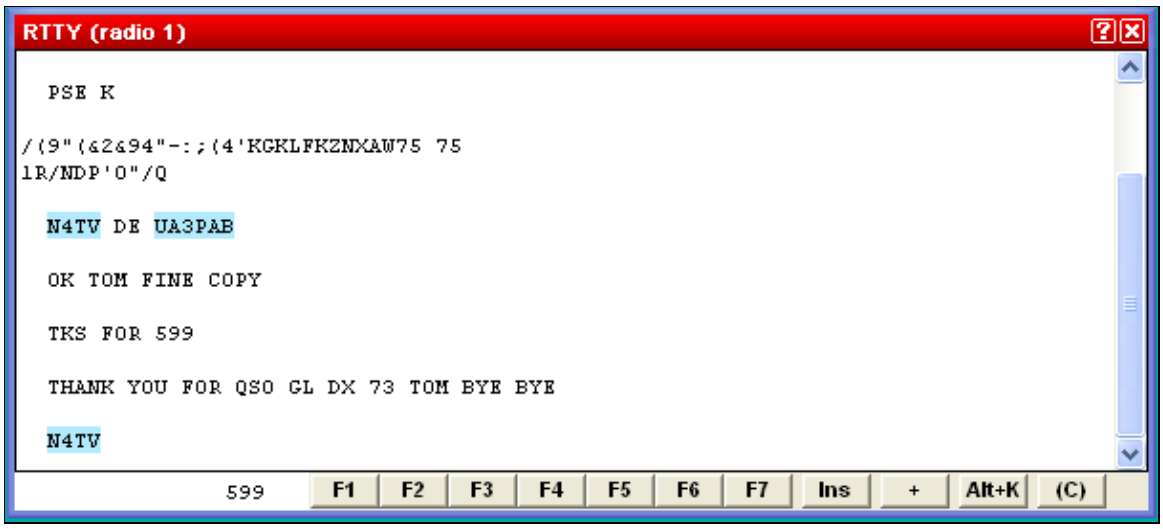
`Windows | Secondary Radio`
Opens (or closes) the Secondary Radio window.



Secondary Radio Window
This window controls the "other" radio that is currently not in use during SO2R operation, not necessarily radio 2. For more information, please see SO2R/Second_radio_window.

RTTY (radio1, radio2)

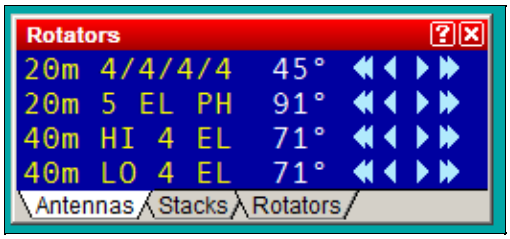
`Windows | RTTY (radio 1)`
`Windows | RTTY (radio 2)`
Opens (or closes) the RTTY Transit/Receive windows.



RTTY TX/RX Window
For more information, see RTTY Receive/Transmit window in the RTTY chapter.

Rotators

`Windows | Rotators`
Opens (or closes) the Rotators window, which displays the true beam heading (after adding any programmed offsets) of all the antennas available on the current operating band or bands (two bands if using two radios).



Rotators window with true heading of four antennas on current operating bands
The three tabs at the bottom may be used to select what is displayed:

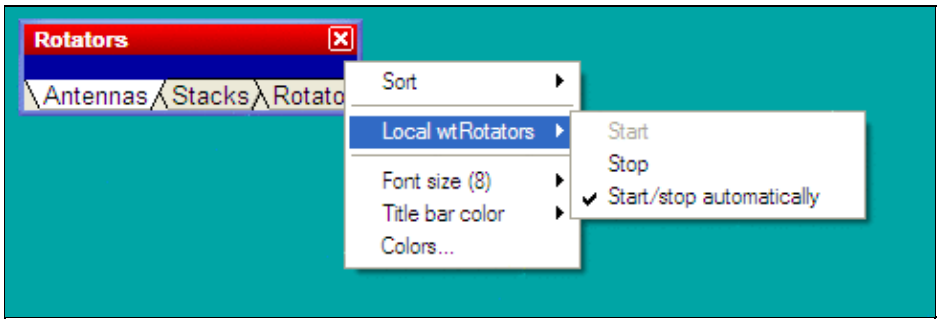
- **Antennas** - Display the true beam heading (by antenna name) of all named antennas defined for the current operating band or bands. Any defined antenna offsets are used to calculate the displayed heading. Arrow buttons can be used to rotate one antenna at a time.
- **Stacks** - Display the true beam heading of any wtRotator "Stacks" (or "Groups") on the current band. The buttons may be used to rotate the entire stack at once to the same heading, even if each antenna has a separate rotator. The heading of the first rotator added to a stack or group determines which heading is shown for the stack (even if another antenna in the stack is currently pointing in a different direction).
- **Rotators** - Display *all* connected rotators (by rotator name), regardless of band, and the heading of each, as displayed on the control box. Any antenna offsets are ignored.

Click on the arrow buttons to rotate the current antenna, stack, or rotator as follows:

- `[<<]` - Rotate 45Â° counter-clockwise
- `[<]` - Rotate 15Â° counter-clockwise
- `[>]` - Rotate 15Â° clockwise
- `[>>]` - Rotate 45Â° clockwise

You may also enter a callsign, DXCC prefix, or beam heading in the Win-Test logging Window, and press **[Ctrl]-F12** to rotate all antennas defined on the current band to desired heading (assuming your Grid Square or "Locator" is properly defined in the Contest Configuration screen).

Right click on the dark blue area of the Rotators window to display the pop-up menu.



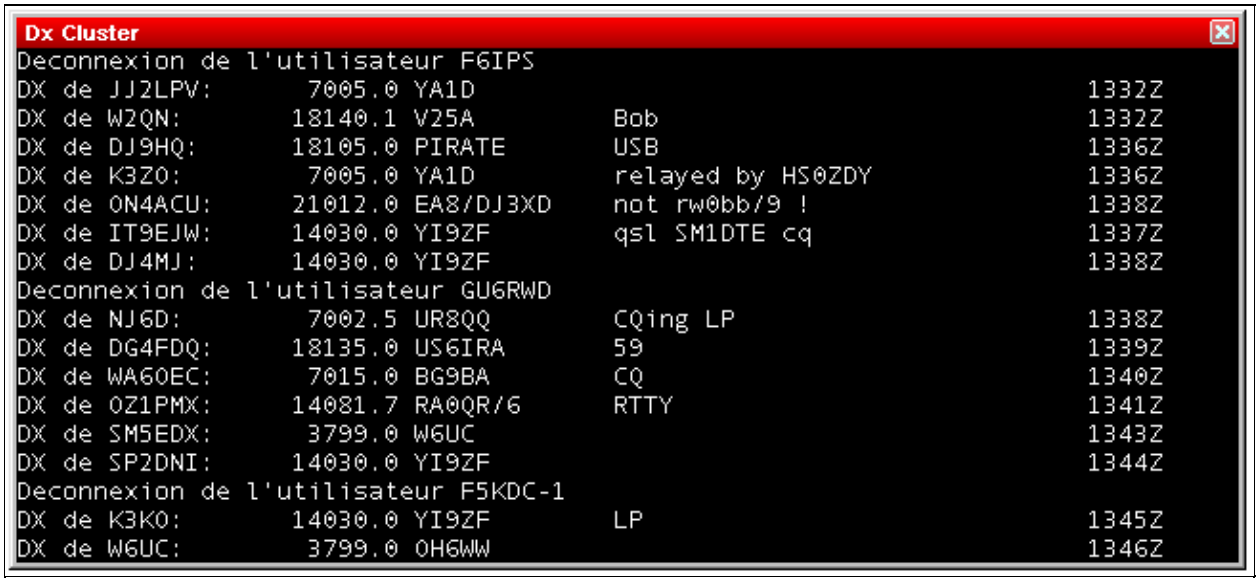
Rotators window with pop-up menus
Use the pop-menu to sort the list, change font size, or start or stop the companion program, **wtRotators**, on the local PC. wtRotators is a program that communicates with one more more rotators, similar to the way that wtDxTelnet communicates with one or more packet clusters. In can be located on the current computer or a separate computer on the LAN, whichever computer is physically connected to a rotator's serial port.

Select the **Start/stop automatically** option to have Win-Test automatically start and stop the wtRotators program on the local computer whenever you open or close Win-Test.

See the Rotators main topic for more information about configuring and using wtRotators with Win-Test.

DX-Cluster Monitor

`Windows | DX-Cluster monitor` or **`Alt-O`**
Opens (or closes) the DX Cluster monitoring window.



DX Cluster monitoring window
The contents of this window are logged to to the **.pkt** file. Logging can optionally be disabled to save disk space or to prevent malware scanners from slowing down the system -- in particular, when a lot of spots is being received (e.g. via RBN). To disable logging, right-click in the window and uncheck "Stream logging".

The window is scrollable so that you can step back through history, back - even to the beginning of the file. The scrolled window will not update when new spots arrive. However, there is a little hint in the title bar like **[+1138 lines]**. In order to see all spots which have arrived in the mean time you have to move the scrollbar back to the end of the window.

For more information regarding the setup of DX Cluster connections, please see Commands | DX Cluster

DX-Cluster Announcements

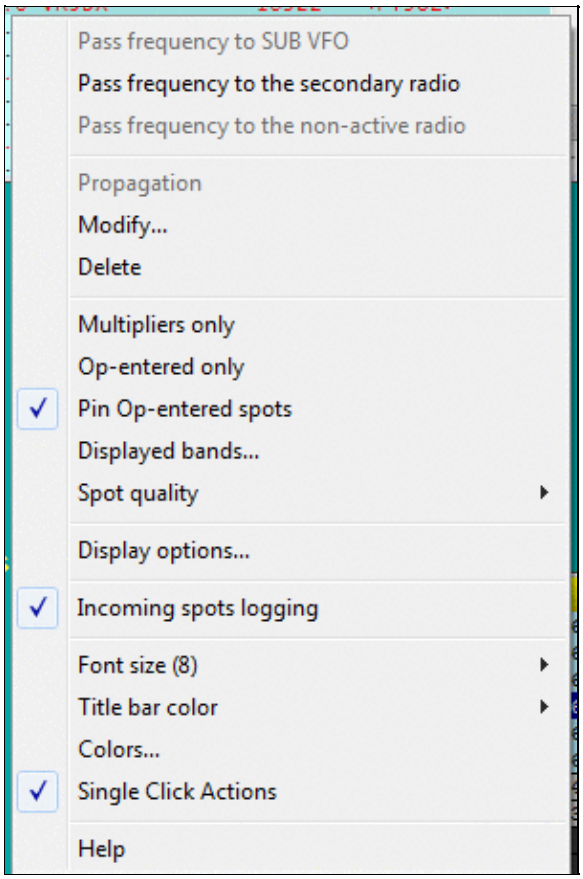
`Windows | DX-Cluster Announcements` or **`Alt-A`**
Opens (or closes) the DX cluster announcements window.

DX Cluster Announcements Window
This window gathers all the spots coming from the DX cluster. New multipliers are green, other stations (but not dupes) are black.

A double click on a selected line will automatically switch the active radio to the spot frequency, and will grab the call and enter it in the callsign logging field. You just need to complete the QSO and press [**`Return`**].

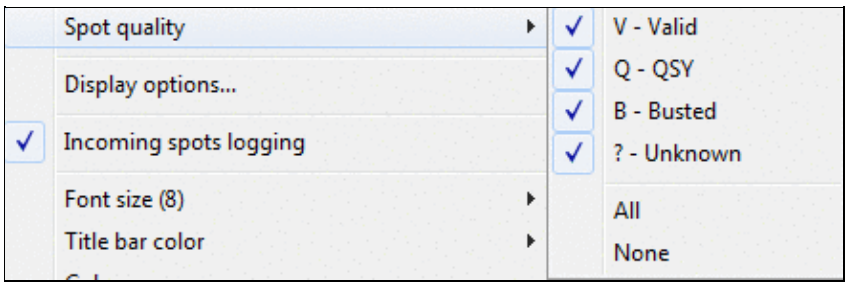
QSX information (like QSX 7239) is parsed from the comment field of the spot and handled correctly, so that when you click on such a spot, the transceiver will switch to split mode, put VFO A on the RX frequency and VFO B on the TX frequency. QSX is indicated by an asterisk (*) character on the spotted callsign. Cross-band QSX frequencies are being ignored.

With a right click, you can choose to display only new multipliers, only spots entered by the operator and/or selected bands:



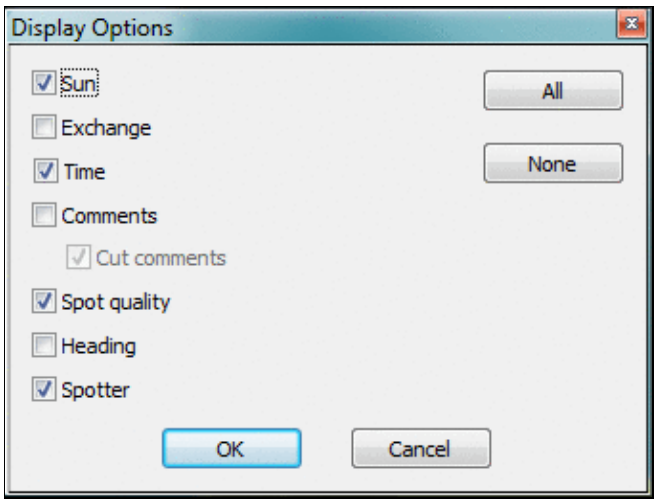
Band selection pop-up menu for the DX Cluster Announcements window
Op-entered spots enable you to enter spots on your own - they will be marked with a circonflex and remain at the bottom of the announcements window and not overwritten by incoming DX Cluster spots.

CT1BOH's quality tags can be used to filter out unwanted spots (if supported by your Skimmer or DX Cluster). Check the appropriate fields in the context menu to select spots you want.



Enable spot quality for the DX Cluster Announcements window
All spots are logged to the corresponding **.dxc** file in the log directory. Logging can be disabled to save disk space or prevent malware scanners from slowing down the system - in particular, when a lot of spots is being received (e.g. via RBN). Manually entered spots are still being logged to the **.dxc** file.

The displayed information is selectable (local time as a sun symbol, exchange, time spotted, spot comments, spot quality, beam heading, and the callsign of the spotter):



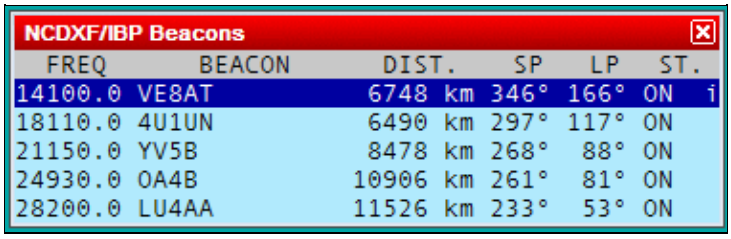
Display options for the DX Cluster Announcements window
Additional shortcuts:

- **`[Ctrl] + Dbl click`** on a spot removes the spot from the Announcements window (without confirmation).
- **`[Alt] + Dbl click`** on a spot loads the spot frequency in the sub VFO of the active radio (if your radio supports it)

For more information regarding the setup of DX Cluster connections, please see Commands | DX Cluster

NCDXF/IBP Beacons

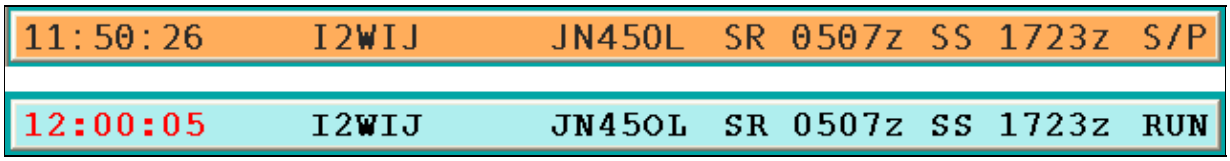
Displays the transmission schedule of the NCDXF / IBP (International Beacons Project) beacons. A double click on a line sends the radio to the beacon freq. An "i" (stands for "info") in the status column indicates a comment you can read by hovering the mouse over it.



NCDXF/IBP Beacons Window allows you to keep an eye on propagation conditions.

Clock

`Windows | Clock`
Opens (or closes) the clock window.



Clock window samples
To set time in Win-Test, you don't need to change the computer time. You just need to adjust the computer clock in the local time, within the right time zone. Win-Test will compute the UTC time from this information.

The color of the time display changes in minutes 59 and 00, to prepare an operator changeover in a multi-op environment.

This window also displays sunrise and sunset times (SR and SS) according to your location. To catch your eye, the color of these times will change when you are within 30 minutes of sunrise or sunset times.

This window also displays your Locator (which is needed if you want that WT exactly compute SR/SS times as well as Bearings and distance to the correspondent) and the Win-Test operating mode, RUN or S/P, according to your operating needs. For details on this feature see also Menu:Tools Data entry.

Just as a side note, WinXP allows you to synchronize your computer's clock time through the Internet. Please see more details on Microsoft's support pages (overview and details).

The font type and size, as well as the background and all the usual window colors can be changed through the context menu using a right mouse click on that window.

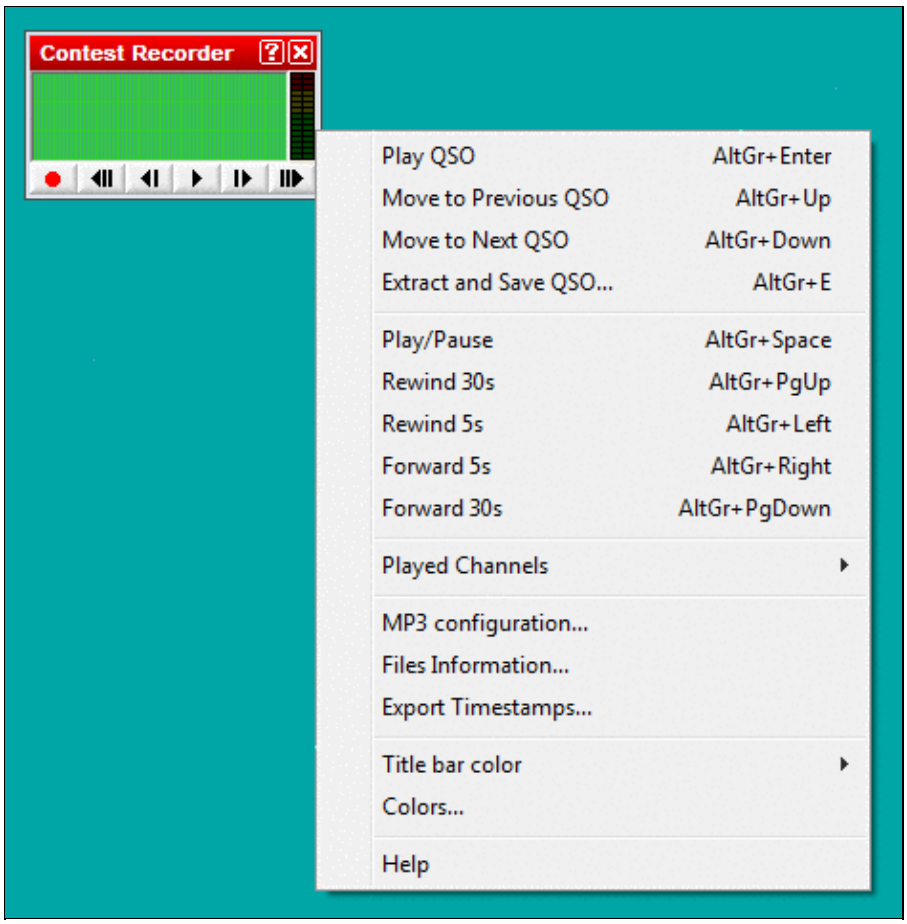
Contest Recorder

`Windows | Contest Recorder`
Opens (or closes) the Contest Recorder window.

Before recording, right click and select MP3 Configuration to set the recording parameters.

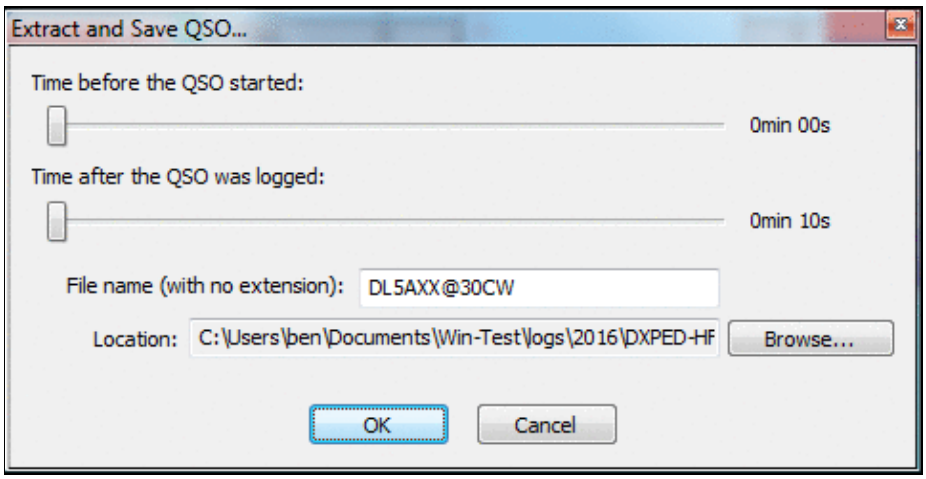
A right-click on the Recorder window provides help to the keyboard shortcuts. Use `right-click | Files Information` to see information about recorded files, or to delete recorded files. Start the recording by pressing **`AltGr-O`** or using the text command shortcut: **`RECORD`** or **`STARTRECORD`**, stop the recording using **`NORECORD`** or **`STOPRECORD`**.

The recording is a standard MP3 file which can be played on any MP3 player. Win-Test actually saves timestamps in the MP3 files which allows for a quick navigation when run from within Win-Test. Win-Test creates sequential files up to a specific size (690 MBytes by default) and then switches to a new file.



Contest Recorder window with context menu

The Contest recorder is a powerful tool to check your copying abilities, verify notes you have made during the contest or let others listen to what was audible on your end of the QSO. The shortcut **`AltGr+Enter`** quickly lets you jump to a specific QSO recording and you can then use the fast forward and fast backward functions to play it over and again.



Extract QSO dialog
Please note that in some contests, modifying your log after the contest is against the rules. However, it is never prohibited to go back to your log after having received your UBN report from the contest sponsor and find out why you failed to copy something or assumed a QSO where it wasn't a perfect QSO.

In very fierce competitions like WRTC, teams must provide a complete recording of the whole contest (both receive and transmit audio) to their referee. To record the transmit signal can be tricky and may require additional hardware, as some radios do not supply the monitor signal on the audio output line.

Win-Test uses the "standard" MP3 tags.

```
Title : Contest name + Category mode + File number (starting at 000)
Artist : Callsign
Album : Station
Year : Contest year (1st QSO)
```

In order to play QSOs, the MP3 tags must match the settings in the current .wt4 file. Otherwise, the recorder will display the message "No record for station X", with X being the current station number.

N6TV gave a comprehensive presentation on the subject at the Visalia International DX Convention 2019 which you can find on his web page:
https://www.kkn.net/~n6tv/N6TV_Visalia_2019_Recording_A_Contest.pdf

SSB bargraph

`Windows | SSB bargraph`
Opens (or closes) the SSB bargraph window

SSB bargraph window
This bargraph displays the audio level of the Win-Test's digital voice player (if used, of course). The appropriate level is the yellow part of this bargraph. The windows can be rotated by 90 degrees.

Close all Windows

`Windows | Close all windows`
Closes all windows except the log entry area in the left lower area.

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Menu:Options

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Menu:Options

Contents

Load contest at startup

`Options | Load contest at startup`
Enables or disables the automatic loading of the last contest file in use. This command is useful to get on line again quickly if - for some reason - Win-Test crashed or you had to quit the Win-Test in the middle of the contest.

If you like to switch to another file, close this file using `File | Close` and then `File | Open` menu dialog.

If Win-Test is started with the **`[Ctrl]`** key down, it doesn't automatically load the previous log.

When starting Win-Test from the command line, use **`-n`** or **`--noautoload`** option to prevent automactially loading the last file in use.

Automatic backup...

`Options | Automatic backup...`
This function enables or disables the automatic backup of the `.wt4` file to another location, e.g. network drive or removable media like an USB stick.

You can choose an automatic backup interval between 1 and 120 minutes. If a backup fails, you are prompted if you wish to disable the backup.

The backuped files will be named identical to the original name with the extension `.bak`. Optionally a

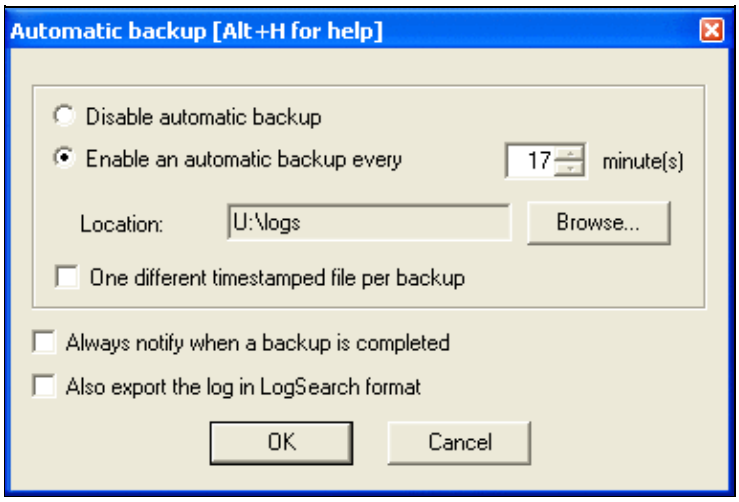
different (time-stamped) filename will be used for every new backup file (actually a good idea for backing up to a network drive!).

If the option "Always notify..." is ticked, an informal message will be displayed at the bottom of the screen after a backup run has finished.

For DXpeditions it may be useful to automatically create a Logsearch File with every backup. In this case, tick the corresponding option.

> **Note:** Contrary to the .wt4 backup files, the LogSearch exports are not done in a separate background thread. Thus, it is not recommended to enable this option on a running station because WT will be unavailable for logging for a while every time an export is in progress.

Since Win-Test version 4.19, the backup also includes QTC files for WAEDC.



Setting up Automatic Backup
Here is some additional advice:

- Backups are processed in a separate thread, meaning that you will not even notice that a backup is in progress! No slowdown, no keyboard blocking etc...
- Of course, it makes sense to backup to a different volume than your "working" drive. This avoids loss of everything if your hard disk fails. Do not smile... It happens, sometimes! (ARRL SSB 2002 FY5KE, IIRC!)
- Once you entered the last QSO, for safety, generate your Cabrillo log(s) before exiting. A simple "MAKELOG" command opens the appropriate dialog.
- In all cases, always make a copy of a file when you want to use/test/modify it. Always keep a backup, never use the original! If you have FTP access somewhere, copy the file there as soon as possible! If your computer crashes, you still will have a safe copy.

Call me paranoid, but believe me, you need to loose some day a **very** big chunk of data to understand the importance of backups!

