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## File menu commands

The File menu offers the following commands:

New	Creates a new document.
Open	Opens an existing document.
Save	Saves an opened document using the same file name.
Save As	Saves an opened document to a specified file name.
QSL Labels to File	Create a file of QSL labels
Print	Prints a document.
Print Preview	Displays the document on the screen as it would appear printed.
Print Setup	Selects a printer and printer connection.
Page Setup	Print setup for logs.
QSL Page Setup	Enter label sizes for QSL printing.
Print QSLs	Print QSLs for all the QSOs that have been marked.
Import	Read a .TQS file (a saved QSO journal).
Merge	Merge two WL files into a single log.
QSO Search	Search other WL files for a callsign.
Exit	Exits WriteLog.

## Edit menu commands

The Edit menu offers the following commands:

Copy	Copies data from the document to the clipboard.
Paste	Pastes data from the clipboard into the document.
Paste Link	Pastes from the clipboard a link to data in another application.
Insert New Object	Inserts and embeds an object, such as a chart or an equation in a document.
Links	List and edit links to embedded documents.

## View menu commands

The View menu offers the following commands:

Normal	View log sorted in time order
Only the log	Hide all windows except the log
Log by call sign	View the log QSOs in call sign sort order
Log chronologically by band	View the log by band
Band Summary	Show/hide band summary window
Edit QSO tool	Show/hide the Edit QSO tool
Qso Entry Window	Show/hide the QSO Entry Window
Toolbar	Show/hide the toolbar.
Status Bar	Show/hide the status bar.
Check Call	Show/hide the Check Call window.
Search and Pounce Memories	Show/hide the Search and Pounce Memories
Rates	Show/hide QSO Rate display

## Entry menu commands

The Entry menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.

## Radio menu commands

The Radio menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.

## Bands menu commands

The Bands menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.

## Options menu commands

The Options menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.



## Tools menu commands

The Tools menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.

## Contest menu commands

The Contest menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.

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## Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Help	Offers you an index to topics on which you can get help.
Topics	
About	Displays the version number of this application.

## New command (File menu)

Use this command to create a new log in WriteLog.

You can open an existing document with the Open command.

### Shortcuts

Toolbar:



Keys:


CTRL+N

## Open command (File menu)

Use this command to open an existing log.

You can create new documents with the New command.

### Shortcuts

Toolbar:   
Keys: CTRL+O

Using the File Type selector in the File Open dialog, choose one of the formats WriteLog can read:

#### **WriteLog Version 9 or later (\*.WL)**

Reads the WL files created by version 9 and later.

#### **WriteLog Version 8 File (\*.CNT)**

This type selection will automatically read files written by WriteLog version 8.0 and all earlier versions of WriteLog.

#### **CT Version 8 binary. (\*.BIN)**

CT Version 8.0 BIN files

WriteLog version 10 and later stores and recovers the screen layout in the WL file. If you hold down the CTRL key while opening a file, WriteLog will not recover the screen layout from the WL file.

## File Open dialog box

The following options allow you to specify which file to open:

**File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

**List Files of Type**

Select the type of file you want to open:

**Drives**

Select the drive in which WriteLog stores the file that you want to open.

**Directories**

Select the directory in which WriteLog stores the file that you want to open.

**Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## Save command (File menu)

Use this command to save the log to its current name and directory. When you save a document for the first time, WriteLog displays the Save As dialog box so you can name your log. If you want to change the name and directory of an existing log before you save it, choose the Save As command.

### Shortcuts

Toolbar:



Keys:

CTRL+S

## Save As command (File menu)

Use this command to save and name the log. WriteLog displays the Save As dialog box so you can name your log.

To save a log with its existing name and directory, use the Save command.

In addition to its own binary format, WriteLog provides additional output formats in the File Save as menu:

### **WriteLog Compound File (\*.WL)**

The native file format for WriteLog 10.0.

### **File version of Print Chronological (\*.TXT)**

This is ASCII text of the log formatted for printing.

### **File version of Dupe Sheet (\*.DUP)**

This is ASCII text of the dupe sheets formatted for printing.

### **DIFF spreadsheet format. (\*.DIF)**

Spreadsheets can read this format.

### **ASCII with no formatting. by time. (\*.TXT)**

An ASCII format that contains all of the internal data and no headers or page breaks. It is identical to the incremental journal (*i.e.* the .TQS file) and can be imported with File Import. You can control

### **ASCII with no formatting. by band. (\*.TXT)**

Same as above, but sorted in order of band first, then by time.

### **ASCII with no formatting. by radio. (\*.TXT)**

Same as above, but sorted in order of the radio letter (the NETW column for networked logs) and then by time.