Disable log synchronization on network

`Options | Disable log synchronization on network`

Text command shortcuts: **`NOSYNC`** | **`SYNC`**

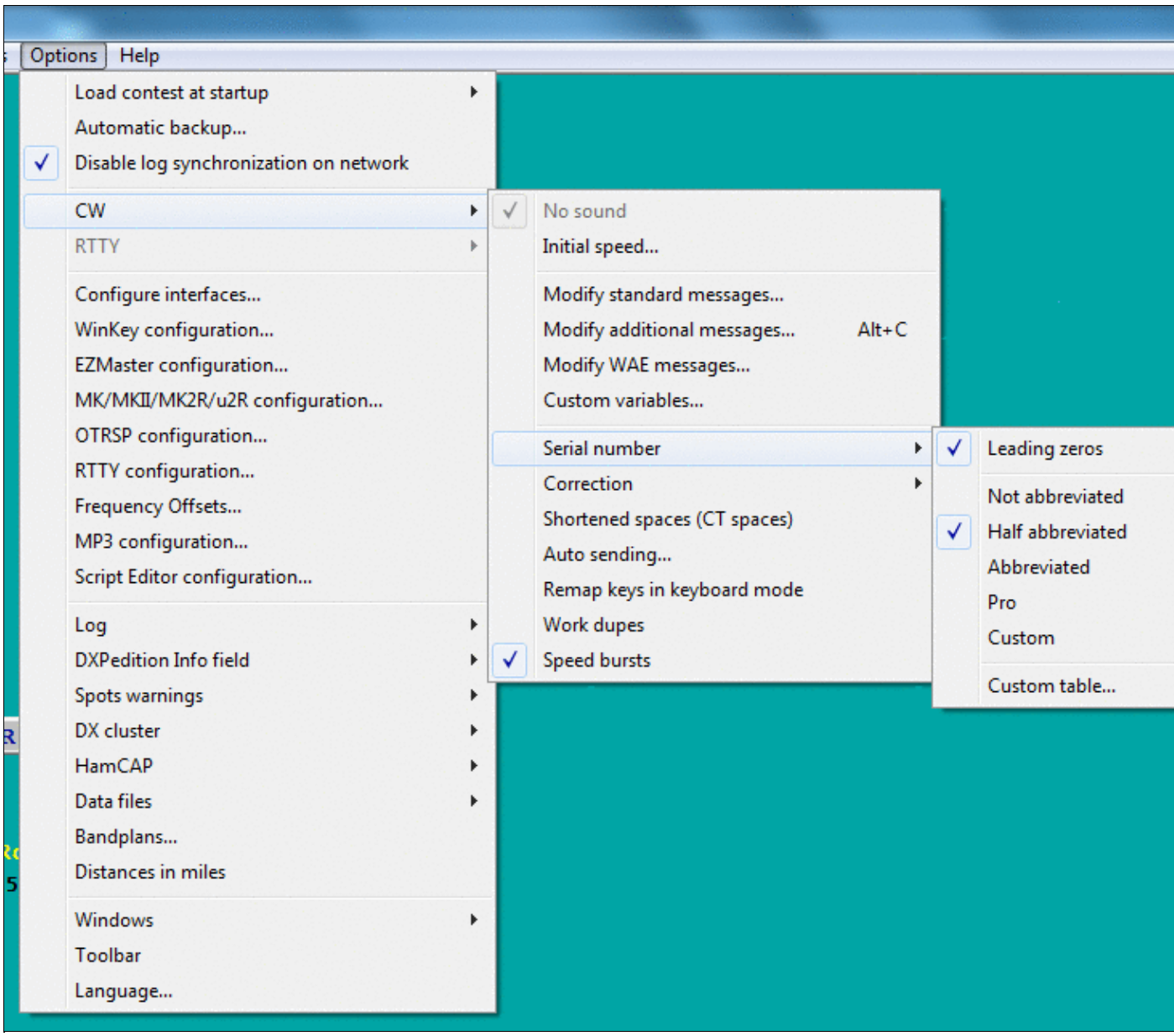
When selected, this option disables automatic background log synchronization over the network. It is only useful under certain circumstances, such as Clearing all logs before the start or deleting individual QSOs from a log when single-op, and using only one computer, because QSOs cannot be removed from a log when log synchronization is enabled.

This option does not prevent QSOs logged on other computers from being added to the current log; it only stops the background synchronization of any "missing" QSOs, which reduces network traffic when needed, such as when using very slow legacy serial port networking.

> **Note:** Even when log sync is disabled via **`NOSYNC`**, whenever a *new* QSO is made on another computer in the network, **that QSO will still be boradcasted and added on all connected computers** as soon as it is logged. The best way to keep *all* QSOs from other computers from appearing in a log is to use the **Packet sharing only** button in the Network Protocol Advanced Settings dialog.

CW

`Options | CW`
This menu item allows you to control different aspects of CW operation. It is enabled only when the selected operating mode is CW (otherwise it is greyed out).


Options
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OTRSP configuration...
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Script Editor configuration...
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HamCAP
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Modify standard messages...
Modify additional messages... Alt+C
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Serial number
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Auto sending...
Remap keys in keyboard mode
Work dupes
Speed bursts
Leading zeros
Not abbreviated
Half abbreviated
Abbreviated
Pro
Custom
Custom table...

CW Options submenus

No sound

`Options | CW | No sound`
If checked, no CW sound will be played through the internal speaker. This option is also available through the **`SOUND/NOSOUND`** text commands.

This option is disabled by default since Win-Test Version 4.18.0 when Win-Test runs under an operating system after Vista included. It means that it will not work for those newer OS, and *may* work on previous OS, depending on the hardware. In all cases, it is very much recommended to rely on the radio's internal sidetone generator instead.

Note for some new Laptops

In some new generation Laptops, it is necessary to enable the PC Speaker in the BIOS to have it to work properly.

Moreover, with some Sound systems, you have also to enable the PC Speaker in the "Volume Control". Here is how to do it:

- Double click on the Speaker icon in the system tray
- In the menu, select `Options | Properties`, and search for the PC Speaker Volume Control and enable it
- Set the Volume slider to the appropriate sound level

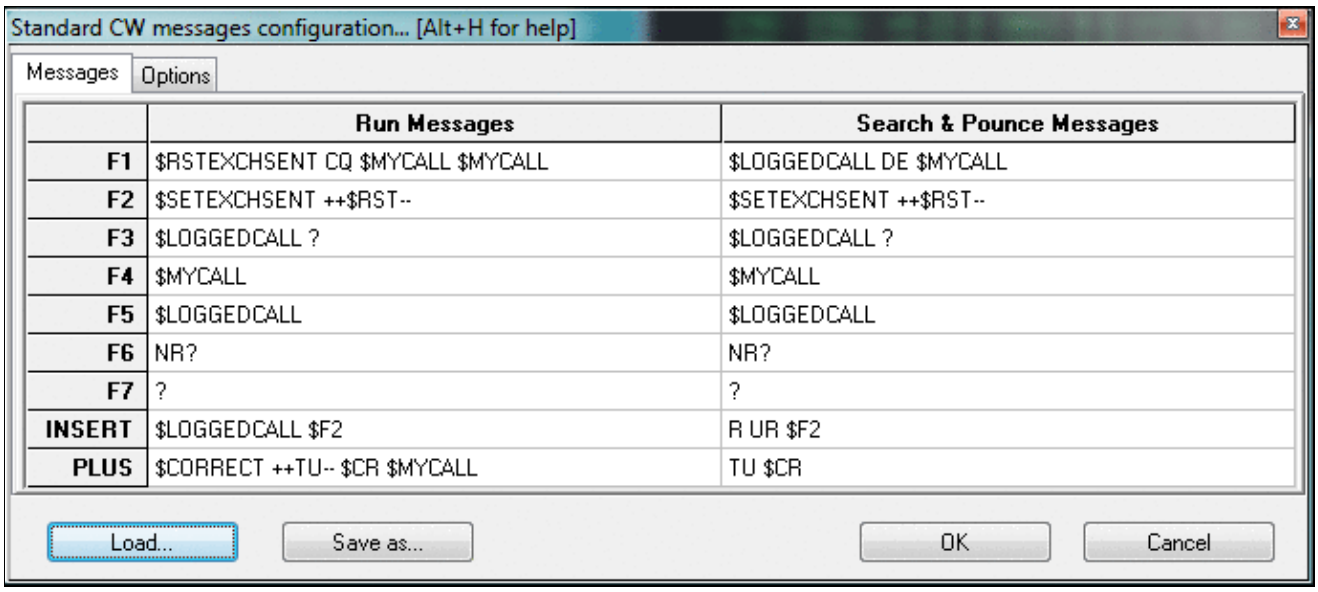
Unfortunately, some newer Laptops do not support the PC Speaker "beep" at all anymore... :(

Initial Speed

`Options | CW | Initial Speed`
Sets the initial CW speed for new files.

Modify standard messages...

`Options | CW | Modify standard messages...`
For quick access to this dialog, use the text command **`MESSAGES`** or **`MSGS`**.
The place to change the CW messages, both for Run and S&P mode. See Enable Run/S&P Switching.

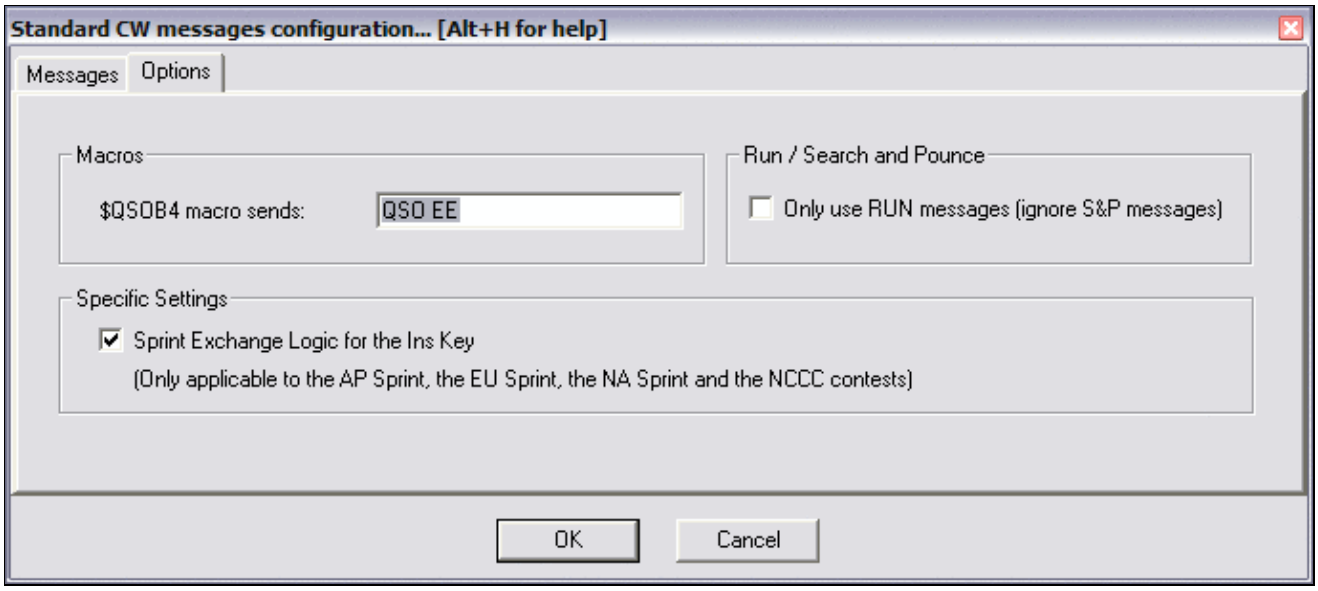


	Run Messages	Search & Pounce Messages
F1	$RSTEXCHSENT CQ $MYCALL $MYCALL	$LOGGEDCALL DE $MYCALL
F2	$SETEXCHSENT ++$RST--	$SETEXCHSENT ++$RST--
F3	$LOGGEDCALL ?	$LOGGEDCALL ?
F4	$MYCALL	$MYCALL
F5	$LOGGEDCALL	$LOGGEDCALL
F6	NR?	NR?
F7	?	?
INSERT	$LOGGEDCALL $F2	R UR $F2
PLUS	$CORRECT ++TU-- $CR $MYCALL	TU $CR

Modifying CW messages; you may also edit the memories one by one using **`Shift+F1`**, **`Shift+F2`** etc. Please have a look at the list of message variables you can use in the CW memories to control different aspects of the operation.

Since Win-Test version 4.20, messages can be saved and loaded from previous **`*.wt4`** or specical **`*.smsg`** files.

The Options tab of this window lets you redefine the $QSOB4 macro. The only variable that can be used in this field is $MYCALL, e.g. "QSO $MYCALL TEST".

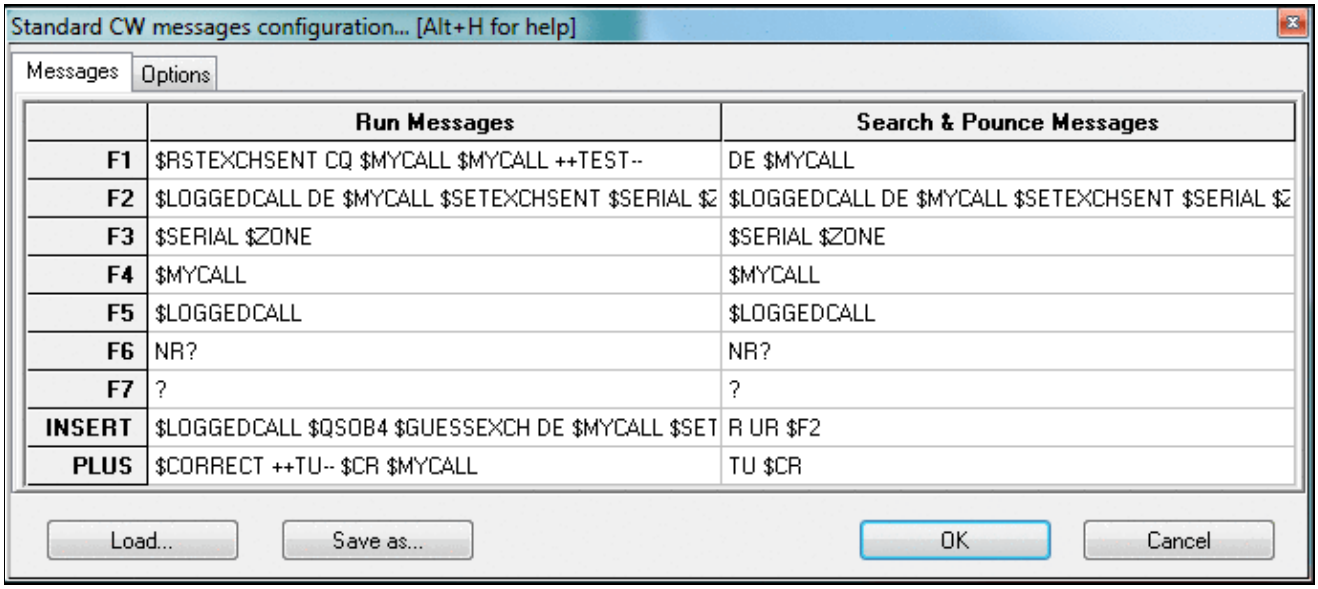


CW messages options.
Check **Only use RUN Messages (ignore S&P Messages)** to force Win-Test to use only one set of CW messages, regardless of operating mode.

Sprint Exchange Logic

Use **Sprint Exchange Logic for the Insert key** to signal to a listening station that you will take over the frequency after a QSO, by signing your call at the end of the exchange. When checked, pressing **`[Insert]`** sends the "Run Message" if the logged serial number field is blank, otherwise it sends the "Search & Pounce Message". This option only applies to the Sprint contests. It is ignored for other contests, so it may be left checked all the time.

Here is example of how to set up the CW messages for the NA Sprint, with Sprint Exchange Logic enabled. Note the programming of the **`[Insert]`** message:

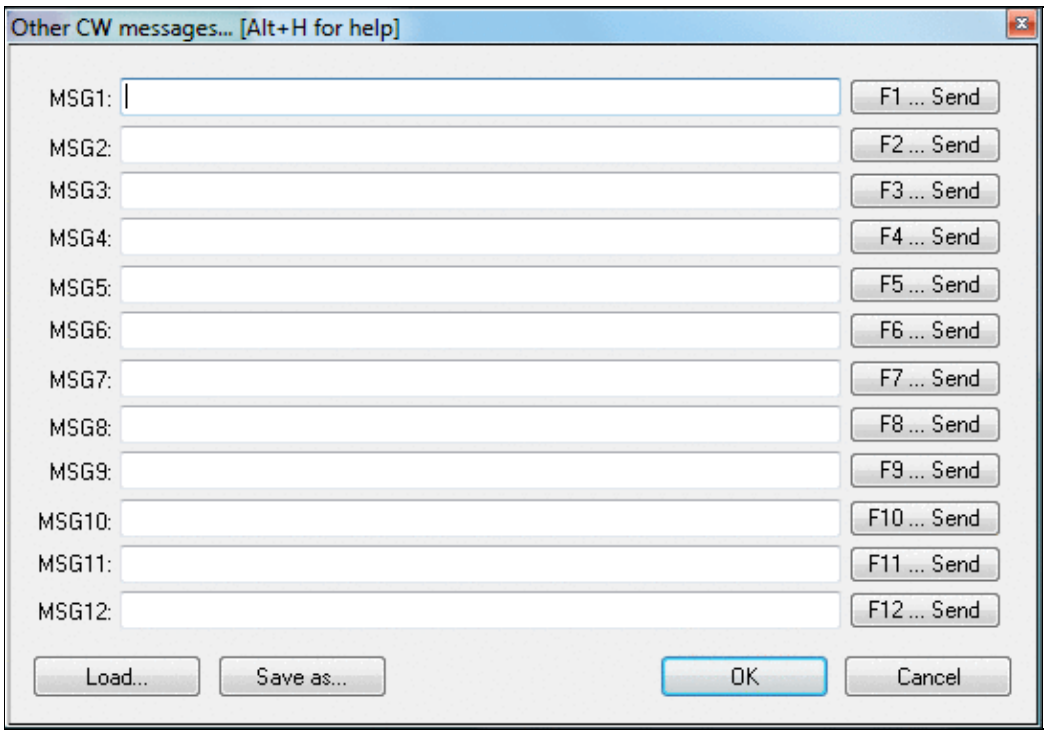


	Run Messages	Search & Pounce Messages
F1	$RSTEXCHSENT CQ $MYCALL $MYCALL ++TEST--	DE $MYCALL
F2	$LOGGEDCALL DE $MYCALL $SETEXCHSENT $SERIAL $Z	$LOGGEDCALL DE $MYCALL $SETEXCHSENT $SERIAL $Z
F3	$SERIAL $ZONE	$SERIAL $ZONE
F4	$MYCALL	$MYCALL
F5	$LOGGEDCALL	$LOGGEDCALL
F6	NR?	NR?
F7	?	?
INSERT	$LOGGEDCALL $QSOB4 $GUESSEXCH DE $MYCALL $SET	R UR $F2
PLUS	$CORRECT ++TU-- $CR $MYCALL	TU $CR

Sample CW messages to be used for the NA Sprint, with Sprint Exchange Logic

Modify additional messages...

`Options | CW | Modify additional messages...`
The place to create or modify additional CW messages which can be accessed using **`Alt-C`**. These memories can be used for transmitting QSL information, special greetings, QSY/sked information. It also defines the macros $MSG1 to $MSG12 that may optionally be used as part of any standard CW message.

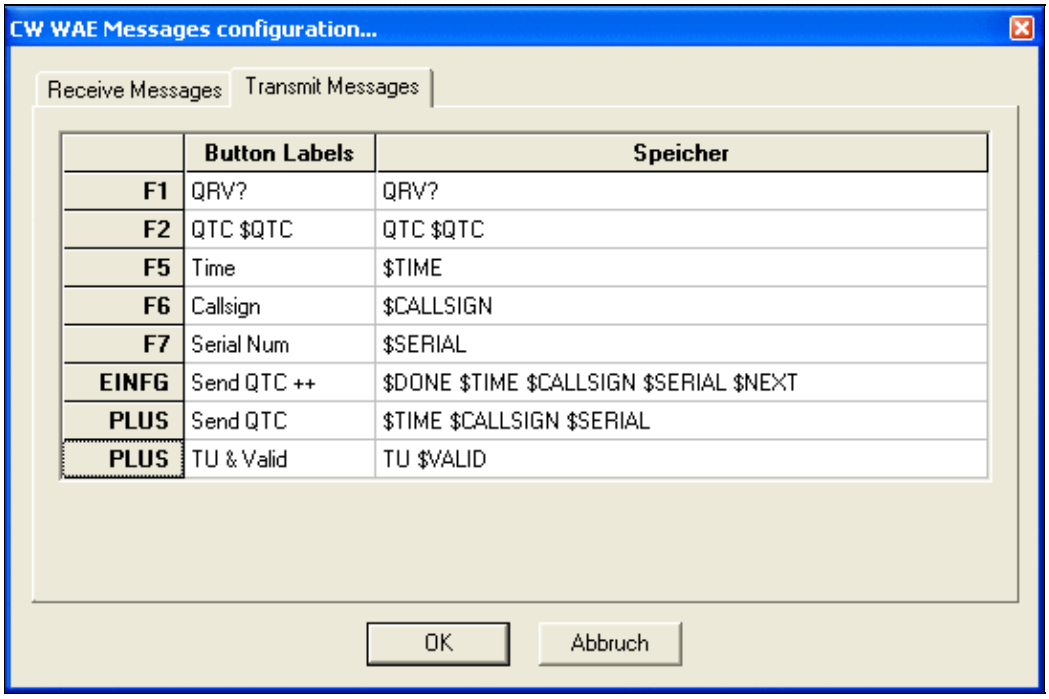


Additional CW messages that may be used occasionally like QSL info etc.

Modify WAE messages...

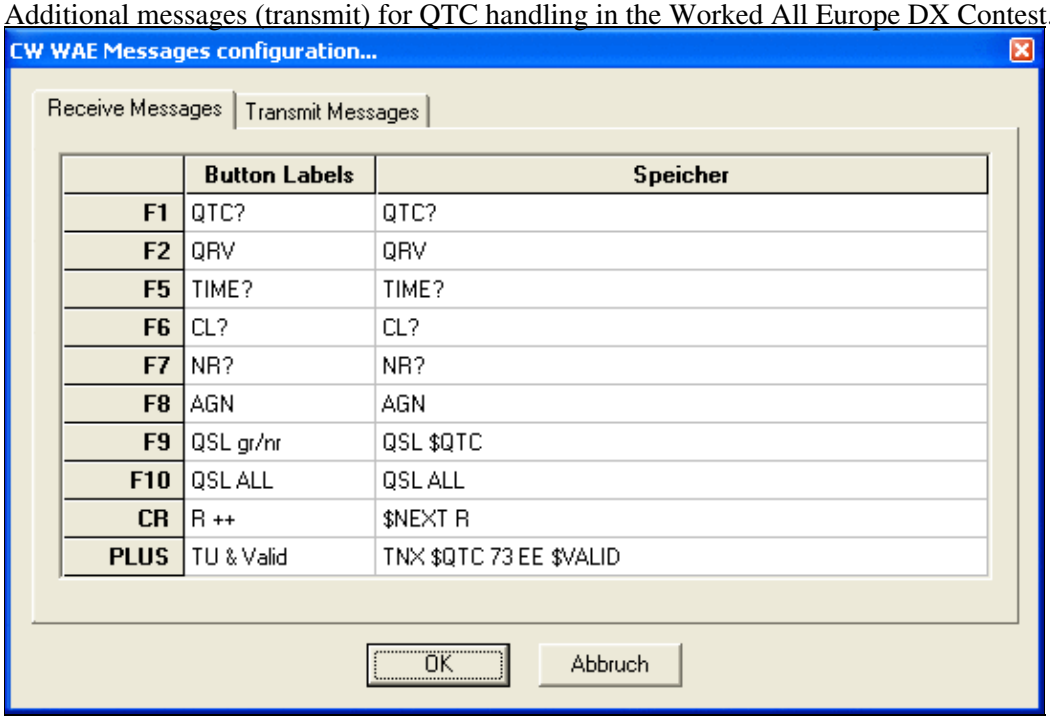
`Options | CW | Modify WAE messages...`

This function allows you to define CW message text which is available during transmit/receive of QTC traffic. The QTC window is specific to the WAE DX Contest and can be opened using **`ctrl-L`** (transmit QTCs) or **`Alt-L`** (receive QTCs). For more details of WAEDC, please see WAEDC.



	Button Labels	Speicher
F1	QRV?	QRV?
F2	QTC $QTC	QTC $QTC
F5	Time	$TIME
F6	Callsign	$CALLSIGN
F7	Serial Num	$SERIAL
EINFG	Send QTC ++	$DONE $TIME $CALLSIGN $SERIAL $NEXT
PLUS	Send QTC	$TIME $CALLSIGN $SERIAL
PLUS	TU & Valid	TU $VALID

Additional messages (transmit) for QTC handling in the Worked All Europe DX Contest.



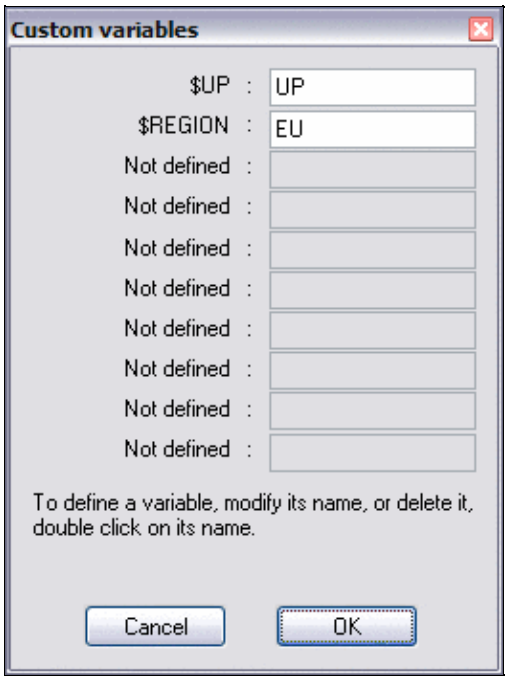
	Button Labels	Speicher
F1	QTC?	QTC?
F2	QRV	QRV
F5	TIME?	TIME?
F6	CL?	CL?
F7	NR?	NR?
F8	AGN	AGN
F9	QSL gr/nr	QSL $QTC
F10	QSL ALL	QSL ALL
CR	R ++	$NEXT R
PLUS	TU & Valid	TNX $QTC 73 EE $VALID

Additional messages (receive) for QTC handling in the Worked All Europe DX Contest.

Custom variables...

`Options | CW | Custom variables...`

For quick access to this dialog, use the text command **`VARIABLES`**.



Custom message variables for DXpeditions or other purposes
Mainly useful for DXPeditions, this feature allows you to create custom variables to be used in CW or RTTY messages.

To define a new variable, double-click on the variable name or the words **Not defined**, and follow the prompts. All variables can be used in CW or RTTY messages, (one common set of custom variables is used regardless of mode).

For example, define [Plus] as

```
$CORRECT TU $MYCALL $REGION$UP $CR
```

then change the value of $REGION as required by typing REGION [Enter] in the callsign field of the main logging window and following the prompts.

To rename a message variable, double-click on its name, and follow the prompts. To delete a message variable, rename it to an empty string.

> **WARNING:** Don't try to add a variable name that is already used by Win-Test or it won't work.

Serial number

`Options | CW | Serial number`
Equivalent text commands are **`LZ`**, **`NOLZ`**, **`NOABBREV`**, **`SEMIABBREV`**, **`FULLABBREV`** and **`PROABBREV`**.

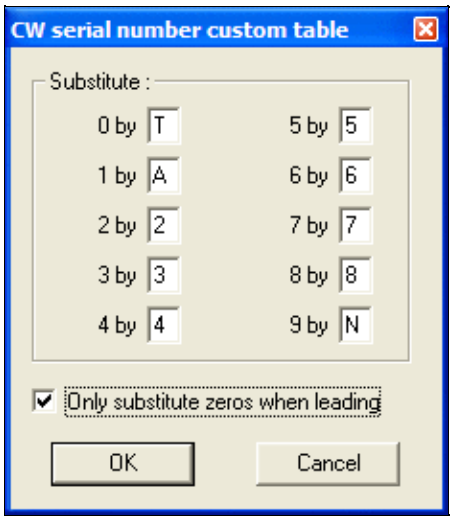
Leading zeros - If checked, leading zeros for all serial numbers below 100 will be sent by Win-Test (text commands **`LZ`** and **`NOLZ`**)

Spaced Digits - When enabled, a half-space (^) is inserted between each digit of the serial, making it more readable at high speed.

There are 5 possible abbreviation levels for the serial numbers:

- **Not abbreviated** - all numbers are sent without any abbreviations or "cut numbers" (**`NOABBREV`**)
- **Half abbreviated** - only leading zeros are shortened to "T" (**`SEMIABBREV`**)
- **Abbreviated** - The 0 and the 9 are shortened to "T" and "N" (**`FULLABBREV`**)
- **Pro** - The 0, 1, 4, 5 and 9 are shortened to "T", "A", "V", "E" and "N" (**`PROABBREV`**)
- **Custom** - use the settings in the custom table. Each number can be shortened to a letter of your own choosing.

Custom table... - displays the dialog shown below:



Customized abbreviations for sending CW serial numbers sent by Win-Test. 0, 1, and 9 are shortened to "T", "A", and "N", but only leading zeros are abbreviated.
This option only affects ***serial numbers***, not numbers within callsigns.

Correction

`Options | CW | Correction`
Equivalent to the text commands **CORRECT** and **NOCORRECT**.
Controls the value of the **$CORRECT** message variable. When enabled, Win-Test automatically sends a call correction if the callsign sent (**$LOGGEDCALL**) by the [**Ins**] key is changed before you press [**+**] to log the QSO. This is most useful when the [**+**] key is programmed with **$CORRECT TU $MYCALL $CR** or similar. **NOCORRECT** disables the feature.

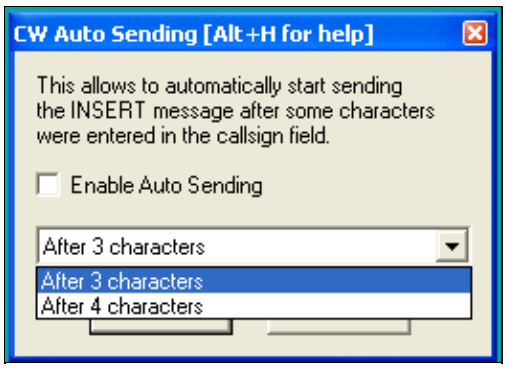
When "Smart correction" is enabled (text command: **SMART**), Win-Test resends only what needs to be sent (prefix, suffix, or full call). When disabled (**NOSMART**), Win-Test sends the full callsign for all corrections .

Shortened spaces (CT spaces)

`Options | CW | Shortened spaces (CT spaces)`
Equivalent to the text commands **CTSPACE** and **NOCTSPACE**.
The standard spacing between CW words is 7 dits length, instead of 6 (known as "CT space"). With this option you can set it back to 6 dits if you want, achieving slightly shorter spacing between words.

Auto sending...

`Options | CW | Auto sending...`
Equivalent to the text commands **CWAUTO**, **NOCWAUTO/CWAUTOOFF**, **CWAUTO3**, and **CWAUTO4**
This lets Win-Test automatically send the [**Insert**] message as soon as some number of characters are entered in the callsign field, eliminating the need to press the [**Ins**] key to send an exchange.



Configuring Auto sending
When CW Auto Sending is enabled, if the cursor is in the callsign field, hitting **[Escape]** will disable Auto Sending for the current QSO if no CW is being transmitted. When you hit **[Escape]** during transmit, or when the cursor is not in the callsign field, it stops the current CW transmission, but does not disable the CW Auto Sending setting.

Detail: If there is a slash character in the callsign, the triggering starts after the slash.

Remap keys in keyboard mode

`Options | CW | Remap keys in keyboard mode`
If you have remapped certain keys using the Redefine keyboard keys dialog or the **DEFINEKEYS** text command, these mappings are ignored when in keyboard mode **[Alt-K]**. So for example, if you have redefined the backslash key **[\]** to send your callsign, or the semicolon key **[;]** as an alternative to the plus key **[+]**, those keys will not work the same when you are in keyboard mode. Check this option to have these remapped keys work consistently, whether you are in keyboard mode or not.

Work dupes

`Options | CW | Work dupes`
CW and RTTY option to work dupes or not. If dupes are worked, the $QSOB4 variable is ignored. The equivalent text commands are **WORKDUPE/NOWORKDUPE** or **WORKDUPEON/WORKDUPEOFF**. There is a different setting available per mode (CW or RTTY).

Speed bursts

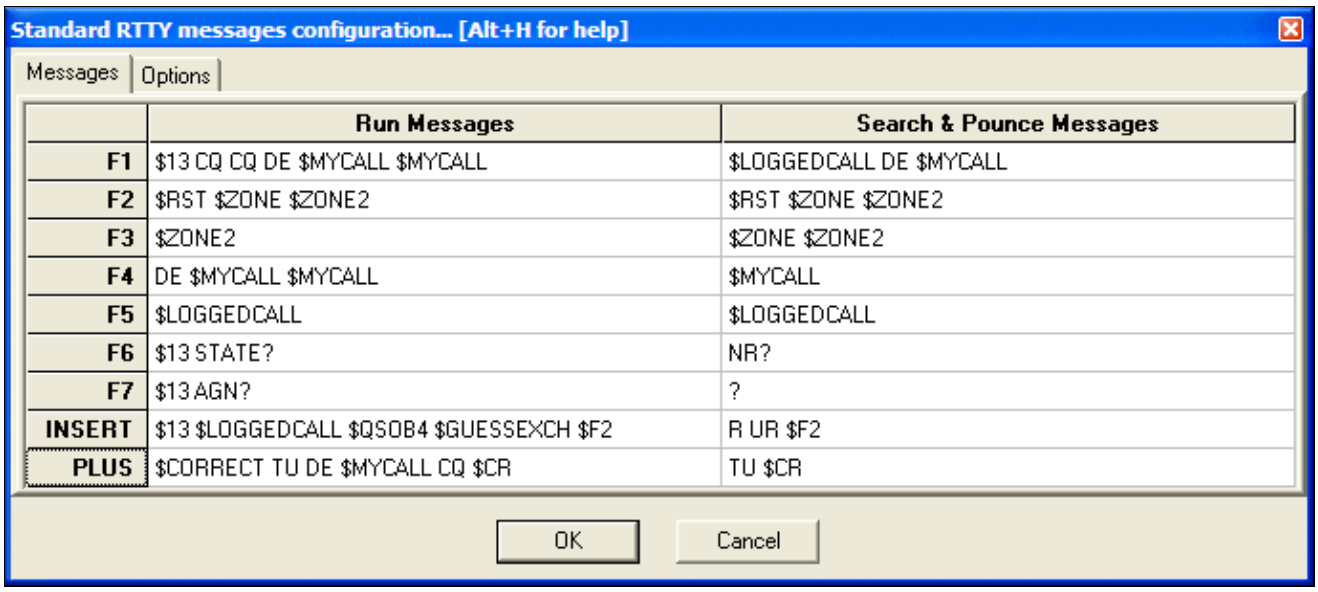
`Options | CW | Speed bursts`
CW option to enable/disable the speed bursts (+/-) without modifying the messages. Text commands are **BURSTS/NOBURSTS**. Useful to defeat CW skimmers on-demand.

RTTY

`Options | RTTY`
This menu item allows you to setup the standard and additional messages for RTTY operation. It is enabled only when the selected operating mode is RTTY. (otherwise it is greyed out)

Modify standard messages...

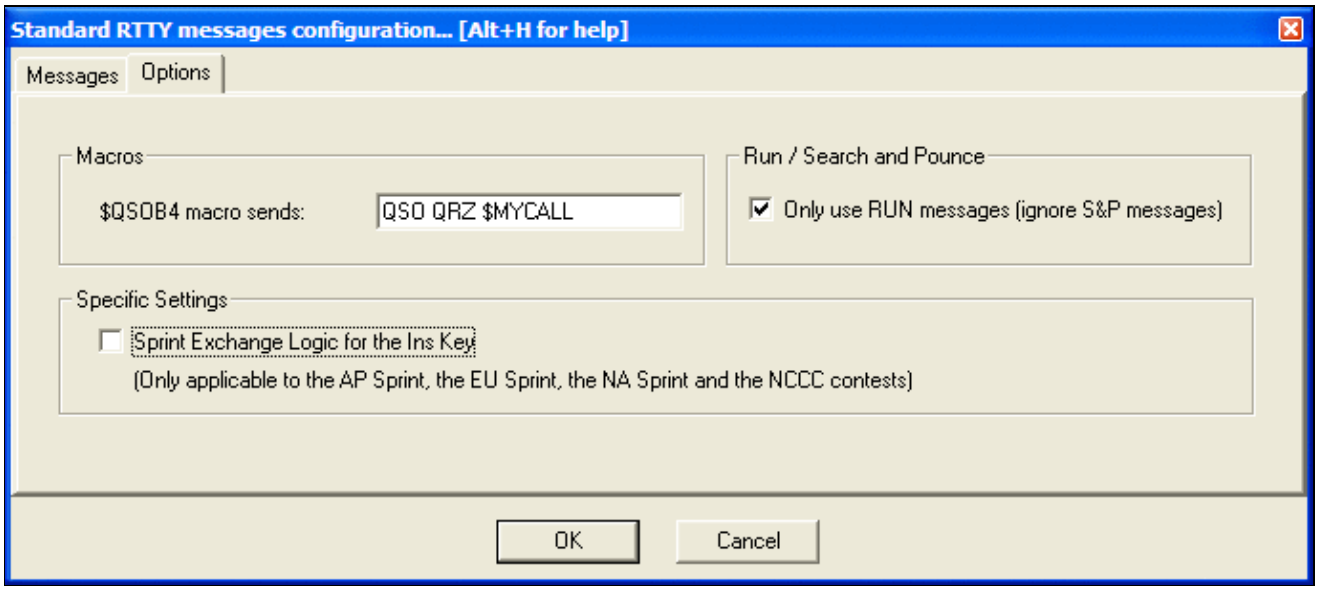
`Options | RTTY | Modify standard messages...`
The place to change the RTTY messages.



	Run Messages	Search & Pounce Messages
F1	$13 CQ CQ DE $MYCALL $MYCALL	$LOGGEDCALL DE $MYCALL
F2	$RST $ZONE $ZONE2	$RST $ZONE $ZONE2
F3	$ZONE2	$ZONE $ZONE2
F4	DE $MYCALL $MYCALL	$MYCALL
F5	$LOGGEDCALL	$LOGGEDCALL
F6	$13 STATE?	NR?
F7	$13 AGN?	?
INSERT	$13 $LOGGEDCALL $QSOB4 $GUESSEXCH $F2	R UR $F2
PLUS	$CORRECT TU DE $MYCALL CQ $CR	TU $CR

Modifying RTTY standard messages; you may also edit them one by one using **`Shift+F1`**, **`Shift+F2`** etc. Please have a look at the list of Message Variables you can use in the RTTY memories to control different aspects of the operation.

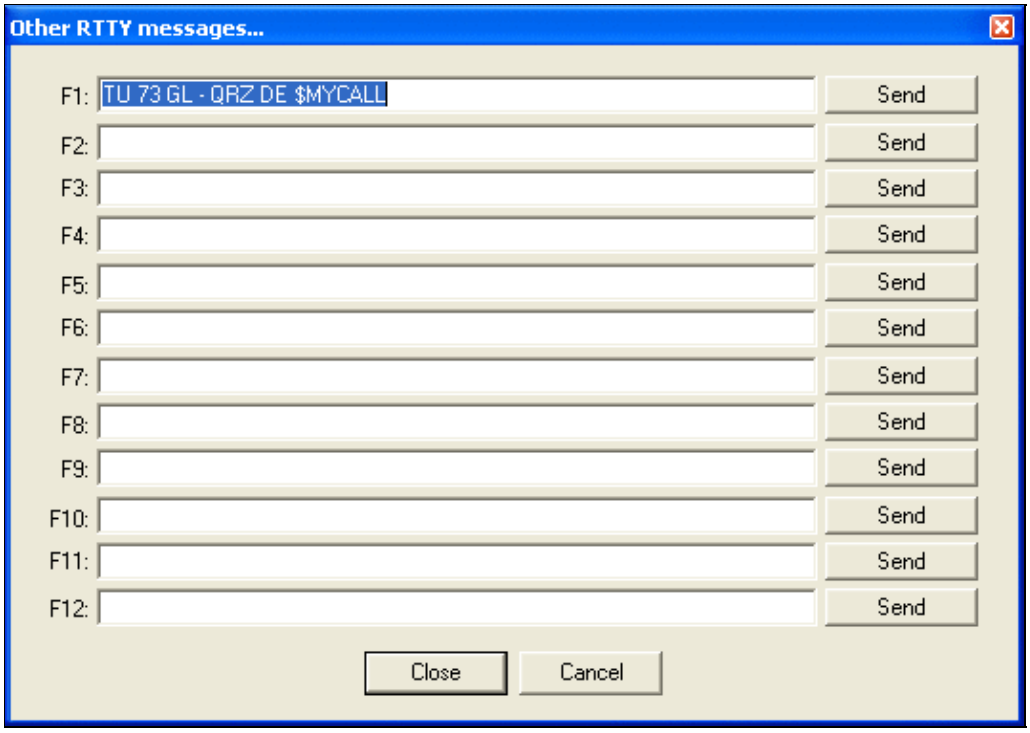
The Options tab of this window lets you redefine the $QSOB4 macro. The only variable that can be used in this field is $MYCALL, e.g. "QSO QRZ $MYCALL".



RTTY messages options.
Check **Only use RUN Messages (ignore S&P Messages)** to force Win-Test to use only one set of RTTY messages, regardless of operating mode.

Modify additional messages...

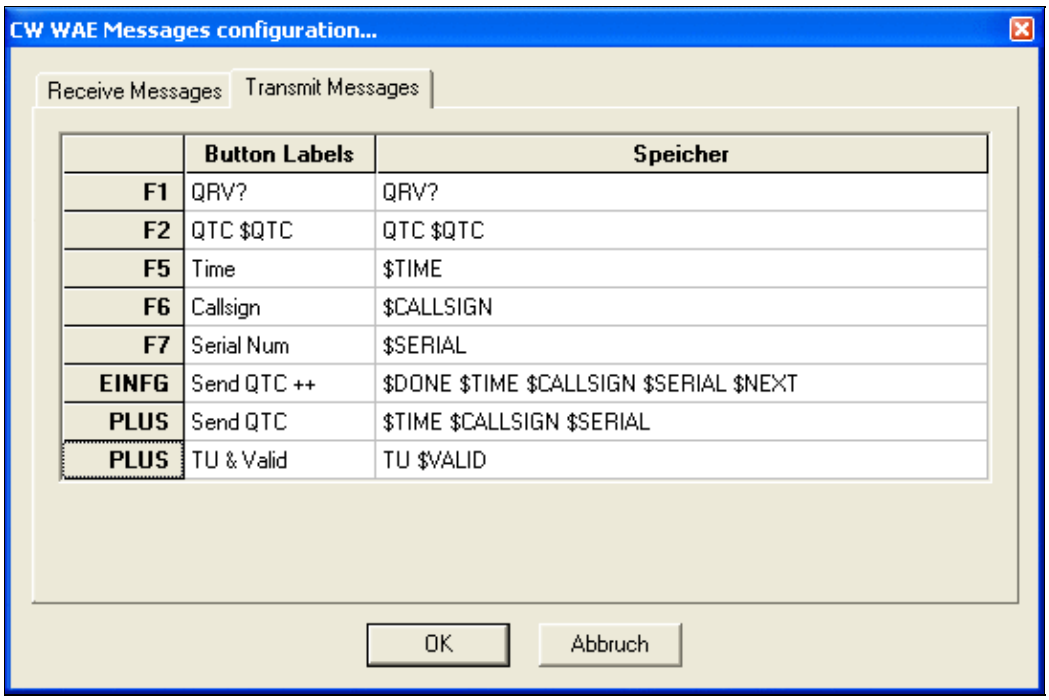
`Options | RTTY | Modify additional messages...`
The place to create or modify additional RTTY messages which can be accessed using **`Alt-C`**. These memories can be used for transmitting QSL information, special greetings, QSY/sked information, ...



Additional RTTY messages that may be used occasionally like QSL info, greetings, etc.
Message Variables can also be used within these additional messages.

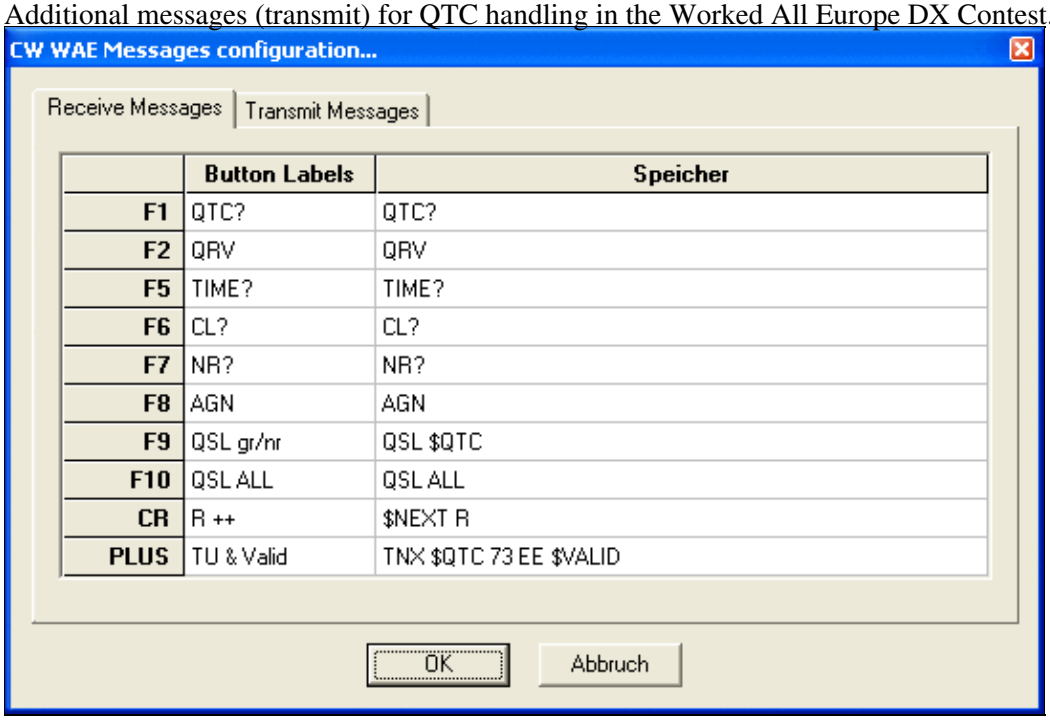
Modify WAE messages...

`Options | RTTY | Modify WAE messages...`
This function allows you to define RTTY message texts which are available during transmit/receive of QTC traffic. The QTC window is specific to the WAE DX Contest and can be opened using **`Ctrl-L`** (transmit QTCs) or **`Alt-L`** (receive QTCs). For more details of WAEDC, please see WAEDC.



	Button Labels	Speicher
F1	QRV?	QRV?
F2	QTC $QTC	QTC $QTC
F5	Time	$TIME
F6	Callsign	$CALLSIGN
F7	Serial Num	$SERIAL
EINFG	Send QTC ++	$DONE $TIME $CALLSIGN $SERIAL $NEXT
PLUS	Send QTC	$TIME $CALLSIGN $SERIAL
PLUS	TU & Valid	TU $VALID

Additional messages (transmit) for QTC handling in the Worked All Europe DX Contest.



	Button Labels	Speicher
F1	QTC?	QTC?
F2	QRV	QRV
F5	TIME?	TIME?
F6	CL?	CL?
F7	NR?	NR?
F8	AGN	AGN
F9	QSL gr/nr	QSL $QTC
F10	QSL ALL	QSL ALL
CR	R ++	$NEXT R
PLUS	TU & Valid	TNX $QTC 73 EE $VALID

Additional messages (receive) for QTC handling in the Worked All Europe DX Contest.

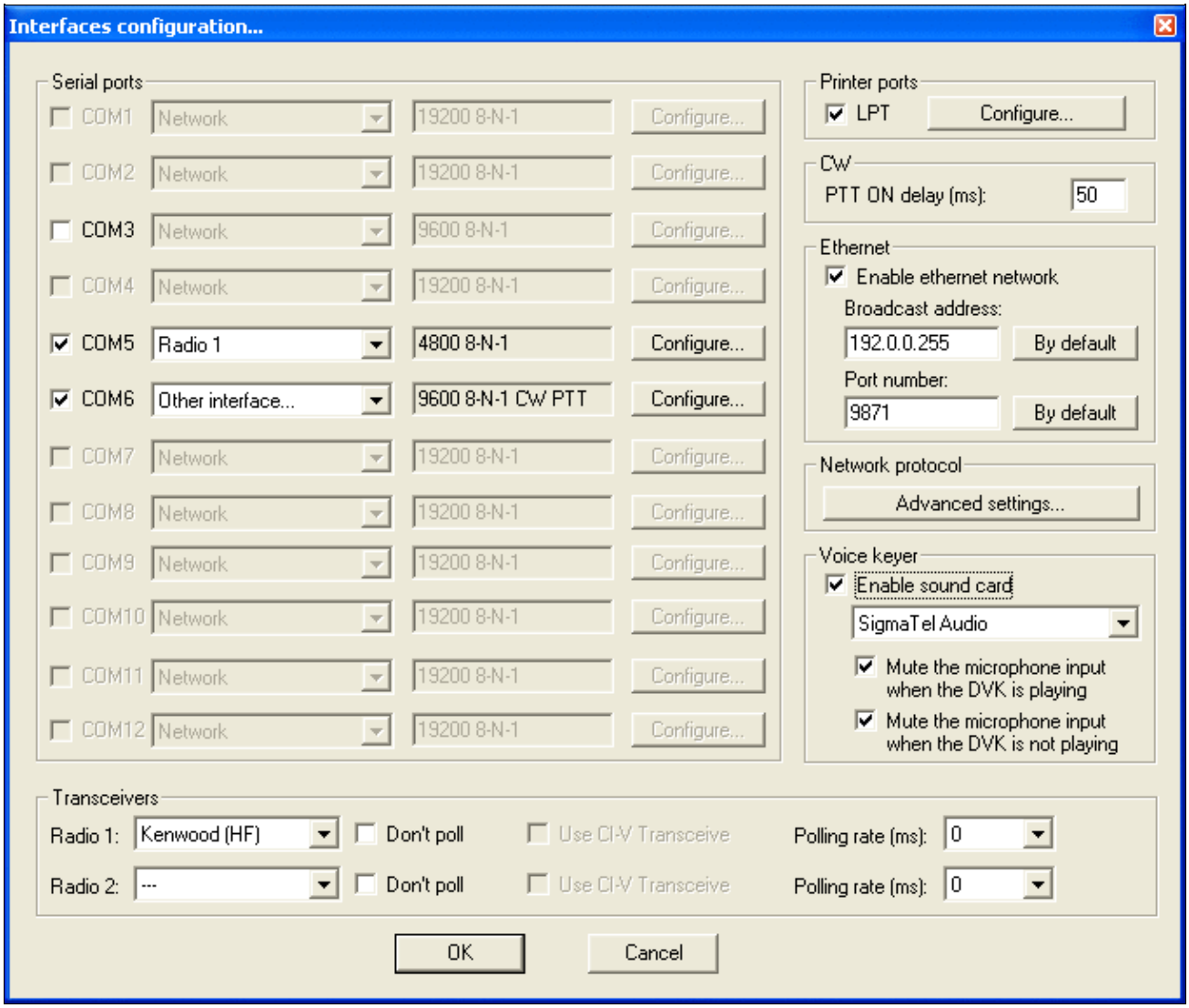
Custom variables...

`Options | RTTY | Custom variables...`
For quick access to this dialog, use the text command **`VARIABLES`**.

See Options | CW | Custom variables...

Configure interfaces...

`Options | Configure interfaces...`
For quick access to this dialog, use the text command **`SETUP`**.
All the interfaces you wish to use with Win-Test can be parametered by using this dialog box.



Interface Configuration

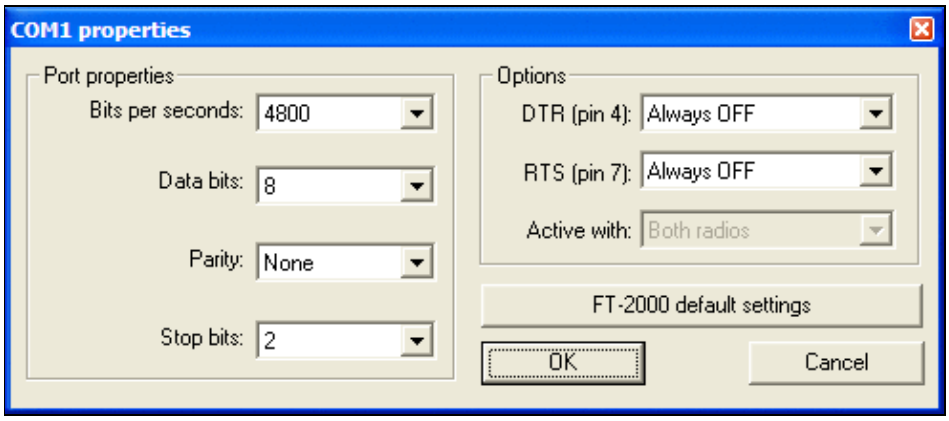
Serial Ports

The serial ports can be used for an RS-232 network (rarely used now), for a connection to a packet radio controller (also rarely used), for CW or PTT on/off keying output, for headphone audio control, for SO2R active radio control, or for an RS-232 (serial) radio, amplifier, SO2R box, or Winkey interface.

If using a radio or amplifier interface, you must first specify what model you are using. Press the **Default Settings** button to configure all serial port settings to the standard defaults for the selected radio model or Winkey (highly recommended).

If using an SO2R box, you can control it via serial commands (device type = microHAM, EZMaster, or OTRSP), or you can set the device type to "Other device" and use on/off activation of the DTR and RTS pins to control the SO2R box via "Classic Auto Control" hardware instead of via software commands.