### **Comma delimited ASCII (\*.TXT)**

Some log data import programs can read this. Exchange fields with their "Print" field turned off (see Editing QSO Exchange Fields) will not appear in the file, and those that have it on, will.

### **Minimal comma delimited ASCII (\*.TXT)**

Only has columns for the CALL, the date, time, frequency, and mode.

### **WK1 spreadsheet format. (\*.WK1)**

Spreadsheets can read this format.

### **ADIF file (\*.ADI)**

Some logging programs can read this format.



## **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

### **File Name**

Type a new filename to save a document with a different name. A filename can contain up to eight characters and an extension of up to three characters. WriteLog adds the extension you specify in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the document.

### **Directories**

Select the directory in which you want to store the document.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **1, 2, 3, 4 command (File menu)**

Use the numbers and filenames listed at the bottom of the File menu to open the last four logs you closed. Choose the number that corresponds with the log you want to open.

## Exit command (File menu)

Use this command to end your WriteLog session. You can also use the Close command on the application Control menu. WriteLog prompts you to save the log if there are unsaved changes.

### Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

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## Copy command (Edit menu)

Use this command to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected.

Copying data to the clipboard replaces the contents previously stored there.

### Shortcuts

Toolbar:



Keys:

CTRL+C

## Paste command (Edit menu)

Use this command to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

### Shortcuts

Keys:       CTRL+V

Edit Paste (and its keyboard shortcut CTRL+V) paste the contents of the Windows clipboard into the currently active WriteLog window. The Edit Window will paste text into its edit bar if the keyboard cursor is currently in it, or, if you have a single QSO in the edit window highlighted, it will paste an OLE embedded object into the note for the highlighted QSO.

The Entry Window can paste text into field where its cursor currently is.

## Toolbar command (View menu)

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in WriteLog, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.





See Toolbar for help on using the toolbar.

## Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in WriteLog,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click	To
	Open a new document.
	Open an existing document. WriteLog displays the Open dialog box, in which you can locate and open the desired file.
	Save the active document or template with its current name. If you have not named the document, WriteLog displays the Save As dialog box.
	Print the active document.

## Status Bar command (View menu)

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See Status Bar for help on using the status bar.



## Status Bar



The status bar is displayed at the bottom of the WriteLog window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right areas of the status bar indicate which of the following keys are latched down:

Indicator	Description
NUM	The Num Lock key is latched down.
SCRL	The Scroll Lock key is latched down.
CW	Indicates the speed of the CW keyer.
AUTO CQ	Indicates that Auto CQ is on.

## Split Command (View menu)

Use this command to split the active window into panes. You may then use the mouse or the keyboard arrows to move the splitter bars. When you are finished, press the mouse button or enter to leave the splitter bars in their new location. Pressing escape keeps the splitter bars in their original location.

## **Index command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using WriteLog and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

## Using Help command (Help menu)

Use this command for instructions about using Help.  
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## About command (Help menu)

Use this command to display the copyright notice and version number of your copy of WriteLog.

## Context Help command



Use the Context Help command to obtain help on some portion of WriteLog. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the WriteLog window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

### Shortcut

Keys:       SHIFT+F1

## Title Bar



The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the document
- Restore button

## Scroll bars

Displayed at the right and bottom edges of the log window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the log. You can use the mouse to scroll to other parts of the log.



## Size command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### Shortcut

Mouse: Drag the size bars at the corners or edges of the window.

## Move command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


### Shortcut

Keys: CTRL+F7

## Minimize command (application Control menu)

Use this command to reduce the WriteLog window to an icon.


### Shortcut

Mouse: Click the minimize icon  on the title bar.  
Keys: ALT+F9

## Maximize command (System menu)

Use this command to enlarge the active window to fill the available space.

### Shortcut

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.  
Keys: CTRL+F10 enlarges a document window.

## Close command (Control menus)

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.



Note: If you have multiple windows open for a single document, the Close command on the document Control menu closes only one window at a time. You can close all windows at once with the Close command on the File menu.

### Shortcuts

Keys:	CTRL+F4 closes a document window
	ALT+F4 closes the <<YourType>> window or dialog box

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## Restore command (Control menu)

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

## Switch to command (application Control menu)

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### Shortcut

Keys: CTRL+ESC

### Dialog Box Options

When you choose the Switch To command, you will be presented with a dialog box with the following options:

#### Task List

Select the application you want to switch to or close.

#### Switch To

Makes the selected application active.

#### End Task

Closes the selected application.

#### Cancel

Closes the Task List box.

#### Cascade

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### Tile

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### Arrange Icons

Arranges the icons of all minimized applications across the bottom of the screen.

## No Help Available

No help is available for this area of the window.



## No Help Available

No help is available for this message box.