Use the serial port configuration dialog to select the appropriate settings:



Serial port configuration
The **DTR** (pin 4) and **RTS** (pin 7) options are:

- Handshake - RS-232 hardware handshake, supported by some radios
- CW - For on/off CW keying of Radio 1, Radio 2, or both, similar to LPT port CW keying. The convention is to use for DTR for CW and RTS (optionally) for PTT.
- PTT - For activating PTT on Radio 1, Radio 2, or both, when a CW or internal DVK message is sent.
- Always ON - Pin is always set "high" (required by some USB-to-Serial adapters and radios)
- Always OFF - Pin is always set "low"
- Active radio - Pin is connected to an SO2R box "Swap TX radio" line.
- Stereo RX Audio - Pin is connected to an SO2R box "Stereo on/off" line.
- Headphone control - Pin is connected to an SO2R box "Swap RX radio" line.

The **Active with** option is only available when PTT or CW is selected for DTR or RTS, otherwise it is grayed out.

- Radio 1 - PTT and CW is only sent when Radio 1 is active
- Radio 2 - PTT and CW is only sent when Radio 2 is active
- Both radios - PTT and CW is sent when either radio is active (external steering via SO2R box required)

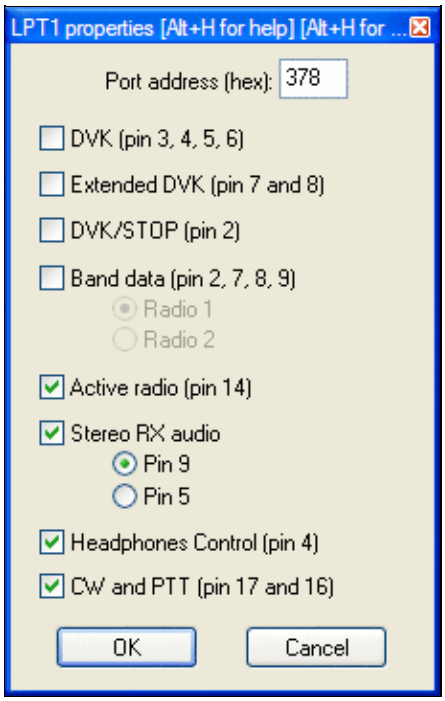
Note: The pin numbering applies to a standard DB9 connector.

Transceivers

This region of the interfaces configuration window lets you select the type of transceiver for radio 1 and 2 plus various settings like polling, polling rate (actually, delay before polling the radio again after the previous sequence) and if the ICOM specific CI-V feature is to be used or not. By the way, when you use an ICOM radio with an address different from factory settings, please see WT.INI

Printer Ports

A parallel port can be used to send CW and other signals from Win-Test via legacy keying interfaces, or the microHAM MK2R/MK2R+ operating in "Classic Auto Control" mode. Press **[Configure...]** to display the following dialog box:



Parallel port configuration showing pin 14 used for TX Radio, Pin 9 for Stereo On/Off, and Pin 4 for RX Radio, Pin 17 for CW, and Pin 16 for PTT
Specify the address of your printer port in hex. Common values are **378** and **3BC**. To determine the address used by your printer port, open the Windows Device Manager (Start, Control Panel, System, Hardware tab, Device Manager; or Start, Run, **devmgmt.msc**). Select Ports (COM & LPT), Printer Port (LPT1), Right Click, Properties, and finally, click the Resources Tab. You will see **I/O range 0378 - 037A** or similar. Use the first address as your port address. If you do not specify the correct port address, Win-Test will appear to operate normally, but it will not key the radio at all.

CW

`PTT ON Delay` specifies the time delay between first PTT closure and first CW output. When using an amplifier with a slow relay, this setting allows you to close the relay line well before RF is applied, which prevents the first dot or dash sent by Win-Test from being truncated. The delay between the PTT command and the effective CW transmission is adjustable between 0 (for QSK amps) to 1000 ms.

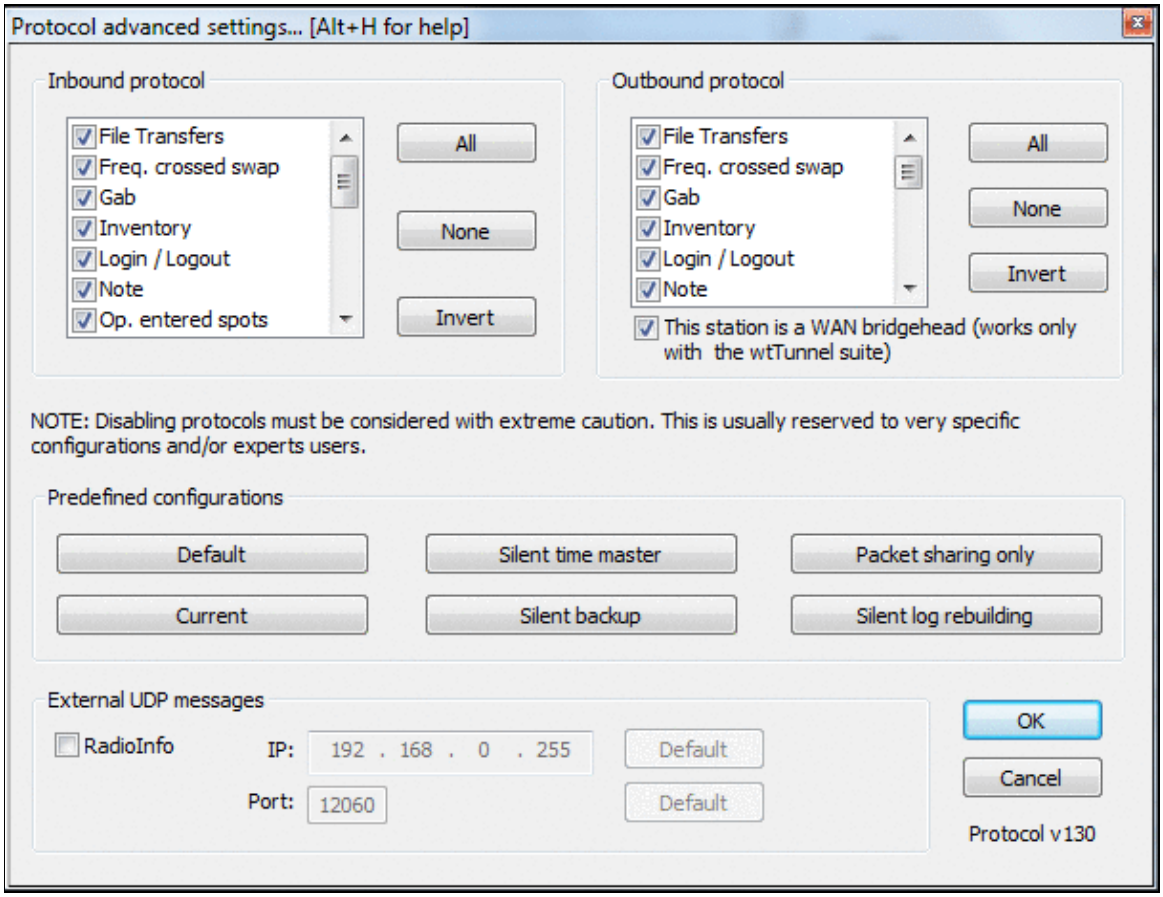
Local Network

The Local Network interface is used to define Win-Test's local area network in a multi-operating environment. If needed, you can change the broadcast address and the port number used. If you ignore the

meaning of these terms, note that there should normally be no need to modify the default values given by Win-Test. See Networking for more information.

Network Protocol Advanced Settings

Under the Network Protocol Advanced Settings dialog you will find a way to restrict network traffic in very specific ways. **CAUTION**: Modifications to the default settings must be done with extreme care. It is intended for very particular configurations and purposes, mainly used by expert users. You are on your own!



Network Protocol Advanced Settings allows you to fine-tune your network traffic. Network protocol version displayed in the right bottom corner.
Some pre-set typical configurations are available:

- Silent time master: Can be used if the computer is used *only* to distribute an accurate clock. This PC will not appear in the status window of any other networked computer. Note that with this setting, no QSOs will be recorded on (or sent from) any machine with this setting.

- Silent backup: Can be used if the computer is *only* used for backup purposes. This PC will not appear in the status window of any other networked computer.

- Packet sharing only: Can be used if stations are networked with different callsigns, and do not want a common log, but do want to share a common packet stream. It can be used for several co-located single-op stations on VHF/UHF, for example.

- Silent log rebuilding: Can be used if you need to rebuild from scratch a complete log from networked stations, without appearing in the status window of any other networked computer.

Note that in all settings, the station will still be visible in the network via the **`INVENTORY`** command.

[x] This station is a WAN bridgehead

This feature only works with the wtTunnel suite. To respect multi-op ethics, the wtTunnel package is *only* available for headquarters stations during the IARU HF contest. Check this box to restrict the synchronization of QSO inventories to the local network to reduce network traffic when stations are at different sites on a wide area network (WAN).

See The Bridgehead Concept for further details.

To control external interfaces by UDP, Outbound RadioInfo external UDP messages capability was added, to allow using additional programs or devices. Already tested with the RF2K-S SSPA (see https://www.rf-kit.de).

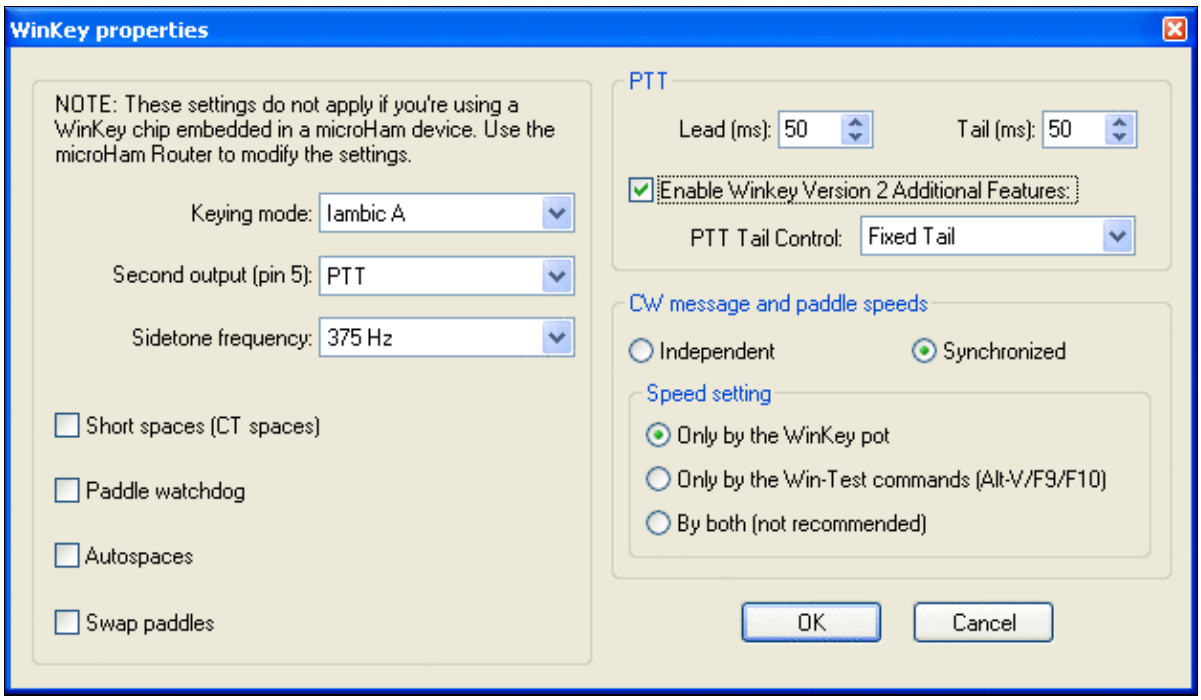
Voice Keyer

At last, if your computer has an embedded sound card, you can select and use it as a digital voice keyer by checking the appropriate box.

If you want to use a third-party software to record or modify voice messages, be sure to use the following file format : WAV, PCM, 8000 Hz sampling frequency, 1 channel (mono) and 16 bits per sample.

WinKey configuration...

`Options | Winkey configuration...`
For quick access to this dialog, use the text command **`WKSETUP`**.



Configuring the WinKey properties

- **Keying mode**:
  - **Iambic A** - Curtis A iambic timing
  - **Iambic B** - Curtis B iambic timing
  - **Ultimatic** - Non iambic mode
  - **Bug (semi-automatic)** - WinKey makes the dits and you make the dahs

In either iambic mode, alternating dits and dahs are sent while both paddles are held closed. In mode B, an extra alternate dit or dah is sent after both paddles are released. In Ultimatic mode, when both paddles are pressed, the keyer will send a continuous stream of whichever paddle was last pressed.

- **Second Output (pin 5)** (WinKey only, ignored by WinKey2 chip)
  - **PTT** - WinKey pin 5 acts as a PTT line
  - **Sidetone frequency** - WinKey pin 5 acts as a sidetone output
  - **Radio 2** - WinKey pin 5 keys a second radio
- **Sidetone Frequency** - sets WinKey oscillator sidetone on pin 5 (ignored by WinKey2 chip)
- **Short spaces (CT spaces)** - WinKey generates a 6-baud word space instead of a 7-baud space (1 baud = length of one dit)
- **Paddle watchdog** - disable the key output after 128 consecutive dits or dahs. This is to guard against the paddles being accidentally keyed continuously by your cat.
- **Autospaces** - If you pause for more than one dit time between a dit or dah, Winkey will interpret this as a letter-space and will not send the next dit or dah until a full letter-space time (3 dits) has passed
- **Swap paddles** - reverse the dit/dah paddles (e.g. for keying with the left hand)
- **PTT**
  - **PTT Lead(ms)** specify PTT lead (switch to transmit before CW begins)
  - **PTT Tail(ms)** specify PTT tail (keep transmitter up after CW has finished)
  - V2 of WinKey provides additional features:
    - PTT tail control (fixed, 1.00 letter space, 1.33, 1.66, 2.00)
- **CW Message and paddle speeds**
  - **Independent** - CW speed sent by the paddle is controlled by the WinKey speed knob, and CW speed set by Win-Test is controlled indpendently by the Win-Test keyboard commands (`[Alt-F9]`, `[Alt-F10]`, and `[Alt-V]`). In addition, both CW speeds will be displayed at the bottom of the Rate Window.

- **Synchronized** - Win-Test will keep the CW speed synchronized, whether sent by paddles or by Win-Test
  - **Only by WinKey pot** - Only the WinKey speed knob will control CW speed; Win-Test speed commands sent via the keyboard are ignored.
  - **Only by the Win-Test commands (Alt-V/F9/F10)** - The WinKey speed knob is ignored and CW speed changes may only be controlled by the Win-Test keyboard commands (**`[Alt-F9]`**, **`[Alt-F10]`**, and **`[Alt-V]`**).
  - **By both (not recommended)** - CW speed may be controlled by either the WinKey speed knob or by Win-Test keyboard commands, but this setting is not recommended as there is no way to automatically turn the WinKey speed knob to match the CW speed set by Win-Test.

EZMaster configuration...

`Options | EZMaster configuration...`
For quick access to this dialog, use the text command **`EZSETUP`**.

Advanced SO2R mode and setting up scenarios requires external SO2R control equipment of the last generation, communicating with Win-Test via a USB port.

This menu option enables the user to configure five different option for EZMaster to work with Win-test:

CW Keyer

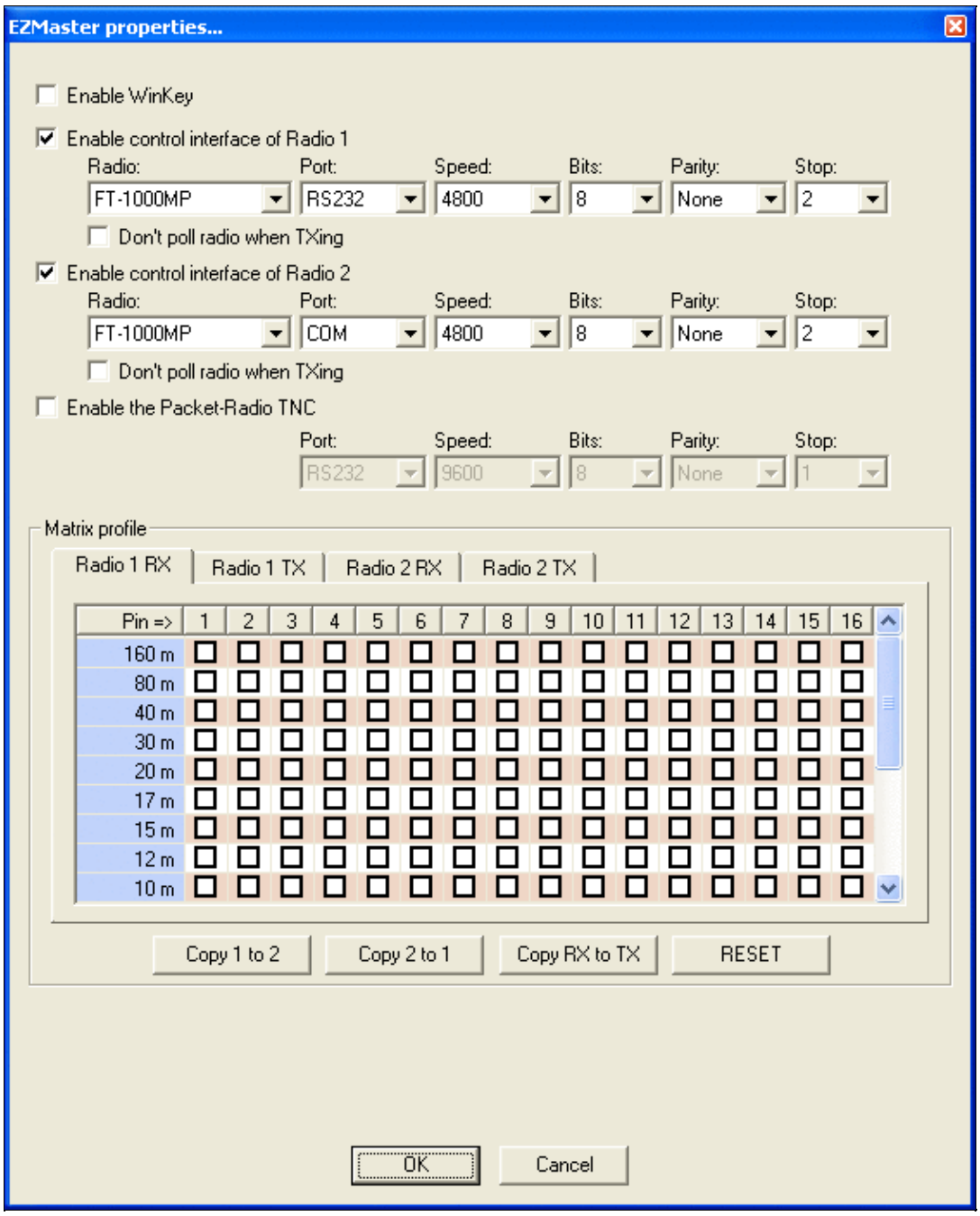
Internal EZMaster CW Keyer (tick Enable WinKey Box) or Win-Test keyer (do not tick box).

Radio set-up

In the image below find configuration for FT1000MP

Packet-Radio TNC

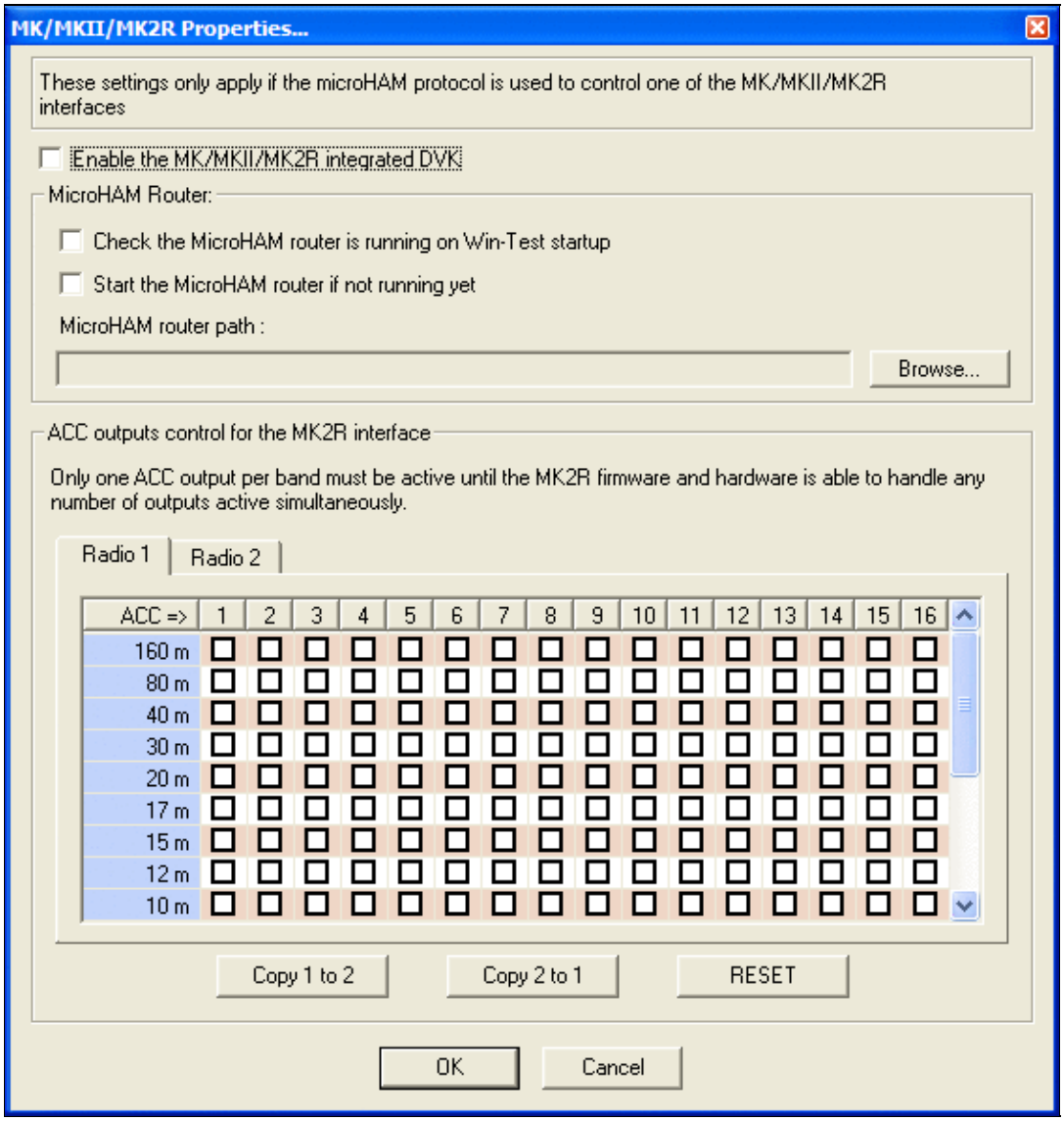
Antenna configuration according to RX/TX


EZMaster properties...
Enable WinKey
Enable control interface of Radio 1
Radio: FT-1000MP
Port: RS232
Speed: 4800
Bits: 8
Parity: None
Stop: 2
Don't poll radio when TXing
Enable control interface of Radio 2
Radio: FT-1000MP
Port: COM
Speed: 4800
Bits: 8
Parity: None
Stop: 2
Don't poll radio when TXing
Enable the Packet-Radio TNC
Port: RS232
Speed: 9600
Bits: 8
Parity: None
Stop: 1
Matrix profile
Radio 1 RX
Radio 1 TX
Radio 2 RX
Radio 2 TX
Pin => 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
160 m
80 m
40 m
30 m
20 m
17 m
15 m
12 m
10 m
Copy 1 to 2
Copy 2 to 1
Copy RX to TX
RESET
OK
Cancel

EZMaster configuration window

MK/MKII/MK2R/u2R configuration...

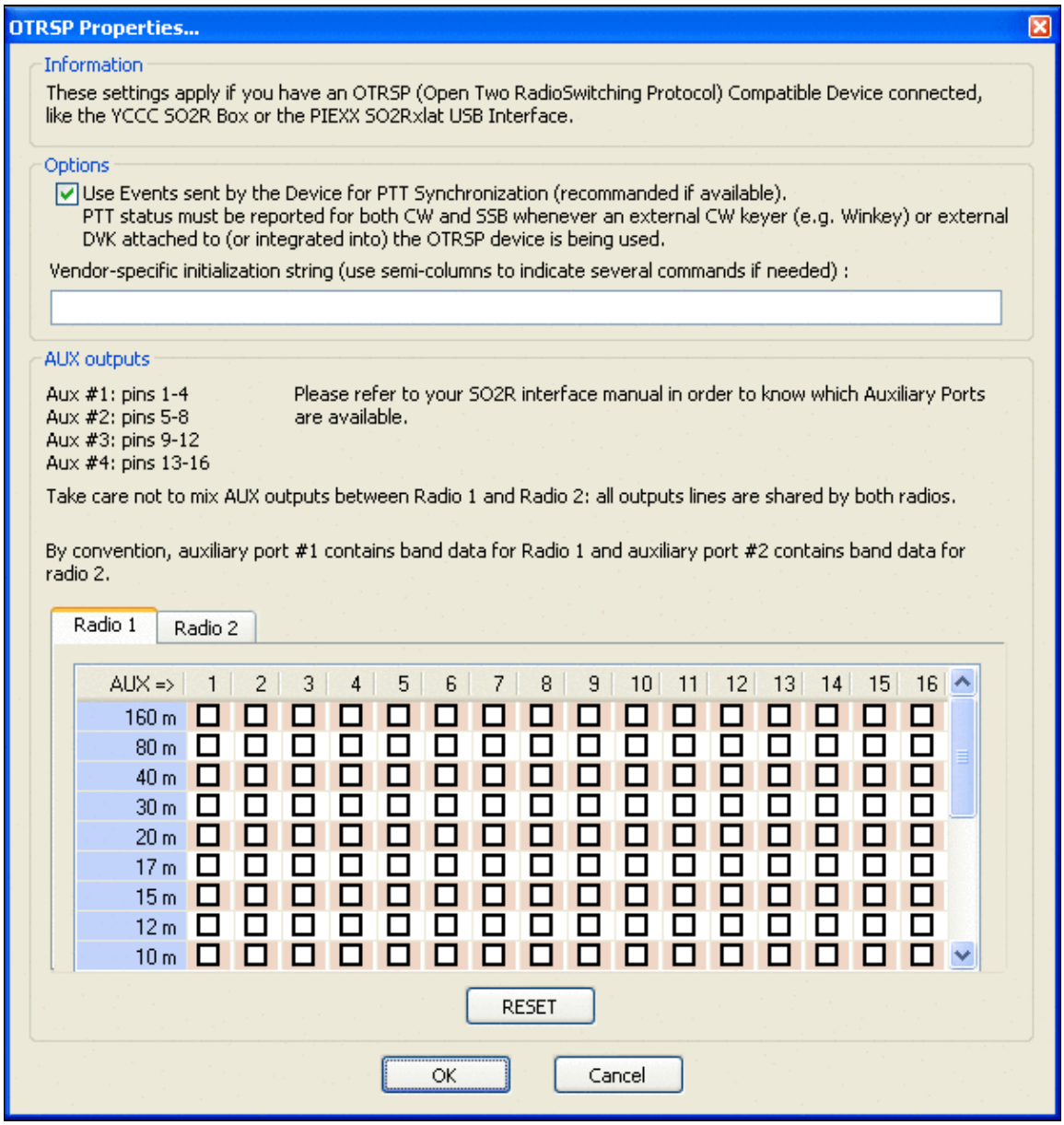
`Options | MK/MKII/MK2R/u2R configuration...`
For quick access to this dialog, use the text command **`MKSETUP`**.
This option allows you to configure the microHAM devices microHAM Keyer, microHAM Keyer 2 and MK2R SO2R device. It lets you select if the microHAM protocol should be used for communication with the device. Moreover, you can specify, which pins on the ACC connected of the device will be activated, when the radio1 or radio 2 is tuned to a specific band.



microHAM MK, MKII and MK2R configuration window
When an attached footswitch is used, two dedicated Lua scripts named **`onMicrohamFsOn.wts`** and **`onMicrohamFsOff.wts`** (not case-sensitive) are called. **`wtArg`** is set the radio number of the footswitch (0 for MK/MKII - 0 or 1 for MK2R/MK2R+/u2R depending on the footswitch that generated the event).