<< If you wish to author help specific to each message box prompt, then remove the AFX\_HIDP\_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX\_HIDP\_xxx value. For example, AFX\_HIDP\_INVALID\_FILENAME is the help topic for the Invalid Filename message box. >>



## Print command (File menu)

Use this command to print a document. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

### Shortcuts

Toolbar:



Some contests require you to submit separate logs for each band; check the published rules to decide whether to print chronologically, or by band. For all reports, the page heading printed on each page is controlled by the Edit Page heading menu entry. Some additional control of the display and printing format is also under the Options Display format menu, and the font used for printing is the same as the one you select under Options Font.

Be sure to experiment with the landscape and portrait modes to get the best fit of your report on the page. One or the other may be better depending on whether you're printing a dupe sheet or a log sheet, and on how wide your QSO data is.

The sort order for the dupe sheets is determined by the Edit Sort Order menu entry. The default sort order is straight ASCII sort order (more useful for DX contests) but may be changed to sort by call area (for US or Canadian contests)

See Also

Print QSOs by Callsign

Log Preparation

File Print Setup

## Print dialog box

The following options allow you to specify how the document should be printed:

### Printer

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

### Setup

Displays a Print Setup dialog box, so you can select a printer and printer connection.

### Print Range

Specify the pages you want to print:

**All** Prints the entire document.

**Selection** Prints the currently selected text.

**Pages** Prints the range of pages you specify in the From and To boxes.

### Copies

Specify the number of copies you want to print for the above page range.

### Collate Copies

Prints copies in page number order, instead of separated multiple copies of each page.

### Print Quality

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

## Print Progress Dialog

The Printing dialog box is shown during the time that WriteLog is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose Cancel.

## Print Preview command (File menu)

Use this command to display the active document as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the document; zoom in and out of pages; and initiate a print job.

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## Print Preview toolbar

The print preview toolbar offers you the following options:

**Print**

Bring up the print dialog box, to start a print job.

**Next Page**

Preview the next printed page.

**Prev Page**

Preview the previous printed page.

**One Page / Two Page**

Preview one or two printed pages at a time.

**Zoom In**

Take a closer look at the printed page.

**Zoom Out**

Take a larger look at the printed page.

**Close**

Return from print preview to the editing window.

## **Print Setup command (File menu)**

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.



## Print Setup dialog box

The following options allow you to select the destination printer and its connection.

### **Printer**

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

### **Orientation**

Choose Portrait or Landscape.

### **Paper Size**

Select the size of paper that the document is to be printed on.

### **Paper Source**

Some printers offer multiple trays for different paper sources. Specify the tray here.

### **Options**

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.



## Links command (Edit menu)

Use this command to display a Links dialog box which lets you edit links between your document and other documents.

This command is unavailable if you have no links in your document.

## Links dialog box

<< Write a topic here that discusses the Links dialog box. >>

## Object verb (Edit menu)

<< Write a topic here that discusses Object verb. >>

### Shortcut

Mouse: Double-click the object with the left mouse button.

## **Insert New Object command (Edit menu)**

Inserts and embeds an object, such as a chart or an equation in a document. The application in which the object was created becomes active on the screen.

Select the object you want to insert into your document using the Insert New Object dialog box.