OTRSP configuration...

`Options | OTRSP configuration...`
This option allows you to set up an Open Two Radio Switching Protocol (OTRSP) compatible device like the YCCC SO2R Box (for more information, visit http://www.k1xm.org/OTRSP).



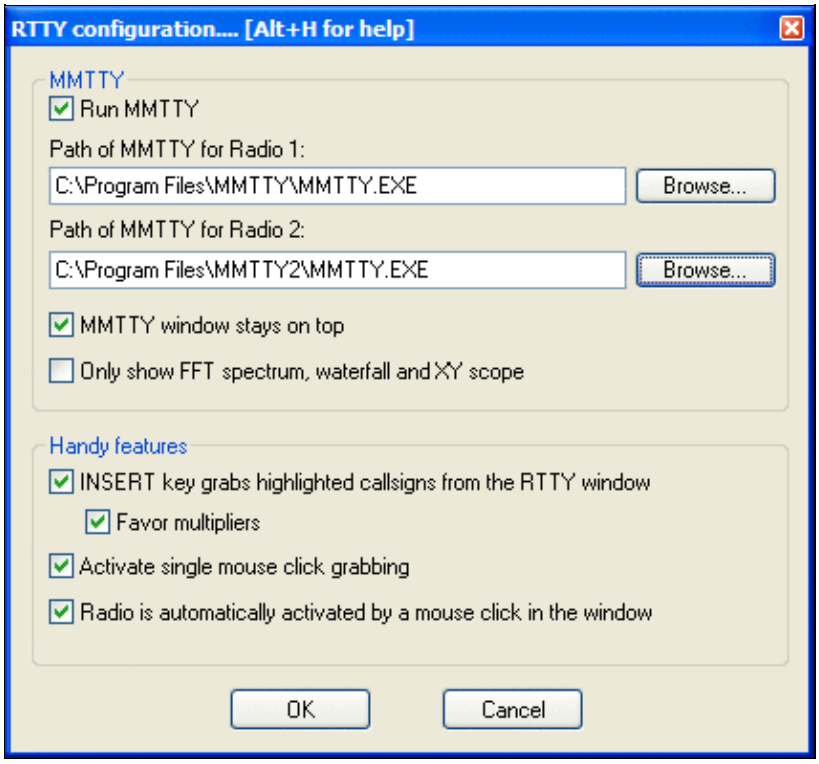
OTRSP configuration window
If the OTRSP device has controls and if they can generate events, dedicated Lua scripts are called when events occur :

- **`onOtrspCrOn.wts`** and **`onOtrspCrOff.wts`** (not case-sensitive) are called when such a control has values 1 and 0 respectively. **`wtArg`** is set to the control number (0 to 9).
- **`onOtrspCrEvent.wts`** (not case-sensitive) is called for all states of the events. **`wtArg`** is set to (256 * cr) + state (cr = control number - 1 to 9, and state = value of the state when the event occured - 0 to 255).

  Note: If the PTT events are used, the control 0 is restricted to this usage, and doesn't fire the onOtrspCrOn/Off/Event.wts scripts. If the PTT events are not used, onOtrspCrEvent is not called when an event on this control occurs. Only the onOtrspCrOn/Off scripts are executed in this case.

RTTY configuration...

`Options | RTTY configuration...`
For quick access to this dialog, use the text command **`RTTYSETUP`**.
This menu entry opens the control box for RTTY configuration.



RTTY Configuration Box
Please refer to the RTTY chapter for all the details.

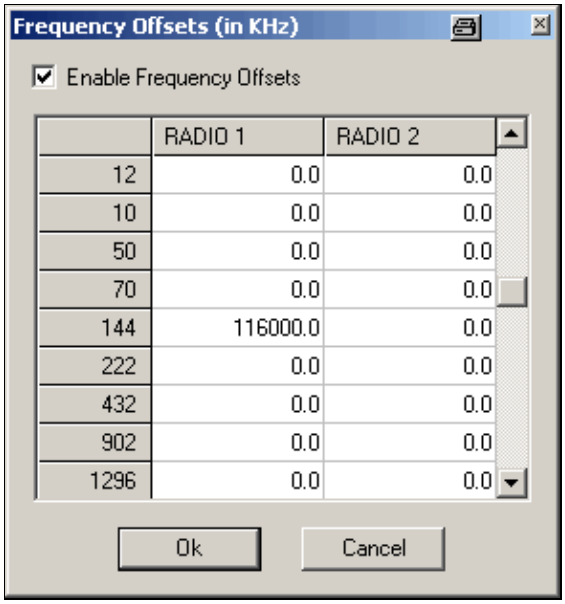
Frequency Offsets

This function is mainly used for a VHF/UHF/SHF setup involving a transverter. An HF radio tuned on 28 MHz is used as the user front-end which drives the transverter for 144 MHz or 432 MHz. Or a 144 MHz transceiver is used to drive a transverter to 5.7 and 10 GHz.

The point is that Win-Test only sees the frequency of the front-end. For example it would find the radio tuned to 28 MHz and simply ignore its frequency read-out when set up for a VHF/UHF contest. Likewise, the radio would ignore commands to tune to 144.054 from Win-Test because it is a HF transceiver that only knows 1.8-30 MHz. This is where the frequency offset feature comes in handy. It allows you to specify a frequency (in kHz) that will be added to any frequency read from the radio and subtracted from any frequency command that goes to the radio.

In other words, assume the frequency offset is set at 116000 kHz. The radio is tuned to 28054 kHz. Now Win-Test "sees" the radio at 144054 kHz, because the offset is added. Likewise, when the user clicks on a packet spot on 144088, Win-Test sends the radio to 28088 because the offset is subtracted.

This way, Win-Test gives you great flexibility to enter one offset per band per radio.



Frequency Offset allows you to use a transverter with Win-Test
Text commands **OFFSETSETUP** (or **OFFSETSSETUP**) to open the dialog and. **OFFSET/NOOFFSET**, **OFFSETS/NOOFFSETS**, **OFFSETON/OFFSETOFF**, **OFFSETSON/OFFSETSOFF** to enable/disable the frequency offset.

MP3 Configuration

`Options | MP3 Configuration`
For quick access to this dialog, use the text command **MP3SETUP**.

Allows you to select the sound device used for recording and playback in use with the contest recorder. You must have installed a MP3 ACM Codec (e.g. LAME, Fraunhofer). The encoder is not part of the Win-Test distribution.

Download LAME from http://www.free-codecs.com/LAME_ACM_Codec_download.htm. The version which worked at the time of this writing was 3.99.5. Follow instructions in the ZIP-File. With WinXP it used to work as described in http://lists.f5mzn.org/pipermail/support/2010-January/079240.html.

For Windows 7 and Windows 10, the important point is to run the installation a CMD window explicitly executed as Administrator.

Assumuing, you have downloaded and unpacked the LAME ACM version to the directory C:\LAME, he following command will register the codec in Window's Audio Codec Manager:

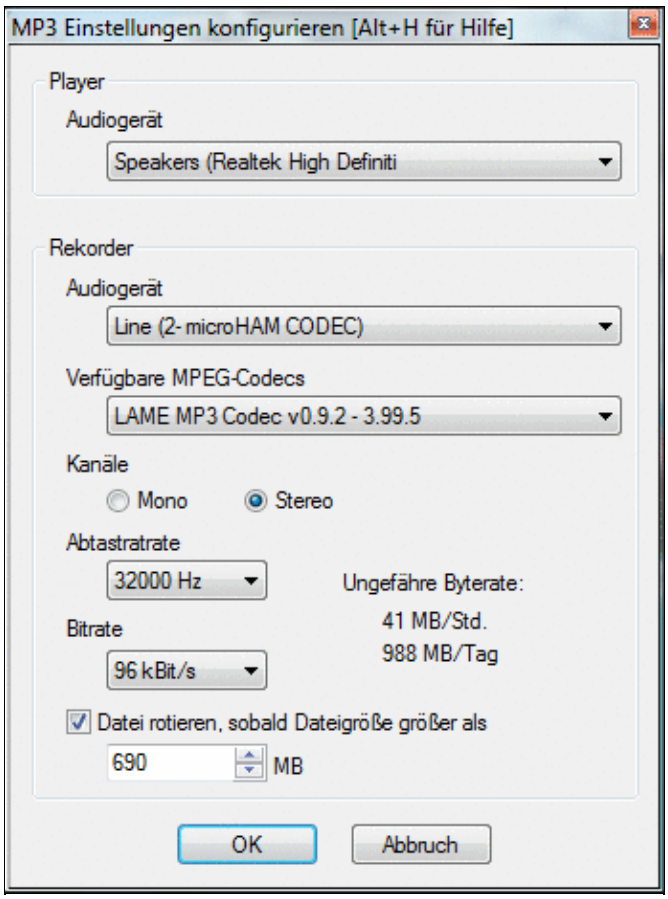
```
cd %windir%\SysWOW64
rundll32 setupapi.dll,InstallHinfSection DefaultInstall 0 C:\LAME\LameACM.inf
```

For Windows 10 use this command:

```
C:\Windows\SysWOW64\rundll32.exe setupapi.dll,InstallHinfSection DefaultInstall 0 C:\LAME\
```

There may already be an encoder on your system due to other software previously installed, like the Fraunhofer IIS MPEG Layer-3 Codec. The Fraunhofer codec also works perfectly OK with Win-Test.

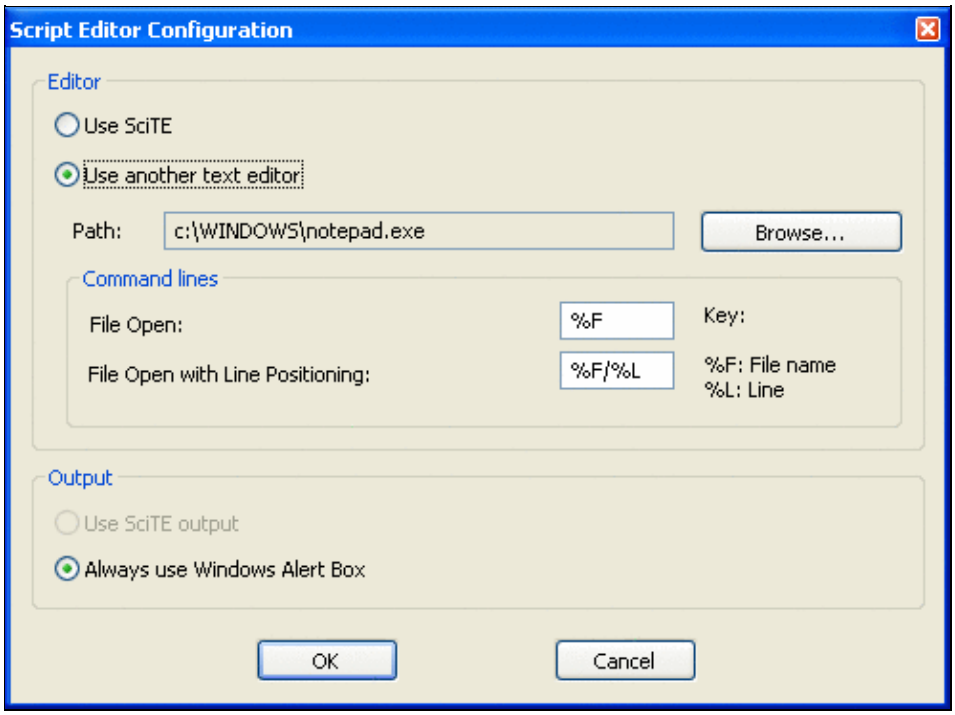
The default settings (Stereo/32000 Hz sample rate, 96 kBit/s bitrate) will produce a file of about 2 GB in size for an 48h contest.



Display options for MP3/Contest Recorder configuration.
To make your MP3 recordings available on the Internet after the contest, see:
http://lists.f5mzn.org/pipermail/support/2009-December/078951.html

Script Editor Configuration

This menu lets you configure the application to start when clicking the Edit button in the Scripts Manager.
Basically, every ASCII editor is usable, SciTE is the recommended editor as it provides syntax highlighting.

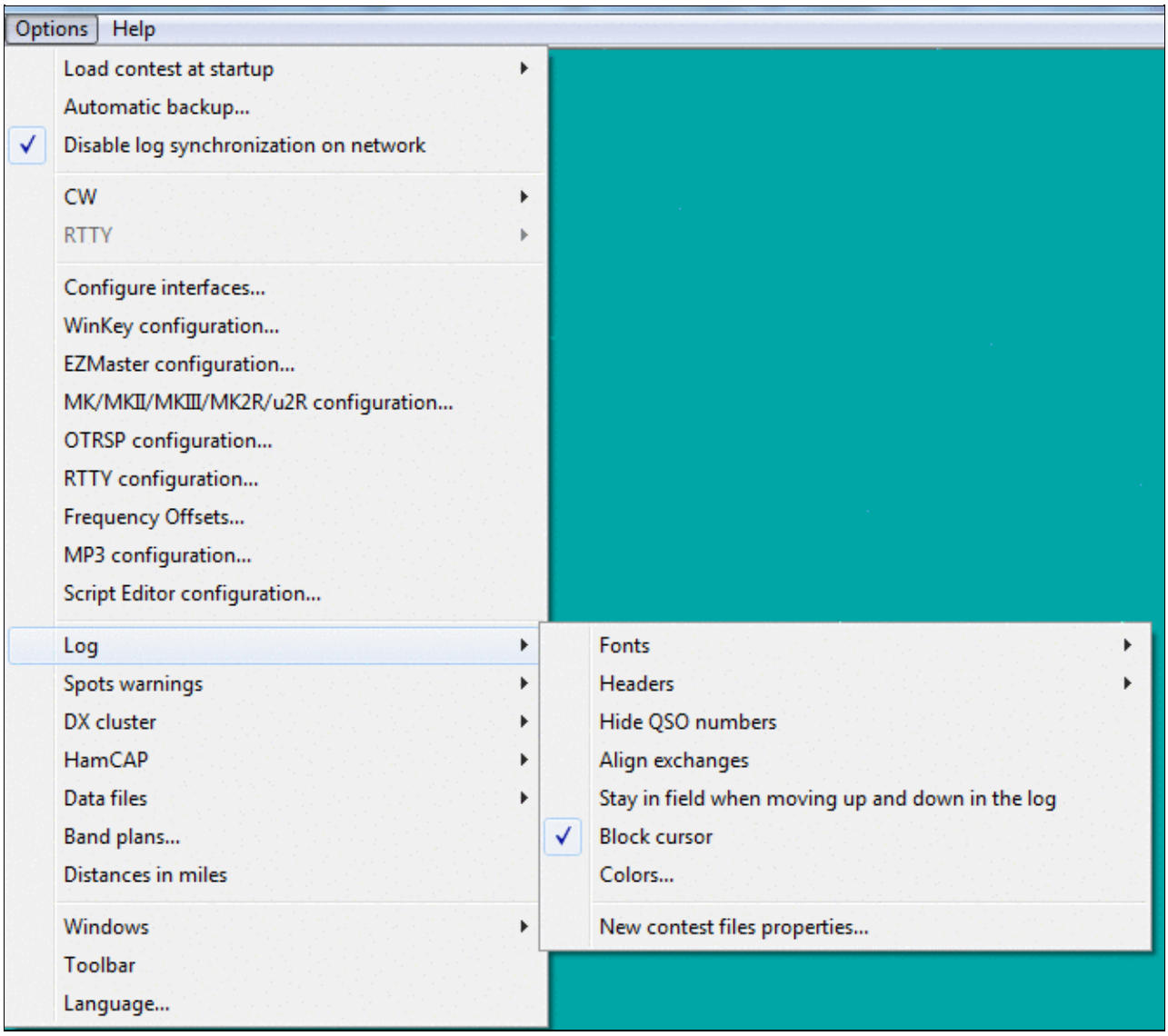


Configure the preferred editor to manage Lua scripts from within Win-Test

Log

`Options | Log`

Allows you to change the display of the log entry area (the last 9 QSOs plus the current QSO entry line), including the Win-Test background color. You may select font size, colors, headings and so on.


Options
Help
Load contest at startup
Automatic backup...
Disable log synchronization on network
CW
RTTY
Configure interfaces...
WinKey configuration...
EZMaster configuration...
MK/MKII/MKIII/MK2R/u2R configuration...
OTRSP configuration...
RTTY configuration...
Frequency Offsets...
MP3 configuration...
Script Editor configuration...
Log
Spots warnings
DX cluster
HamCAP
Data files
Band plans...
Distances in miles
Windows
Toolbar
Language...
Fonts
Headers
Hide QSO numbers
Align exchanges
Stay in field when moving up and down in the log
Block cursor
Colors...
New contest files properties...

Display options for the log entry area.

Fonts

Select the text font for the log entry area

Headers

Controls the display of the column titles in the log entry area. The headers may be hidden, left aligned, or centered

Hide QSO numbers

Hides the first column in the log entry area, to avoid confusion with the serial number sent, especially for multi-op entrants.

Align Exchanges

Option to line up received exchanges in mixed mode.

Stay in field when moving up and down in the log

Select this option to the have the cursor move up and down as it would in a spreadsheet. For example, to stay in the report field when pressing the **[Up]** or **[Down]** cursor keys, instead of having the cursor jump to the beginning of the callsign field.

Block Cursor

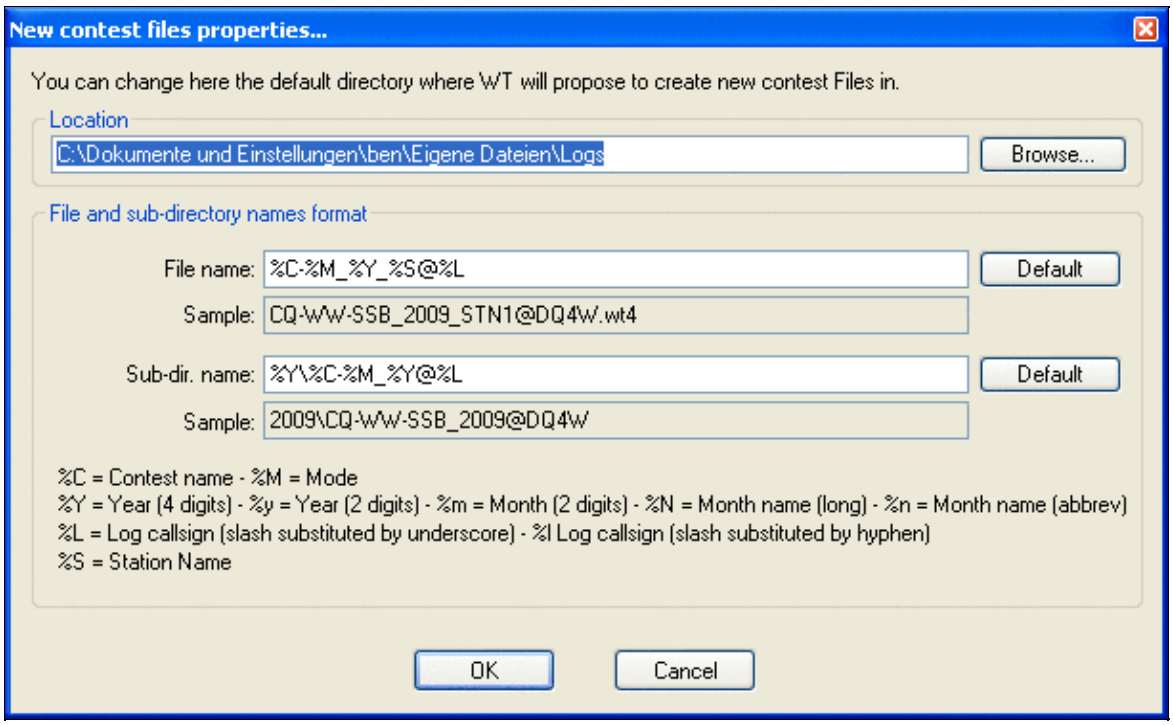
Allows you to change the red linking line cursor to a block cursor.

Colors...

Use this option to change the background color for the entire screen, the color of the logging text, the header text, or the warning message text. Press the **[Factory colors]** button to restore these to the Win-Test default colors.

New Contest Files Properties

This window lets you define a directory structure and file name template for newly created contest log files. This is a nice feature to keep contest files including MP3 recordings etc. well organised.

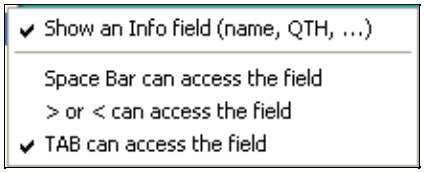


New Contest File Properties dialog
The following macros may be used to specify the file name.

```
%C = Contest name
%I = Log callsign (slash substituted by hyphen)
%L = Log callsign (slash substituted by underscore)
%M = Mode
%m = Month (2 digits)
%N = Month name (long)
%n = Month name (abbrev)
%S = Station name
%Y = Year (4 digits)
%y = Year (2 digits)
```

DXpedition Info Field

`Options | DXpedition Info Field`
This submenu allows you to configure some options regarding the use of Win-Test on a DXpedition. It is only visible if you have selected the contest type DXpedition.



Options available for DXpedition operation
An info field is available to store up to 13 characters of information with the QSO, e.g. the operator's name, QTH or other information that you wish to keep visible during the QSO. The info field can be accessed with the space bar, the **[>]** and **[<]** keys or the **[Tab]** key.

```
QSO  Mode  Bd  Time    Callsign   SentRcvd     Info       Dup
   1   CW   20 12:28 DK20Y         599 599 MANFRED M15
   2   CW   20                     599 599
```

The DXpedition Info Field can store up to 13 characters. If you don't use space to switch fields, you can also enter a space character like shown above.

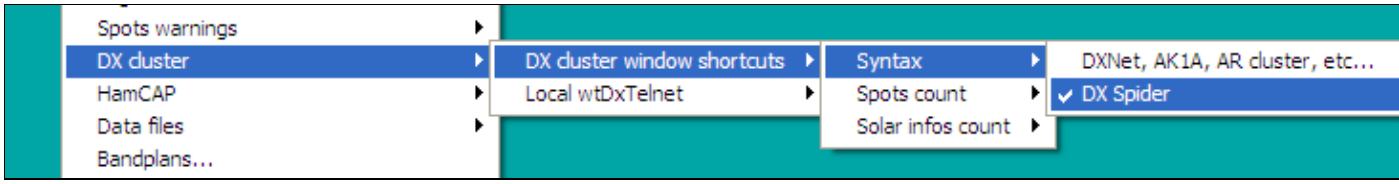
Spot Warnings

When this option is enabled, the DX cluster spots are briefly displayed (as soon as they arrive), in the line under below the log entry line. You can choose to display only the spots of the current band and/or the new multipliers, as well as your own callsign (good to know when you're being spotted!). And of course you may want to hide dupes and invalid callsigns.

DX Cluster

`Options | DX Cluster`

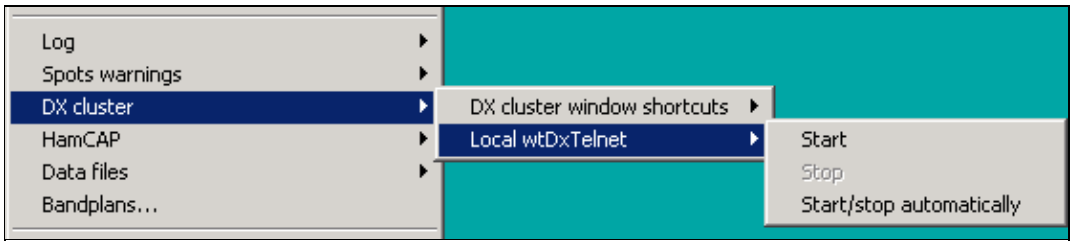
DX Cluster window shortcuts



Selecting the syntax of your DX Cluster
This option controls the syntax of the DX-cluster node that you are using (DX Spider vs. AK1A, DXNet, etc.), and the count of spots and solar information requested by using the buttons in the DX cluster window.

Start/stop wtDxTelnet automatically

When wtDxTelnet is installed in the Win-Test directory, this option allows you to start and stop this application from within Win-Test or start and stop it automatically when Win-Test is launched.



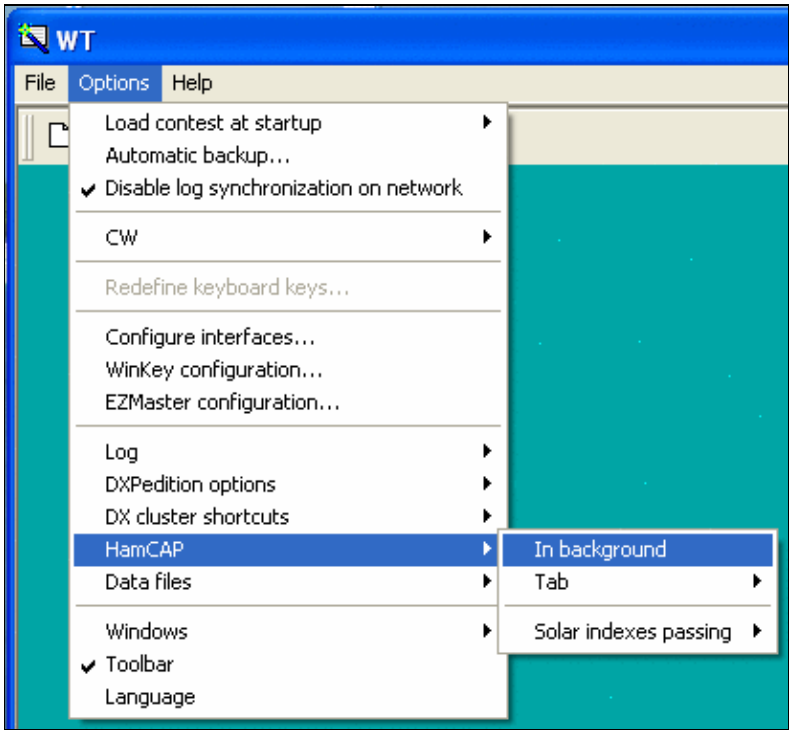
Starting and stopping wtDxTelnet from Win-test

HamCAP

`Options | HamCAP`

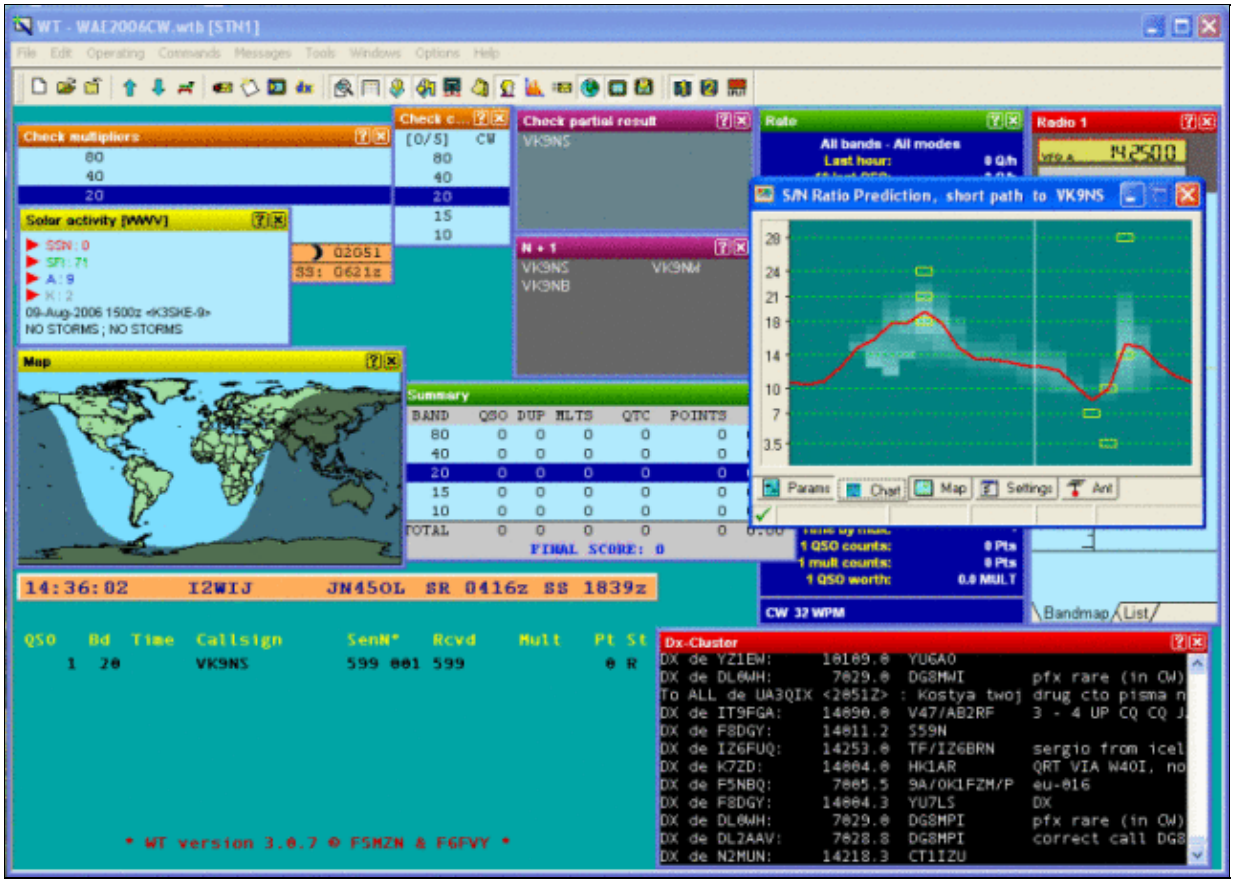
With this menu option you can configure the way Win-Test will integrate with HamCAP (by VE3NEA). You can select if you want to see immediately the HamCAP window, as soon as you call for it with the shortcut **`Ctrl-P`**, or if you want it to calculate in background and you will recall the propagation forecast

window later.

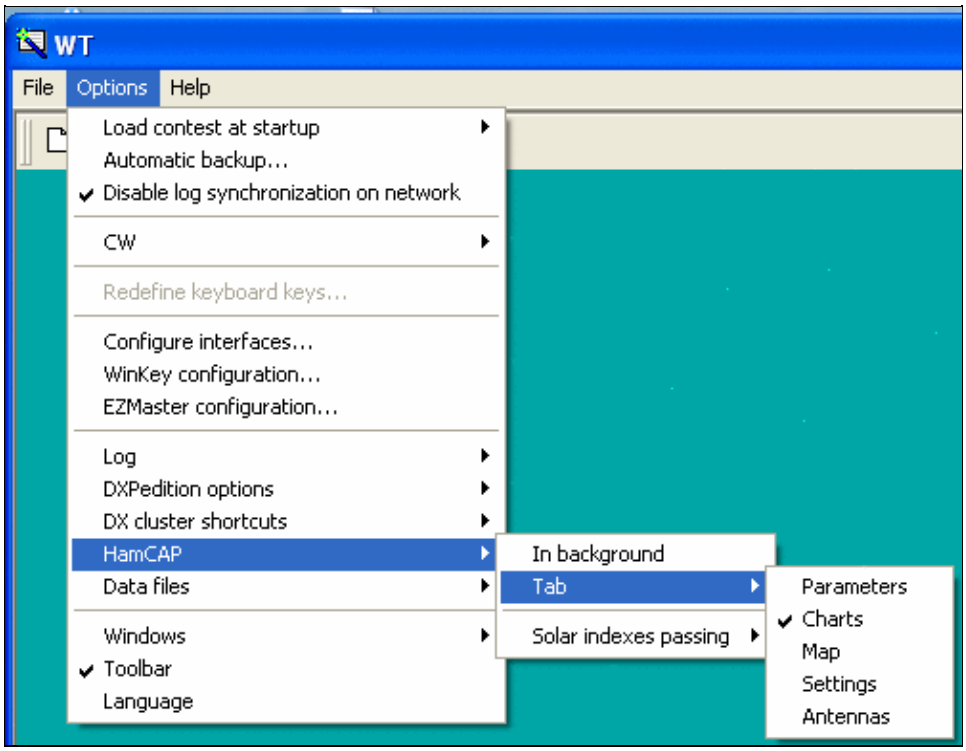


Option In Background

It is just a matter of taste and of how big is your monitor screen: if you have plenty of room, maybe you don't care to leave it in background (**In background** option **checked**), but in a visible part of the screen, so you don't loose the keyboard focus from the WT main window; otherwise you will see immediately HamCAP (**In background** option **unchecked**), and so you'll need to regain the focus with a mouse click.



HamCAP in foreground
Then you need to setup which HamCAP tab you want to see first.



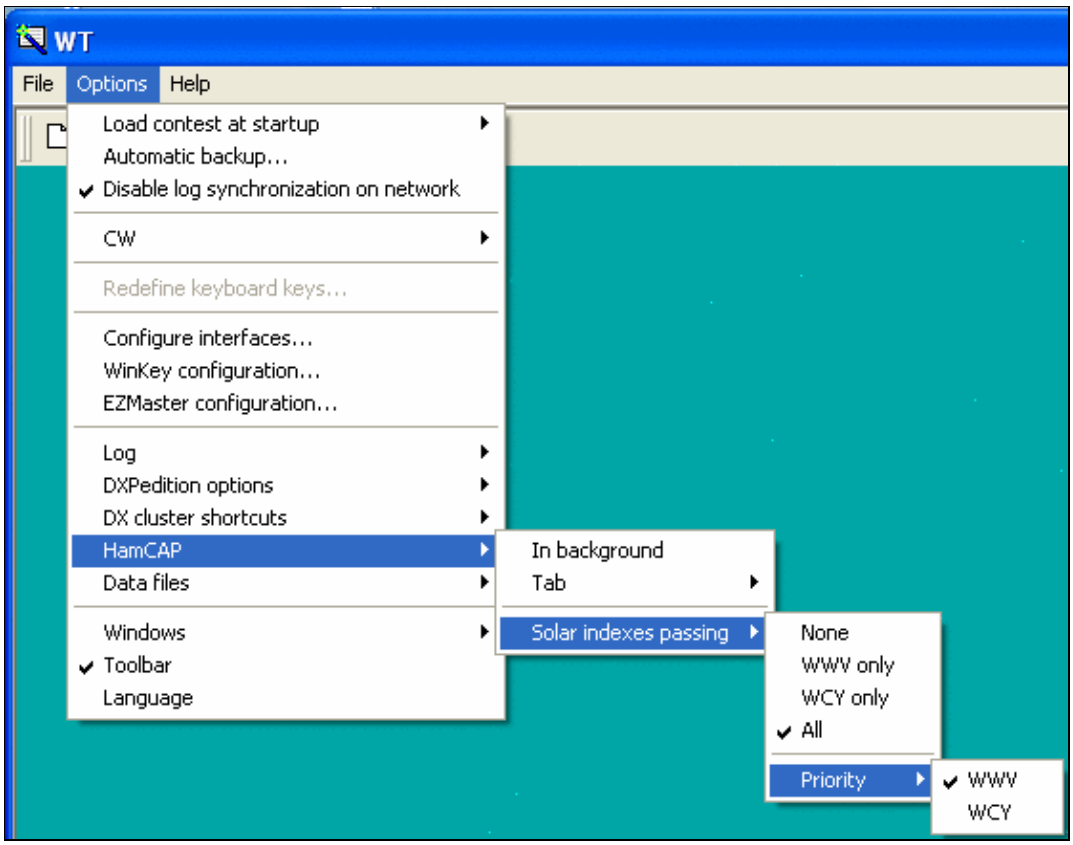
Option In Background
The most useful are the **Charts** or the **Map** tab, which are those that give the propagation information, while the others, namely Params, Settings, and Antennas, are useful in the HamCAP itself setup phase.

See HamCAP in this manual for more details on the setup phase.

Then you have to setup in which way HamCAP has to deal with Solar figures (SSN, SFI, A and K indexes). (See Menu Windows Solar Activity in this manual).

HamCAP has at least three different modes of operation:

- stand-alone
- in cooperation with IonoProbe (by VE3NEA)
- feeded by a calling application (Win-Test)



Option Solar indexes passing
So, at this time, you should check one of the following options:

- **None**, if you don't want, or need, Win-Test to pass any data to HamCAP, which will be working in stand-alone mode or in cooperation with IonoProbe;
- **WWV only**, or **WCY only**, if you want Win-Test to pass the corresponding Solar figures, if present, to HamCAP;
- **All**, and then choose **Priority**, if you want to try to use both figures and Win-Test to pass the prioritized one in case both data are present.

WAEDC

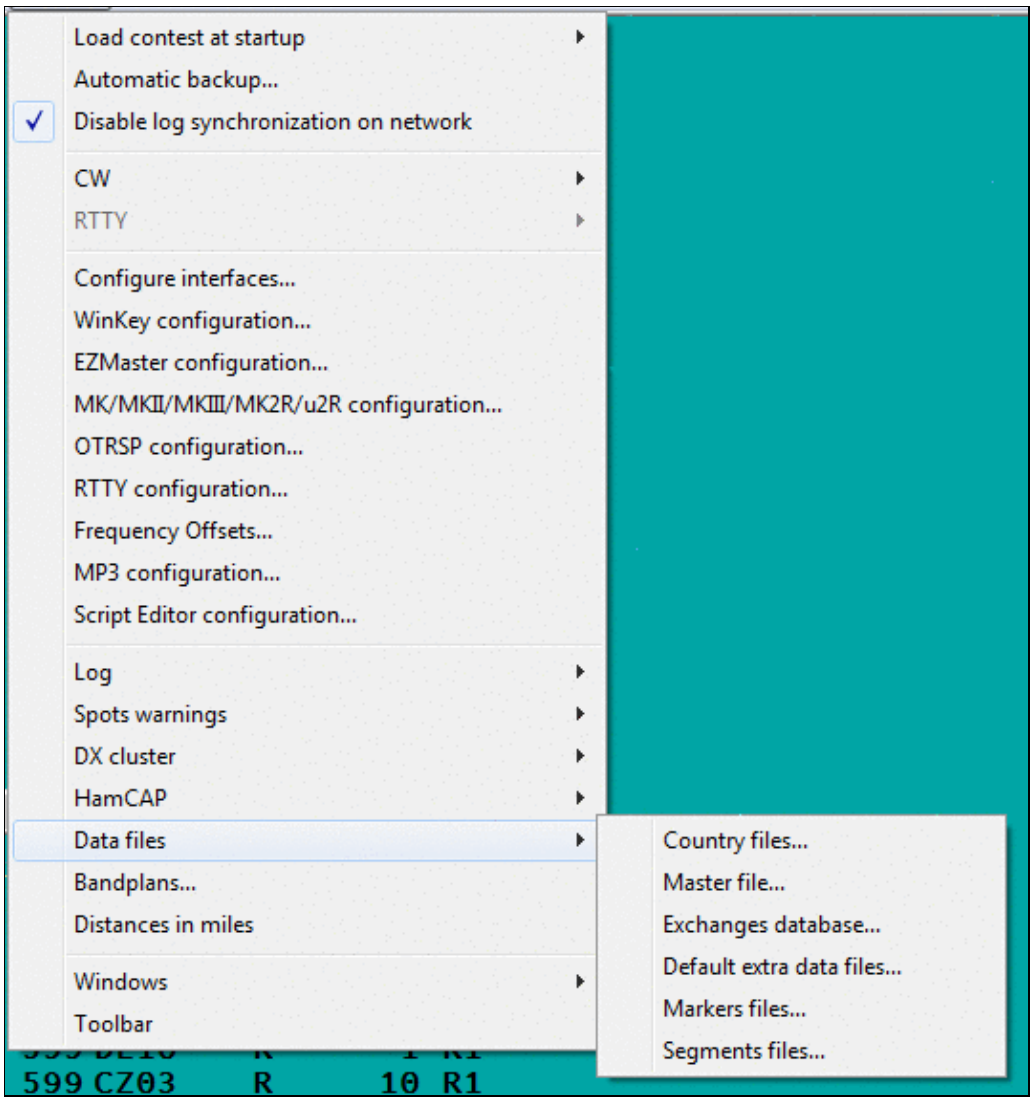
`Options | WAEDC`
Special option for the Worked All Europe DX Contest. This menu item is only visible when WAEDC Contest is selected.

For more information about Win-Test and WAEDC see WAEDC.

Data files

`Options | Data Files`

Through this section you will be enabled to select four more different options in the pop-up menu as shown in the following picture.

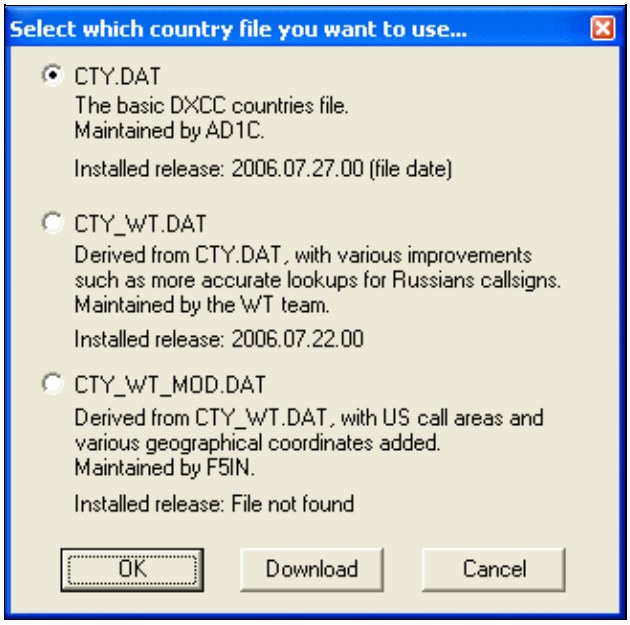

Load contest at startup
Automatic backup...
Disable log synchronization on network
CW
RTTY
Configure interfaces...
WinKey configuration...
EZMaster configuration...
MK/MKII/MKIII/MK2R/u2R configuration...
OTRSP configuration...
RTTY configuration...
Frequency Offsets...
MP3 configuration...
Script Editor configuration...
Log
Spots warnings
DX cluster
HamCAP
Data files
Bandplans...
Distances in miles
Windows
Toolbar
Country files...
Master file...
Exchanges database...
Default extra data files...
Markers files...
Segments files...
599 CZ03 R 10 R1

Selecting Options Data files section

Country files...

`Options | Data files | Country files...`
Text command shortcut: `COUNTRYFILES`

This dialog controls which country file to use to identify multipliers. It is also used to calculate and pre-fill ITU and CQ Zones from country prefixes. There are three files to select from.



Selecting the appropriate CTY file
Selecting **CTY_WT_MOD.DAT** usually gives the most accurate results if you download the latest version. For a description of each file, see Other Files.

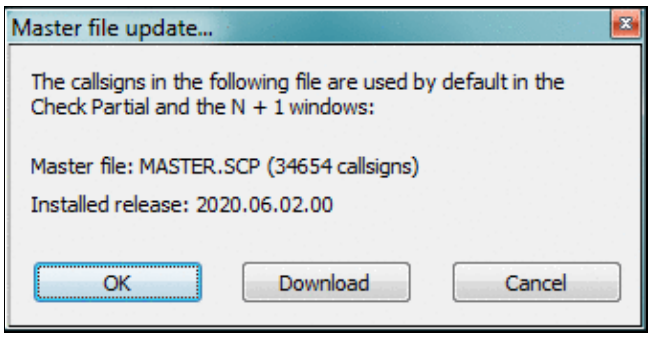
You can start an immediate download from the Win-Test web site by selecting a file and clicking the **Download** button. After pressing **OK**, you will be prompted if you want to reload and re-score the log based on the updated country file.

Note that the file ends up in the user's virtual store, if you do not run Win-Test as an Administrator. This may create some confusion which file is actually being used.

Master file...

`Options | Data files | Master File...`
Text command shortcut: `MASTERFILE`, `EXCHDATABASE`, `EXCHFILE` or `EXCHFILES`.

A window, indicating the name of the master file for this contest, what is the file currently used, the total number of records in the file, and release date. A Download button allows you to update directly from the supercheckpartial.com web site.

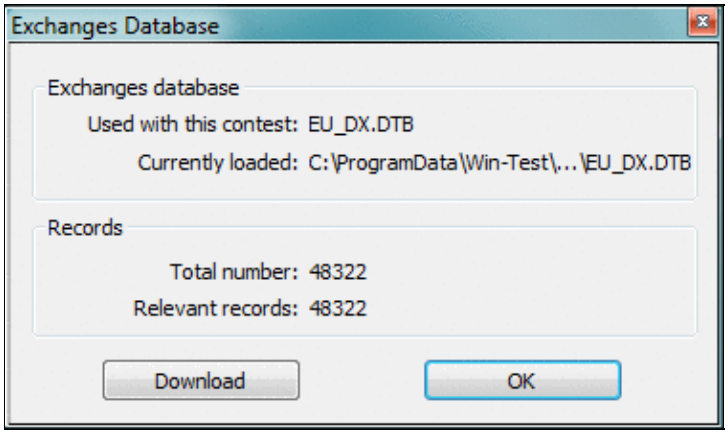


Master file information and update option
Note that the file ends up in the user's virtual store, if you do not run Win-Test as an Administrator. This may create some confusion which file is actually being used.

Exchanges Database...

`Options | Data files | Exchanges database...`
Text command shortcut: `EXCHDB`, `EXCHDATABASE`, `EXCHFILE` or `EXCHFILES`.

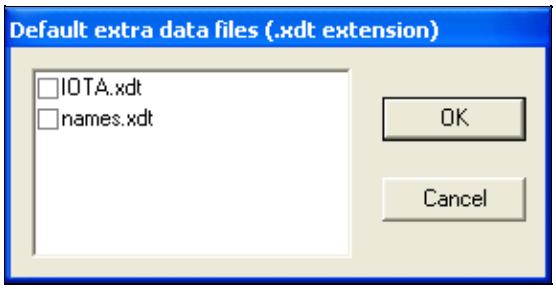
A window, indicating the name of the exchanges file for this contest, what is the file currently used, the total number of records of this file, and the number of relevant records (if the DTB is used for different contests). A Download button allows you to update directly from the Win-Test web site.



Exchanges database file information and update option
Note that the file ends up in the user's virtual store, if you do not run Win-Test as an Administrator. This may create some confusion which file is actually being used.

Default extra data files...

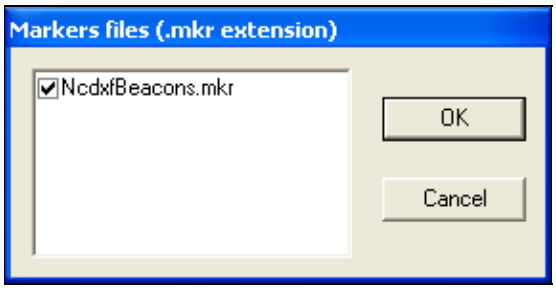
`Options | Data Files | Default extra data files...`
This option will allow to select which EXTRA files WT will use to show specific information (like operator's name, IOTA references, club member names, etc.) in the Extra Information window (see Menu:Windows Extra Information for more details). When selecting this option a window will pop-up where you can check the files you need. You can see an example in the following picture.



Selecting the Extra data files

Markers files...

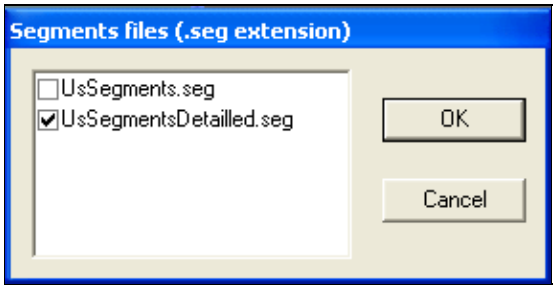
`Options | Data Files | Markers files...`
This option will allow to select which Markers files WT will use to show the relevant information in the BandMap. Please refer to the description of the band map's context menu for detailed information on these files. When selecting this option a window will pop up where you can check the files you wish to display information from. You can see an example in the following picture.



Selecting the Markers files

Segments files...

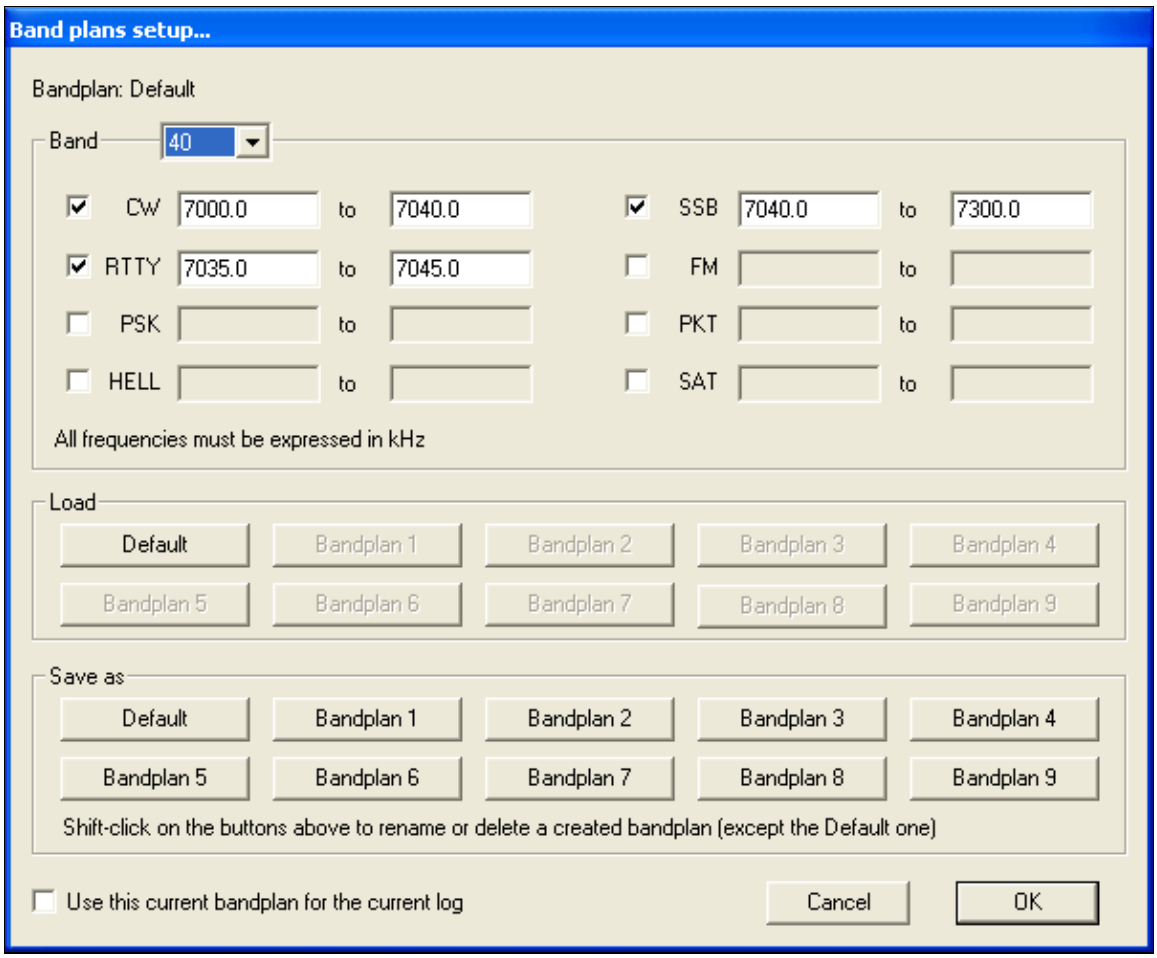
`Options | Data Files | Segments files...`
This option will allow to select which segments files WT will use to show the relevant information in the BandMap. Please refer to the description of the band map's context menu for detailed information on these files. When selecting this option a window will pop up where you can check the files you wish to activate. You can see an example in the following picture.



Selecting the Segments files

Bandplans...

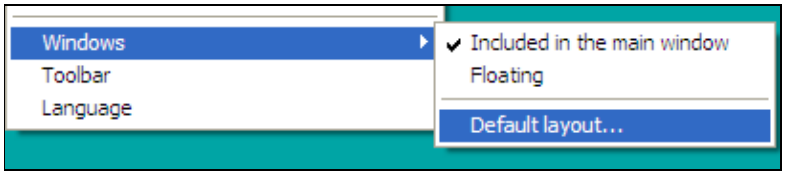
`Options | Bandplans...`
A flexible and powerful band plan management allows you to specify band boundaries on a permanent basis depending on the mode of operation. We all know, that on 40 m CW, the band goes up to 7100; on RTTY, the band goes from well below 7030 to 7100 etc. etc. Since Win-Test tries to filter incoming DX spots by frequency, this is the way to have Win-Test make the correct decision to drop the spot or display it as needed DX.



The Band Plan Manager window
Different band plans can be saved and re-loaded at a later time. It's smart to create a band plan for SSB, another for CW, yet another one for 160 CW etc.

Windows

`Options | Windows`

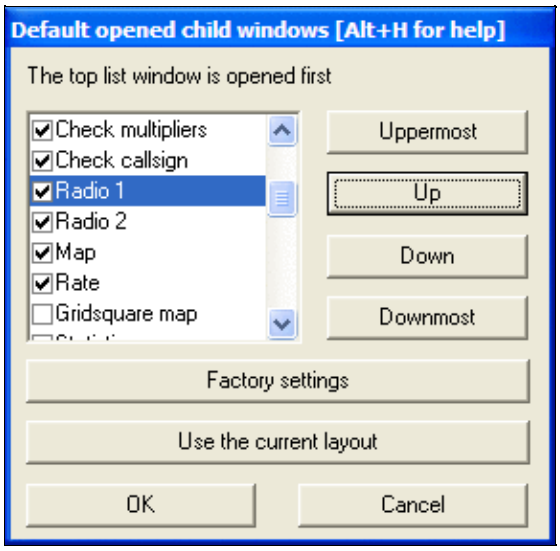


Selecting how child windows are displayed
The child windows of the application can either be included in the main Win-Test window, or float anywhere on the screen, thus allowing the Windows desktop or other running software to remain visible. If your video card and operating system support it, you can display Win-Test windows on more than one monitor.

Win-Test automatically saves the current window layout in the Win-Test binary log file (.wtb) whenever you exit. So, each log file can have a different window layout depending on the contest.

See Positioning Windows for more information about how to precisely rearrange the window layout to suit your preferences.

Once you have a window layout that you like, select `Default layout...` to save it as the default layout that will be used for new Win-Test logs. Win-Test displays the following dialog:



Changing the default window layout
Updates to this dialog do *not* effect the current log's window layout; they only affect the default window layout to be used for new logs.

If you press **`[Use the current layout]`**, Win-Test updates the list box so that it describes the current Window layout. Generally you'll want to press this button first.

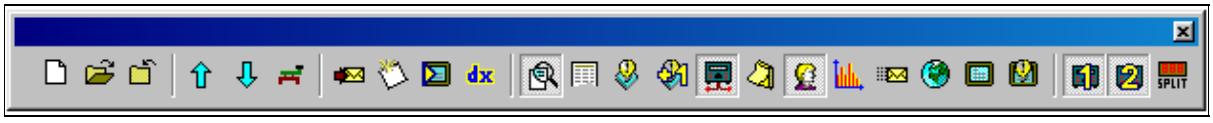
The child windows are listed in the order that they will be *drawn*, so if two windows overlap, the window listed last will appear "on top" of any windows listed earlier.

Use the check boxes to indicate which child windows you want displayed by default.

- **`[Uppermost]`** - moves the highlighted child window to the top of the list, so that it will be drawn first, and appear *beneath* any windows drawn later.
- **`[Up]`** - moves the highlighted child window up one spot in the list
- **`[Down]`** - moves the highlighted child window down one spot in the list
- **`[Downmost]`** - moves the highlighted child window to the bottom of the list, so that it will be drawn last, and appear *on top of* any windows drawn earlier.
- **`[Factory settings]`** - restores the default window layout to the Win-Test factory default
- **`[Use the current layout]`** - updates the list to describe the child window layout being used by the current log
- **`[OK]`** - saves the displayed window list as the new Win-Test default, and closes the dialog. The layout is saved in the Win-Test initialization file (wt.ini). Pressing this button has *no effect* on the current window layout being used.
- **`[Cancel]`** - cancels all changes to the default child window layout and closes the dialog.

Toolbar

`Options | Toolbar`
If this option is checked, the Icons toobar is displayed below the menu.



Icon toolbar

Refer to the Icon bar chapter for a detailed explanation of all the pictorial symbols.

Language

`Options | Language`
It is possible to choose the language of the Win-Test user interface. Currently supported languages are English, French, German, Italian and Spanish.

Selecting the Language
Win-Test has to restart when the language is switched.

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Menu:Help

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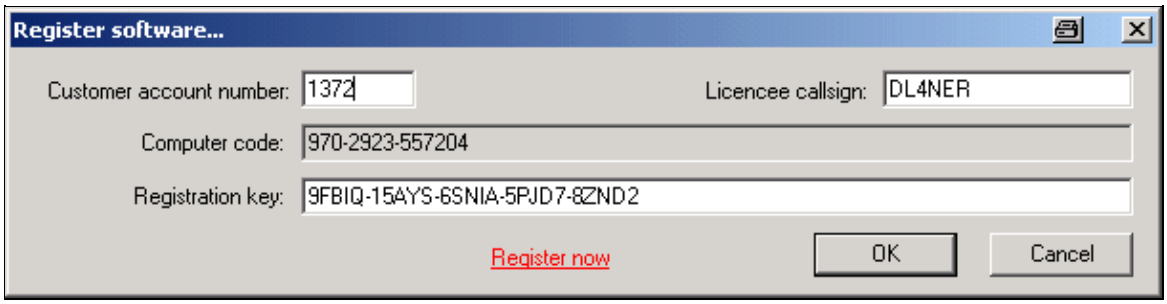
Contents

Register software

`Help | Register Software...`
Please refer to the detailed Installation Guides in the FAQ page for step-by-step instructions on how to use this dialog.

Even with the trial or "demo" version, you can fully use Win-Test. There is only a time restriction that randomly shuts down Win-Test, and exported logs (Cabrillo, Reg1Test) are limited to 50 QSOs.

To register Win-Test, after having purchased a licence, you just need to visit the Win-Test web pages and request a key code, by entering your customer account number and your system's Computer Code which is displayed in this dialog box.



Win-Test Registration Window
A license key will be sent to you via email from the license robot. Just copy this key into the correct field and press OK. The limitations will then be disabled and when Win-Test starts up, you will no longer have to press keys 1, 2 or 3.

Use online documentation

`Help | Use online manual`
If this option is checked, Win-Test tries to access the reference manual on the web, instead of using the local copy that has been distributed with the installation file.

Reference manual

`Help | Reference Manual` or **`Alt-H`**
Starts a browser and displays the reference manual.

Sometimes, the documentation provided with newer releases of Win-Test are slightly outdated. To use the most current version of the manual, either select the "online" version as shown above or retrieve a copy of the static manual from http://docs.win-test.com/pdf/static/manual.zip and unpack it in the Win-Test/docs/en directory (rename or remove the original en-directory first). This will provide you with the most up-to-date documentaion.

Display text command tips for menu items

`Help | Display text commands tips for menu items`
This option lets you enable tool tips (small yellow pop-up help text) for menu items. This option is enabled by default. These tool tips display keyboard shortcuts or text commands for the functions selected. Text commands let you peform menu functions without having to use the mouse.

Win-Test Home Page

`Help | Win-Test Home Page`
Starts up the system Web browser and directs it to go directly to the Win-Test Home Page http://www.win-test.com.

Documentation Wiki Home Page

`Help | Documentation Wiki Home Page`
Starts up the system Web browser and directs it to go directly to the Win-Test Documentation Website (Wiki) http://docs.win-test.com.

About

`Help | About`
Displays the Win-Test version used, and allows a direct access to the Win-Test web pages at www.win-test.com.

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BestPractice1

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Contents

Getting ready for a RTTY Contest

This article describes how to set up a Kenwood TS-850 or FT-1000MP, a microHAM USB II Interface and accompanying software for use during a RTTY contest. We will use PTT, FSK keying (low tones 1275/1445 Hz) and transceiver control. For details why this makes the best sense please see AA5AU's excellent tutorial pages. Another good starter article on RTTY comes from G3LDI.

This article should give you some idea on what areas to look at when you are going for this relatively complex scenario. It is a step-by-step approach with a little test at the end of each step to make sure things are working on the lower level before we go up to the next. First we will setup the hardware; next we will set up MMTTY as a stand-alone application; finally we will integrate that into Win-Test. I wrote it down after a number of debug sessions at various locations, where a lot of hair was torn out.

Kenwood TS-850 settings

- Press and hold the LSB/USB key while you turn the radio on.
- Select menu item 11 and change the setting to ON if necessary. This will set the polarity of MARK and SPACE signals.
- Select menu item 12 and change the setting to 170 if necessary - this is the typical shift used on the HF bands.
- Select menu item 13 and change the setting to 1275 if necessary. This selects the LOW TONES pair.
- Press the CLR button to leave the setup menu.

To test the settings, put the radio to FSK mode, push the MONI button and then switch the radio to transmit by pressing REC/SEND. You should now hear a 1275 Hz tone. If you short the RTTY jacket on the back of the radio you should hear the tone going up to 1445 Hz.

Yaesu FT-1000MP settings

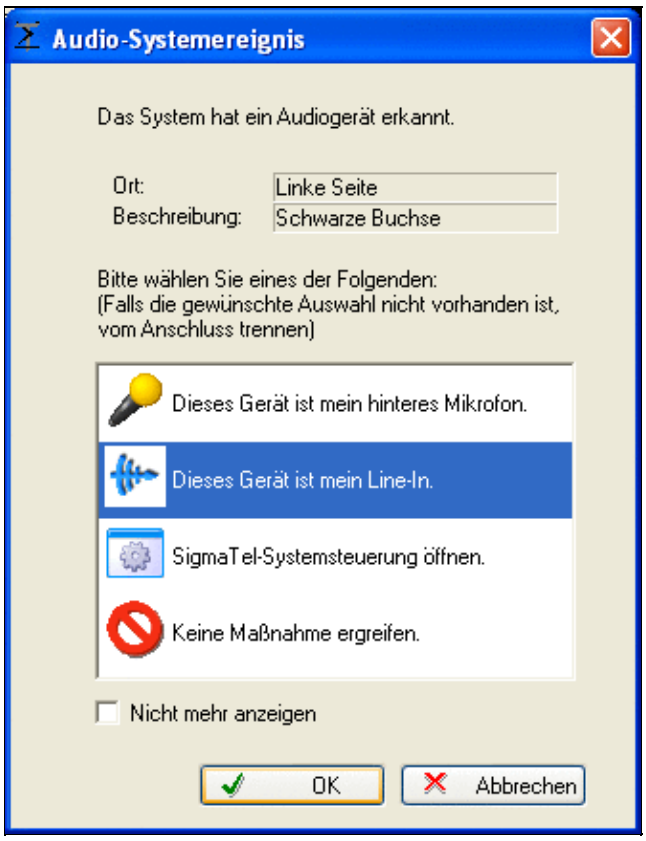
- Press and hold [FAST] then press [ENT] to access the FT-1000MP menus
- Rotate the MEM/VFO CH knob to select the following menu items
- Select menu 6-1, change the RTTY Polarity to REVERSE (rotate the main tuning knob to change it)
- Select menu 6-2, change the RTTY Tone to LO TONE (Mark = 1275 Hz)
- Select menu 6-3, change the RTTY Frequency Display to OFFSET
- Press [RTTY] until the [LSB] button illuminates indicating RTTY-LSB FSK mode

MMTTY settings for FT-1000MP

- Select Option, Setup MMTTY, Demodulator tab, set Ham Default to 1275, then press the [Ham] button
- AFC tab, *remove* the check mark from AFC
- Font/Window tab, under XYScope, *check* the Reverse Rotation box
- TX tab, PTT port, select the real or virtual COM port being used for the radio's PTT
- Misc tab, set Device ID to -1 to use the Windows default recording device. Select the Windows Control Panel, Sounds and Audio Devices, Audio Tab, Sound recording, Default Device to change the default, -or-
- Misc tab, set Device ID to the number corresponding to the desired Audio CODEC device. If using a microHAM MK2R+, in the microHAM DEVICE ROUTER program, Audio Mixer tab, on the RX RECORDING/DIGITAL side of the menu, press the GET ID button and use the "WAVE IN" device number displayed in the pop-up message as the MMTTY Device ID.
- Misc tab, under Tx Port, select COM-TxD (FSK)
- Misc tab, click the [USB Port] button, select Processing Method C: Limiting speed
- Press [OK]

microHAM USB Interface II

- Make sure you have read the user manual and configured the microHAM Interface for Kenwood using the internal jumpers.
- Connect the microHAM USB Interface II to your radio and computer.
    - On the radio side there will be four connections: CW, RTTY, ACC1 and ACC2,
    - On the computer side there will be three connections: USB, Line-out and Line-in (or microphone). For FSK operation we can actually skip the Line-out connection.
    - On my computer, once you connect the Line-in cable, a popup will ask, if this is a microphone or Line-in (see image below). Select Line-in.

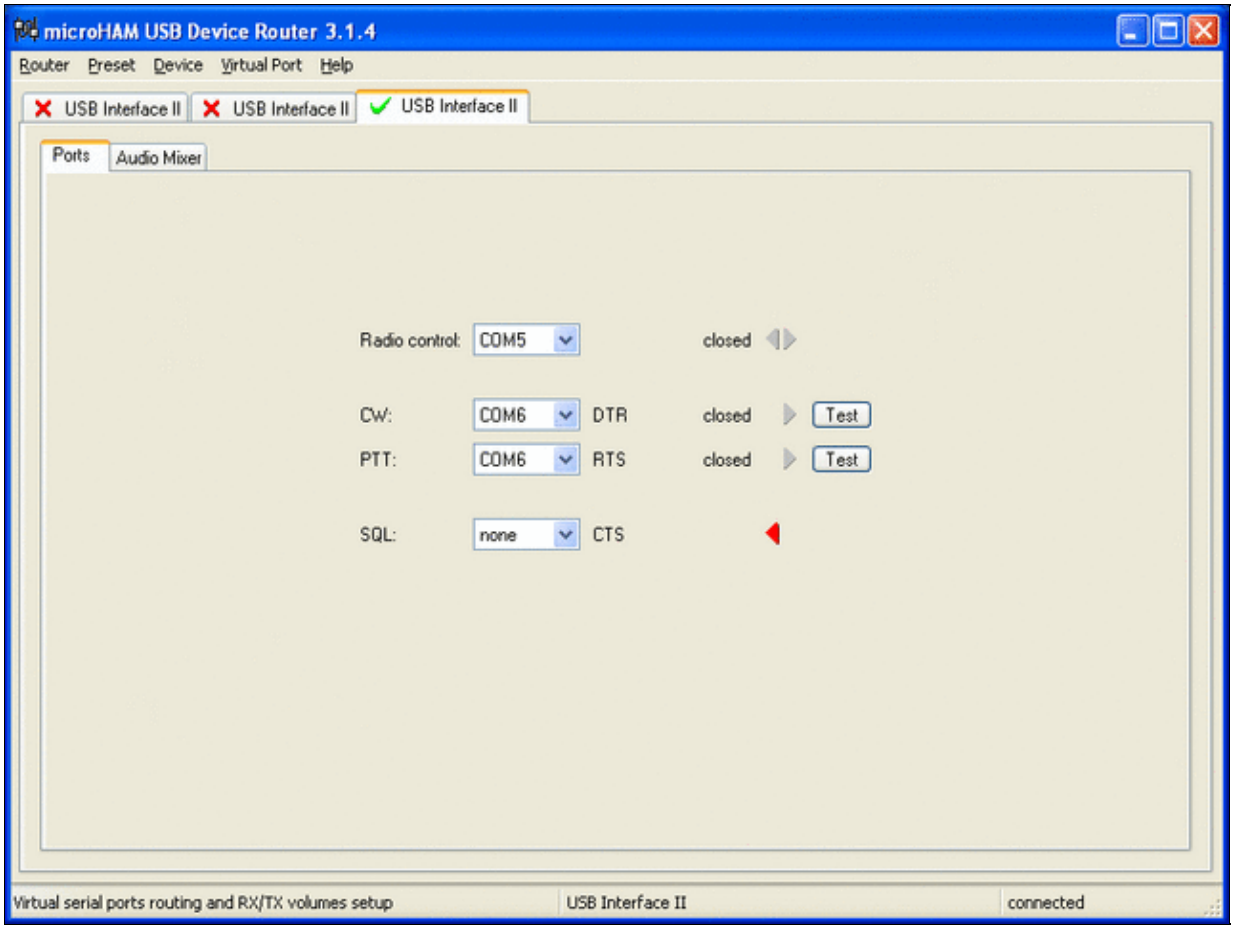


This pop-up comes up on my system every time I connect a cable to the "IN" port

- Install the microHAM software if you haven't done so already. There are two steps to it:
  - Installing the device driver - if you have several microHAM devices you will have to do this once for each of them.
  - Installing the USB Device Router - this software only needs to be installed once. It is identical on all microHAM products.

mircoHAM USB Device Router

- Set up the Device Router
- Create two virtual COM ports. Don't try to use same port for radio control PTT/CW/FSK switching - use two different ones, like COM5 and COM6
  - Configure Radio on COM5
  - Configure CW on COM6 DTR
  - Configure PTT on COM6 RTS
  - SQL is not needed

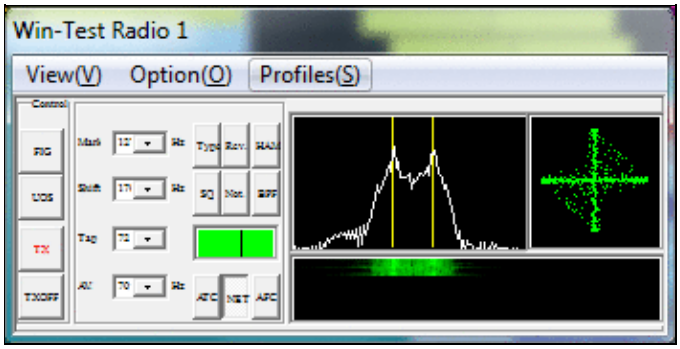


microHAM USB Interface II setup.

- Testing
  - ♦ Press the Test button on the PTT line. The radio should switch to transmit.
  - ♦ Press the Test button on the CW line. The sidetone should be audible now.

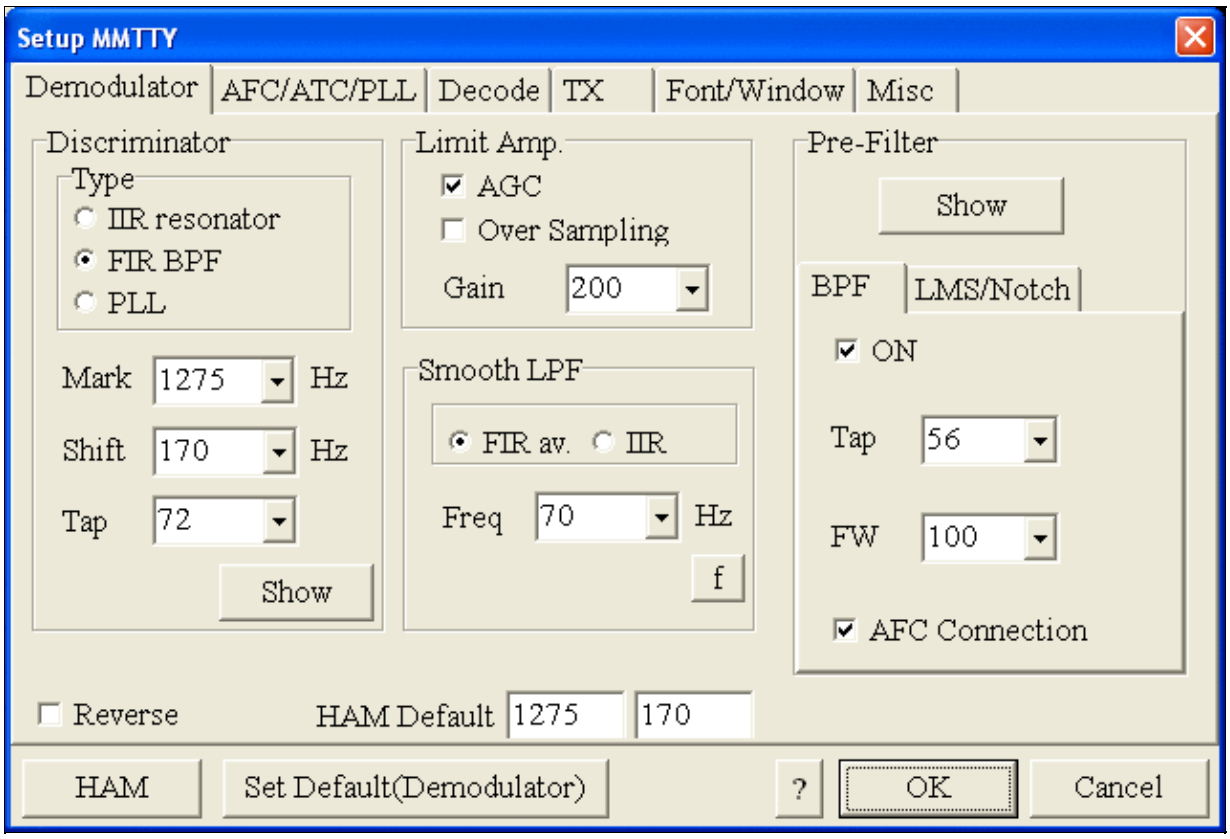
MMTTY

- Download and Install MMTTY from here.
- If you plan to use FSK, also download the EXTFSK package from there. The ZIP file you are looking for is named comfsk105.zip.
- Extract and copy ExtFSK.dll to the MMTTY directory. There is nothing else to do to install this software.
- Start MMTTY
- Activate the XY Scope by selecting the **`View(V)`** menu item and tagging **`XYScope`**



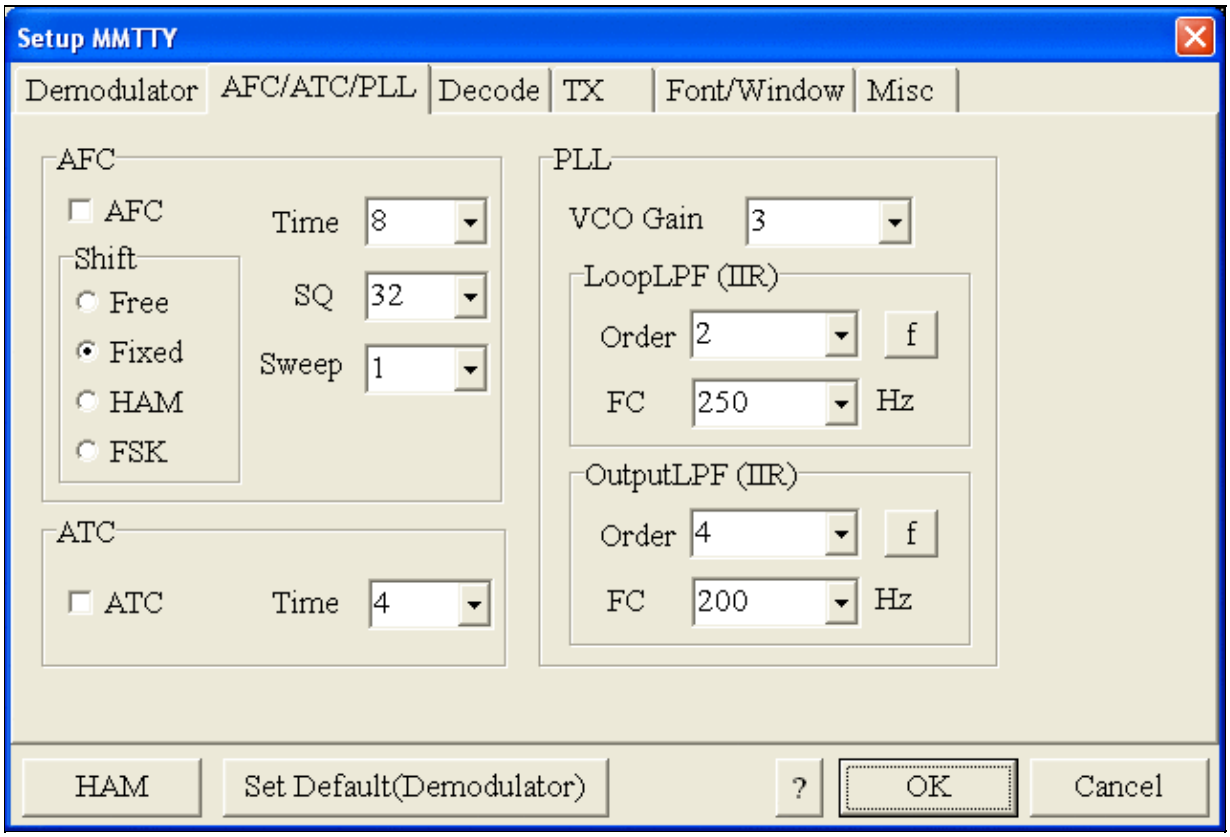
The XY Scope is a practical tuning aid and will help us to visualize the received signals.

- Go to **`Option(O) | Setup MMTTY(O)...`**
- Select the Demodulator tab and set it up like in the picture below.



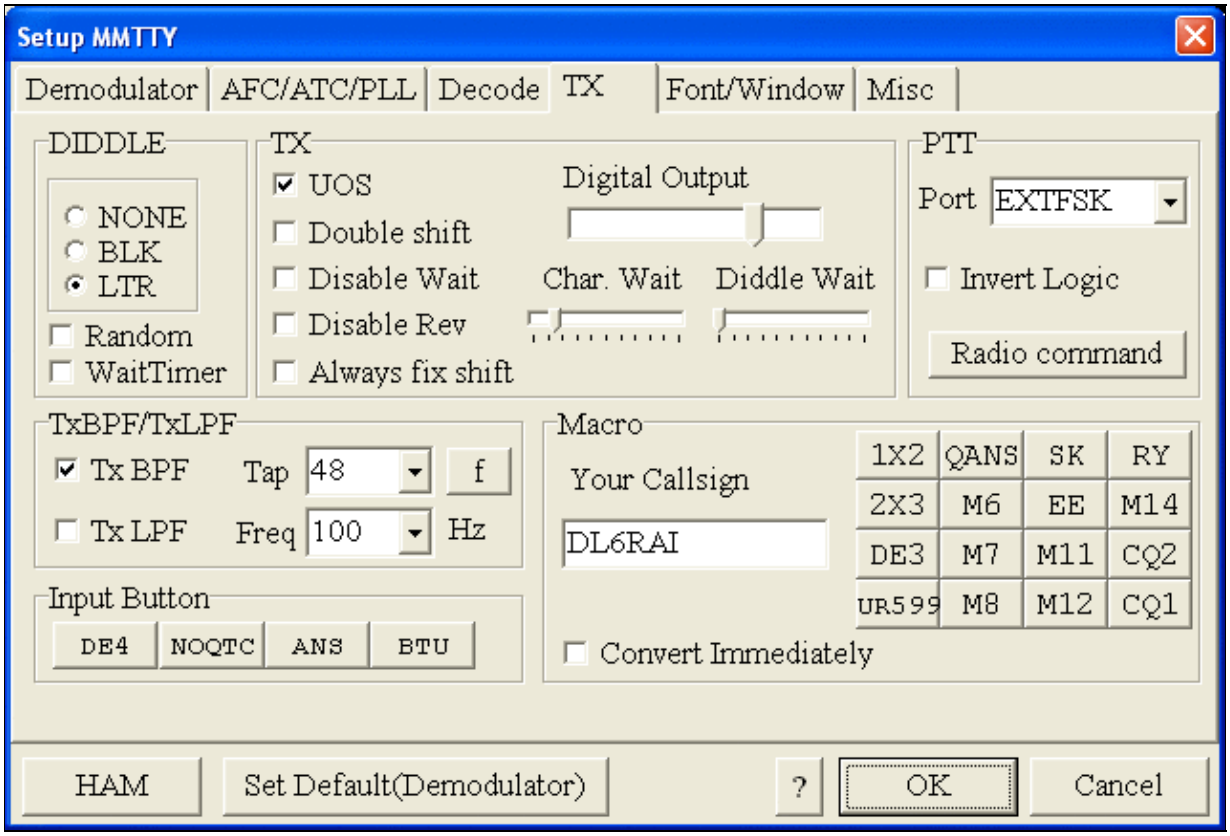
MMTTY Demodulator settings

- Select the AFC/ATC/PLL tab and make sure AFC is OFF.



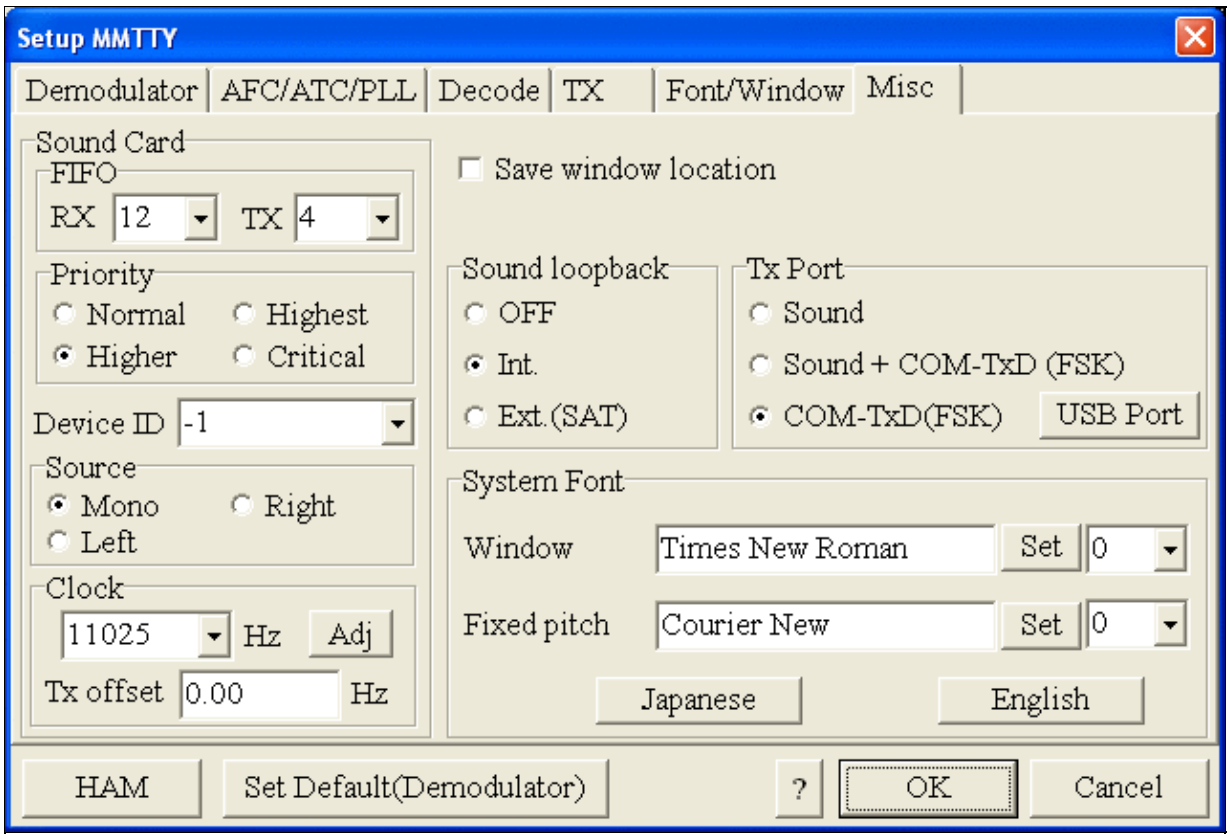
MMTTY AFC/ATC/PLL settings. Make sure AFC is off as it will eventually introduce a deviation between TX and RX frequencies.

- Select the TX tab and switch PTT port to EXTFSK. The Radio Command button in this setup screen will allow you to control the radio from within MMTTY. This is not desired in this scenario so make sure it is not configured - otherwise Win-Test would not have access to the radio COM port later.



MMTTY Tx settings - most important: keying of the PTT through EXTFSK

- Select the Misc tab and select COM-TxD (FSK) as Tx Port.

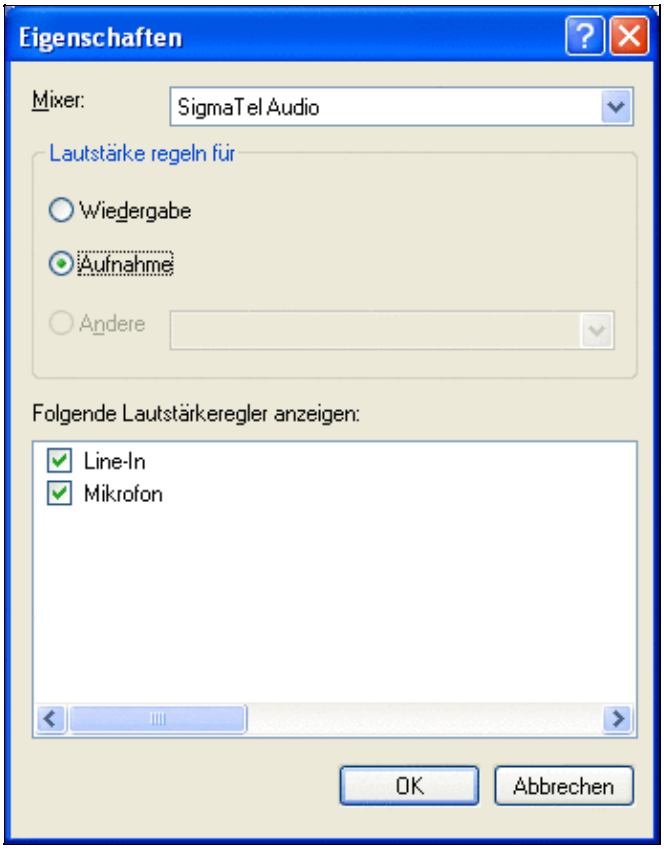


MMTTY Misc settings - this is where we configure TXD to do the FSK keying

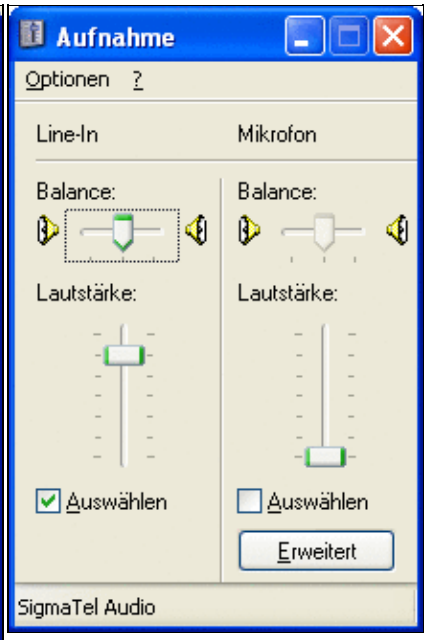
- Exit the Setup screens by pressing the OK button.

We are now ready to do some tests with MMTTY.

- Now take a look at the XY Scope display. It should look like the picture above. If you only see a single white point in the middle of the display, this means, that MMTTY gets no audio to process.
- Check your cabling. Is your cable connected to Line-in or Mic-in?
- Check the level setting for your sound card. Open the Sound control (click on the loudspeaker symbol in your task bar), switch to the Recording section and adjust the level for Line-in. When you move the control up and down you should see an increase and decrease in noise level.



Sound card dialog - select Recording here



Sound card dialog - adjust the level of Line-in

- Tune across the CW band and check if the XY scope changes when you hear signals. Once you tune across a carrier or CW signal, you should see a vertical ellipse and then a horizontal ellipse or vice versa depending on which direction you tune. The receive section of the screen will show all kinds of clutter.

- Try to find a RTTY signal (not easy on a normal day). Both ellipses should now be perpendicular to each other. See if you can decode RTTY fine. You may have to select proper filters. I use 500 Hz at 8.8 MHz IF and 2.7 kHz at 455 kHz IF.

- Next, press the TX button in the MMTTY application. You should hear the typical RTTY diddle in the monitor of the radio. The XY Scope will also display a clean RTTY signal.

- Type a few characters (including your callsign) and see how they are transmitted.

- Press the TX button one more time to shut off transmission.

- Exit the MMTTY program now.

MMTTY now works perfectly as a stand-alone progam. We are now ready for Win-Test.

Win-Test

- Start up Win-Test, create a new Win-Test file for testing.
- Go to Configure MMTTY.EXE startup path as described in RTTY#Win-Test_RTTY_configuration.
- Configure Radio Control

We are now ready to operate the contest.

See also

- Win-Test Manual section on RTTY

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BestPractice2

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Contents

Setting up an Icom IC-736 with the microHAM USB Interface II

This article is a step by step approach describing how to set up an Icom IC-736 and a microHAM USB II Interface. In the end, we will be using PTT, CW keying and transceiver control.

Icom IC-736 settings

- Press and hold the FREQ-INP and ENT keys while you power on the radio. This will allow you to set up some important parameters of your radio.
- Select menu item 12 and make sure the setting is at **`44h`**, the default address for this radio.
- Select menu item 13 and change the setting to **`1200`** if necessary. This selects 1200 Baud data rate.
- Select menu item 14 and change the setting to **`On`** if necessary. This selects the CI-V mode.
- Select menu item 15 and change the setting to **`Off`**. This sets the data length to five bytes.
- Now power off the radio to exit the menu. After that, power it back on.

microHAM USB Interface II

- Make sure you have read the user manual and configured the microHAM Interface for Icom using the internal jumpers.
- Connect the microHAM USB Interface II to your radio and computer.
    - On the radio side there will be three connections: CW, Remote and ACC1.
    - On the computer side there will be three connections: USB, Line-out and Line-in (or microphone).
- Install the microHAM software if you haven't done so already. There are two steps to it:
    - Installing the device driver - if you have several microHAM devices you will have to do this once for each of them.
    - Installing the USB Device Router - this software only needs to be installed once. It is identical on all microHAM products.

mircoHAM USB Device Router

- Set up the Device Router
- Create two virtual COM ports. Don't try to use same port for radio control PTT/CW/FSK switching - use two different ones, like COM5 and COM6
    - Configure the Radio on COM5
    - Configure CW on COM6 DTR
    - Configure PTT on COM6 RTS
    - SQL is not needed
- Testing

    - Press the Test button on the PTT line. The radio should switch to transmit.
    - Press the Test button on the CW line. The sidetone should be audible now.

Win-Test

- Start up Win-Test, create a new Win-Test file for testing.
- Go to the Configures Interfaces Menu.
    - Configure COM5 for **`Radio1`** at 1200 Baud, 8-N-1.
    - Configure COM6 as **`Other Interface...`** and select CW on the DTR line and PTT on the RTS line.
    - In the lower left corner of the interfaces configuration menu, select IC-736 as **`Radio 1`** and tick the **`Use CI-V Interface`** option. The **`DonÂ´t Poll`** option will be greyed out automatically.
    - Exit the Configure Interfaces menu by pressing the **`OK`** button.
- Testing
    - Test radio control by entering a frequency in the callsign field. The radio should jump to that frequency.
    - Open up the Band Map (Radio 1 Window) in Win-Test and tune the VFO. Watch the center of the band map move along with the frequency.
    - Press **`[F1]`** (radio set to CW) and listen to the CQ message.

We are now ready to operate the contest.

See also

- The Icom IC-736 manual
- The microHAM Web Pages containing a link to the PDF version of the manual

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Mailing List

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Knowledge needs to be shared

A Win-Test mailing list does exist for mutual assistance between Win-Test users. It is a public list.

Subscribing to the mailing list

You can easily subscribe to this list by sending a mail to support-request@win-test.com while indicating "subscribe" (without the quotation marks) in the subject.

You must be a subscriber to this list before sending a post. If not, your message will be rejected. Nevertheless, you can freely browse the archives (see below) without subscribing.

To post to the mailing list you must use **support@win-test.com**

Unsubscribing to the mailing list

You can easily unsubscribe from this list by sending a mail to support-request@win-test.com while indicating "unsubscribe" (without the quotation marks) in the subject.

Searching and browsing the archive

Before sending a post, we advise you to have a look in the public archives of the list in order to see whether your problem has already been mentioned, and possibly solved, by other users.

You can also search this archive, as it is indexed by Google. For example, to search for **`QTCs`** you'd use the following keywords in Google's search box:

How to search the Win-Test Mailing List Archive

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FAQ:Networking

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What is the Win-Test network protocol?

The Win-Test network protocol is used for communication between the computers running Win-Test. It is based on UDP broadcasts (Wikipedia:User Datagram Protocol). Please see Networking for information on how to configure networking in Win-Test.

In a networked environment, can we mix different versions of Win-Test?

No. As usual, you must have the same WT version on every connected computer.

It is important that ALL computers on the network are running the SAME Win-Test version! (For example do **not** run version 4.0.7 on one computer and version 4.1.0 on another.)

UDP error opening socket #10013 and #10038 Errors

Installation of some HUAWEI HSDPA USB MODEM drivers is known to cause these error messages to appear whenever you try to use Win-Test networking. Please try the following:

- Disconnect the Huawei USB modem
- Uninstall the Huawei modem drivers via Control Panel, Add/Remove programs or the icon supplied with the software, if any
- Delete or rename the **Huawei** sub-directory, if any, found under **C:\Program Files**
- Test Win-test networking
- Reinstall the Huawei modem drivers, but use a a newer software driver.

There are reports that a newer driver for the Huawei USB modem may fix the problem. But if you no longer need to use the Huawei device on the Win-Test machine, do not install a new driver.

Please check the value of the following registry key using **Start | Run | regedit** in Windows:

```
HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\AFD\Parameters\DisableAddressSharing
(REG_DWORD, Value 0,1, Default=0)
```

If it is set to 1, set the value to 0.

Reference: http://technet.microsoft.com/en-us/library/cc781532(WS.10).aspx
See also: http://lists.f5mzn.org/pipermail/support/2009-December/079147.html
(thanks DL2ALF)

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FAQ:User Interface

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How can I change the default window layout so that it is the same as it was in the last contest?

Win-Test automatically saves the current window layout in the Win-Test binary log file (.wtb or .wt4) whenever you exit. So, each log file can have a different window layout depending on the contest.

To change the *default* window layout used for new logs, see Options | Windows.

To use a different window layout for each contest, copy the old binary file to a new file, e.g.

`copy wpx07cw.wtb wpx08cw.wtb` (for WT version 3)

`copy wpx09cw.wt4 wpx10cw.wt4` (for WT version 4)

Then open the new file and use the CLEARLOG text command to remove all the QSOs.

How can I save my CW messages so that they are the same ones I used the last time I entered this contest?

Win-Test automatically saves the current CW messages in the Win-Test binary log file (.wtb or .wt4) whenever you exit. So, each log file can have a different set of CW messages depending on the contest.

But the *default* CW messages used for new logs are hard coded and cannot be changed.

However, once you have the messages set for a particular contest, copy the old binary file to a new file, e.g.

`copy wpx07cw.wtb wpx08cw.wtb` (for WT version 3)

`copy wpx09cw.wtb wpx10cw.wtb` (for WT version 4)

Then open the new file and use the CLEARLOG text command to remove all the QSOs. The programmed CW messages are retained and will be the same as the ones you had in the original file.

How do I get the S&P Messages to Work?

First, from the menu select Tools | Data Entry | Enable Run/S&P Switching.

Then press **`[Ctrl-Tab]`** to toggle between RUN and S&P modes. The current mode is displayed in the Clock Window.

Can I use "Insert Mode" in a serial number or exchange field?

No, insert mode only works in the callsign field.

This part of Win-Test data entry works exactly the same as CT. There is no command or option to change it. Note that the **`[Insert]`** key is dedicated to another function (send callsign + exchange).

In the callsign field, where one is often missing part of the prefix or suffix, Win-Test accepts input in "insert mode", so that you can easily insert missing characters with minimal typing (and use the **`[Home]`** and **`[End]`** keys as well).

But in all the exchange fields, where it is more common to just need to correct a single digit or letter, Win-test accepts characters in "overtype mode". Overall this means less typing than if data entry was done the same way in both fields.

Workaround: just type "?" for the missing number or exchange, e.g. **`12?2`**. Then when you press the space bar (twice of course), the cursor will jump right to the "?" and you'll be able to type over the "?" to insert the missing digit.

How can I change the font and background colors?

Use the context menu (right-click) for each window. It also works for the main log window (but you have to select the Log item first). You can also use your mouse wheel while holding the **`Ctrl`** key to modify the font size on the fly (a la Mozilla/Firefox).

How can I change threshold for off-time calculation?

Open the rate Window (**`Alt-R`**), open the context menu (right-click on the rate window), there is a menu point `Offtime | calculation threshold`. The threshold can be set to 10, 20, 30, 40, 50, 60 or a custom value between 1 and 120 minutes.

How can I save my CW messages so that they are the sameones I used the last time I entered this contest?

Is a log transfer between Win-Test and XXX (put your favorite logging software here) possible?

If your logging software allows imports from ADIF (Amateur Data Interchange Format) files, there should be no problem. If it does not manage it, ask the author of YOUR favorite logging software to support it, or use another software.

If you wish to go from XXX to Win-Test, use the Cabrillo import function.

Do I have to set my machine in UTC?

No, Win-Test perfectly manages to calculate UTC time from the time settings in Windows. Make sure, however, that you have set the correct time zone for your location.

In a networked environment, one of the computers should be the assigned time master and each of the connected machines will be synchronized with that computer. This sync feature helps to avoid irritations during the operation.

If you inadvertedly had your computer set to an incorrect time or date, you have a chance to correct this after the contest. Please see Time Shift for further details.

I want to enter a post-contest log in Win-Test. How can I enter the date and the time of QSO?

Win-Test is not really adapted to that. You should try to type while contesting. You should make it very quickly. However, it is possible to use the `Edit | Date and time of the QSO` menu (**`Alt-F`** shortcut).

When I try to use the Parallel Port (LPT1), I get a message DLPortIO.DLL not loaded or DLPORTIO.SYS not not found

Windows NT, Windows 2000, Windows/XP

If you use Windows NT/2000/XP, check to see if the following files are present:

```
C:\Windows\System32\DLPortIO.dll
C:\Windows\System32\drivers\dlportio.sys
```

If not,

> `Download and run http://download.win-test.com/port95nt.exe`

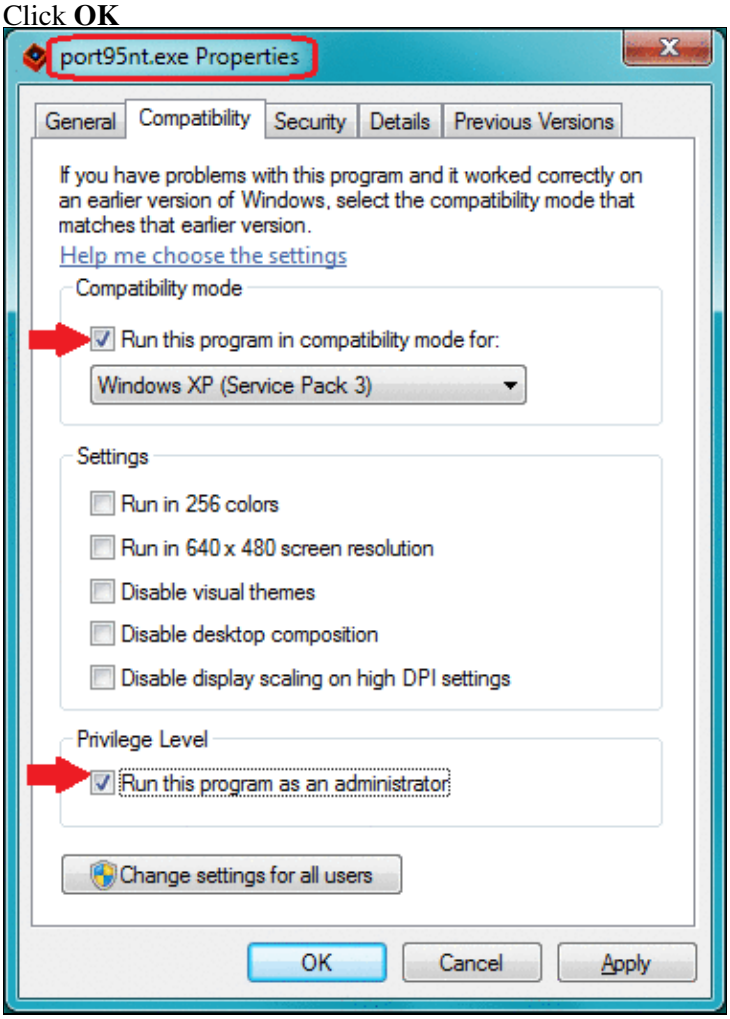
to install them.

32-bit Windows Vista or Windows 7

If you use **32-bit** Windows Vista or Windows 7, see above, but do the following *before* running port95nt.exe:

1. In Windows Explorer, right-click on **port95nt.exe**
2. Click **Properties**

3. In the popup, click the **Compatibility** tab
4. Check the box next to **Run this program in compatibility mode for**
5. In the drop-down list, select **Windows XP Service Pack 3**
6. Check the box next to **Run as administrator**
7. Click **OK**



64-bit Windows Vista, Windows 7, or Windows 8

If you use **64-bit** Windows Vista, Windows 7, or Windows 8, do *not* use port95nt.exe. Instead,

```
Download InpOutBinaries_1500.zip from http://www.highrez.co.uk/scripts/download.asp?packag
```

1. Unzip **InpOutBinaries_1500.zip** to a temporary directory like C:\temp.
2. Run C:\temp\Win32\InstallDriver.exe to install C:\Windows\System32\drivers\inpoutx64.sys
3. Manually copy **C:\temp\Win32\inpout32.dll** to your Win-Test installation directory, but rename it to DLPortIO.dll, e.g. from a Windows command prompt
```
cd "\Program Files (x86)\Win-Test\"
copy \temp\Win32\inpout32.dll DLPortIO.dll
```

There are no messages, but the parallel port still doesn't work

Use Options | Configure Interfaces .... Make sure that the **LPT** check box is checked. Press the **[Configure...]** button next to the LPT check box. Verify that the parallel port hex address is set correctly for your system. See the Printer Ports for information on how to determine the hex address being used by your computer.

Note: USB-to-Parallel adapters will not work. Some PCI parallel adapters may also not work.

When using CW with WT, it sometimes chokes. What can I do?

It is advised in this case to stop the execution of some programs which are not essential to you during the contest. In particular antivirus software. Furthermore, under some OS (WinNT, Win2K or WinXP), logging with an administrator account is advised.

Can I define a new contest in Win-Test?

Currently, it is not possible. Win-Test is designed to fit contests to the closest. Each competition has its specifics, and rather than to make an universal tool, the author prefers WT to support fewer contests, but better than the other existing software.

During a contest, can I change a DXCC country "on the fly", like in CT where you say TO5X=FG?

This feature is not available in Win-Test at this time. However, if you are on-line, you may download a new version of the country file from within Win-Test with a single mouse click. Please see the Menu:Options#Data_files chapter for further details.

I have a question. What should I do?

Use the mailing list.

I asked a question directly to the author and I did not have an answer!

Bad choice. Use the mailing list instead.

I would like such and such features!

Suggest them! Use the mailing list. We will then see what we can do...

Where can I read the archives of this mailing list you do not stop talking about?

You can view the public archives of the mailing list at the following URL: http://www.f5mzn.org/pipermail/support/.

To search the archives, do a Google search like this:

```
site:lists.f5mzn.org wt-support search-argument
```

where *search-argument* describes what you are searching for, or just click here.

See Mailing List for more info on searching and subscribing.

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FAQ:Licensing

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I bought Win-Test on the web with my PayPal account since several days, but I haven't received any CD-ROM ! What's wrong ?

Actually, you will **never** receive any CD-ROM. Win-Test is **only** downloadable on our web site. Win-Test is not available on CD-ROM or any other media.

I bought Win-Test on the web with my PayPal account since several days, but I haven't received my registration key ! What's wrong ?

Once our server has received your payment, it automatically sends an email with instructions to register your copy of Win-Test. This email is sent to the email address you provided on our purchase form. First, check you have received this email, by checking your inbox and your junk/spam box (if any). Some antispam software discard this email because it is written in three different languages. Secondly, read it carefully. It explains how to register your copy of Win-Test.

I received your automatic email, but my registration key is not in ! What's wrong ?

You should have carefully read this email. It explains that you have to go to the registration page on our website, and fulfill this form to request a key. Our server will then send you a personnalized registration key to the email address you provided when you bought Win-Test.

I went to your registration page but the form requires a computer code. I totally dismanteled my computer and I can't find it. Where is it located ?

Actually, you can re-assemble it now. As the instructions email and the registration page clearly indicate, this computer code is located in the registration dialog you will find in the Help | Register software... menu of Win-Test. Save the planet, always read the instructions !

I am hosting a multi-op station with several machines. Do I need to buy a licence for each of them ?

No. One licence is enough. The purchase of Win-Test authorizes his owner to use it on every machine he owns. But you will have to request a registration key for each computer.

I personally own a Win-Test licence. Can I install Win-Test using my identifiers on the computer of my local radio club ?

No. You can bring your own computer (laptop) if you wish to operate from the radio club, even using the radio club's callsign, but you cannot install Win-Test on a computer belonging to the radio club, using your personal Win-Test account (licence). To install Win-Test on the (or one of the) computer(s) of the radio club, the radio club itself must have its own licence.

I personally own a Win-Test licence. Can I install Win-Test using my identifiers on the computer brought by my mates who come home for a multi-op effort ?

No. You are only allowed to install and register Win-Test on your own computer(s). Your mates need a personal licence to install and use Win-Test on their own computers.

I have registered the Win-Test licence to my personal call. Can I use it with a different callsign, like a vanity one?

Yes. The operating callsign can be different to the registered callsign. When you set up your contest, you can choose here any callsign you will operate with.

My local radio-club owns a Win-Test licence. As a member of this club, can I use its identifiers to install and register Win-Test on my own computer?

No. The radio-club licence allows to register Win-Test on the computers owned by this club only. If you need to register Win-Test on your own computer, you must buy a personal licence.

I have registered Win-Test on my desktop computer. Can I register it on my notebook (or my other computer), and if so, how to do it?

As you own both computers, you are allowed to install Win-Test and register it. Just request another key for your notebook on our website. Obviously, as the computer code are different for each computer, the registration key you will receive will be different.

I just upgraded to Win-Test V3. But my license is gone?

You have to enter a new registration Key for Win-Test V3. If you would like to have Win-Test V2 installed at the same time, You must install V3 into a different directory so you can have both registration keys installed.

Can I have a registered WT2 and a registered WT3 in the same installation directory?

We totally discourage it. If you want to keep and use a v2, and also use a v3, it is mandatory to install each of them in a different directory. If not, after registering the v3, your v2 will be automatically un-registered. Of course, if you decide not to keep a v2, you can install your v3, and register it, in the same existing directory.

I asked a question directly to the author and I did not have an answer !

Bad choice. Use the mailing list instead.

Where can I read the archives of this mailing list you do not stop talking about ?

You can read the public archives of the mailing list here: http://www.f5mzn.org/pipermail/support/

See also

- Win-Test licensing on http://www.win-test.com

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