## Insert New Object dialog box

<< Write a topic here that discusses the Insert New Object dialog box. >>

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## Change Icon dialog box

<< Write a topic here that discusses the Change Icon dialog box. >>



## Convert dialog box

<< Write a topic here that discusses the Convert dialog box. >>

## Paste Special dialog box

<< Write a topic here that discusses the Paste Special dialog box. >>

## Update command (File menu)

<< Write a topic here that discusses the Update command. >>

## **Save Copy As... command (File menu)**

<< Write a topic here that discusses the Save Copy As... command. >>





## WriteLog for Windows™

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<http://www.writelog.com>

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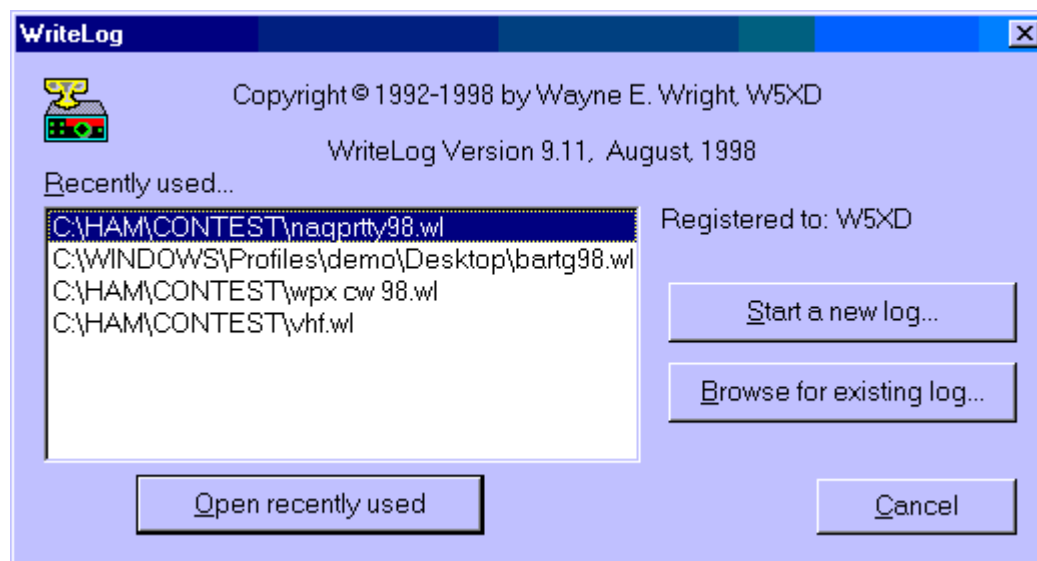
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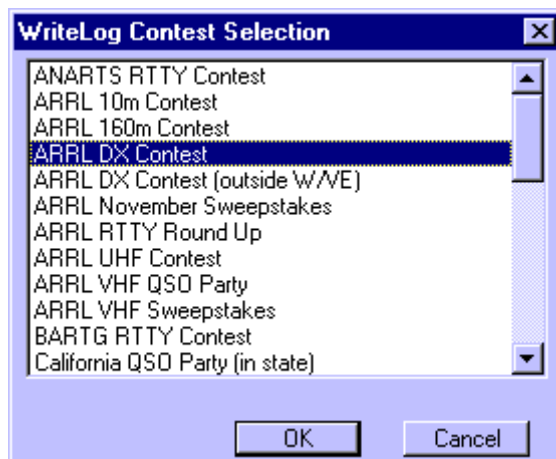
## Getting Started with WriteLog

WriteLog takes full advantage of the features of Microsoft Windows so you are free to do many operations in any order you please rather than in the forced order required by DOS programs. This tutorial takes you through one particular order to show you the ropes. Feel free to experiment later, but follow the instructions in this section if you want the screens to look like the tutorial.

Start WriteLog from the Start Menu group named WriteLog v10 (or use the start menu name you chose for the group when you installed WriteLog). The first screen you see is the startup screen.



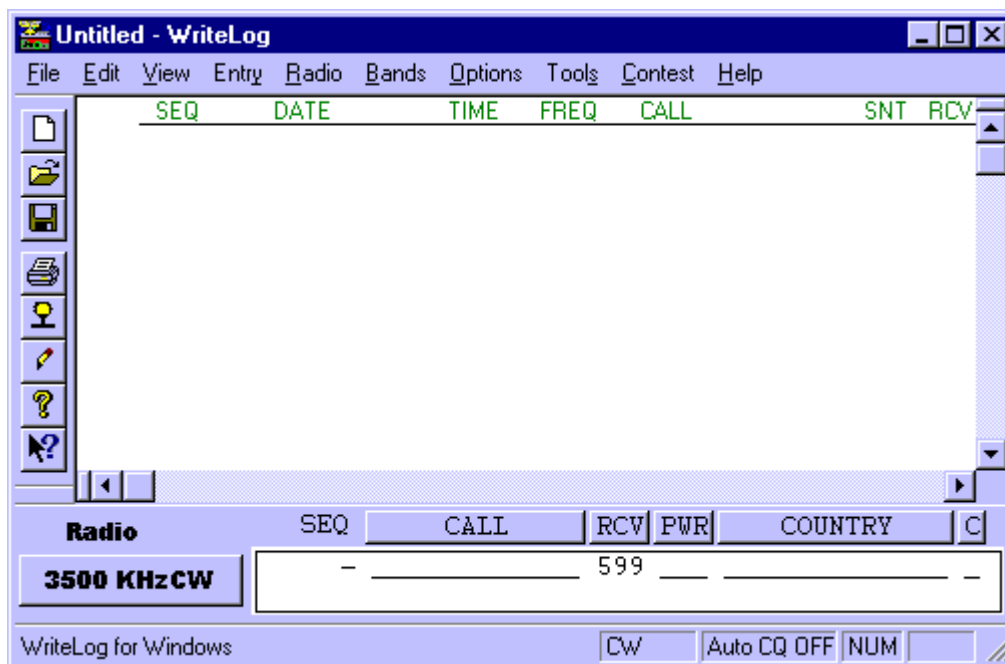
For this example, chose "Start a new log..." WriteLog responds with a dialog box showing the list of contests supported, as shown in this picture:




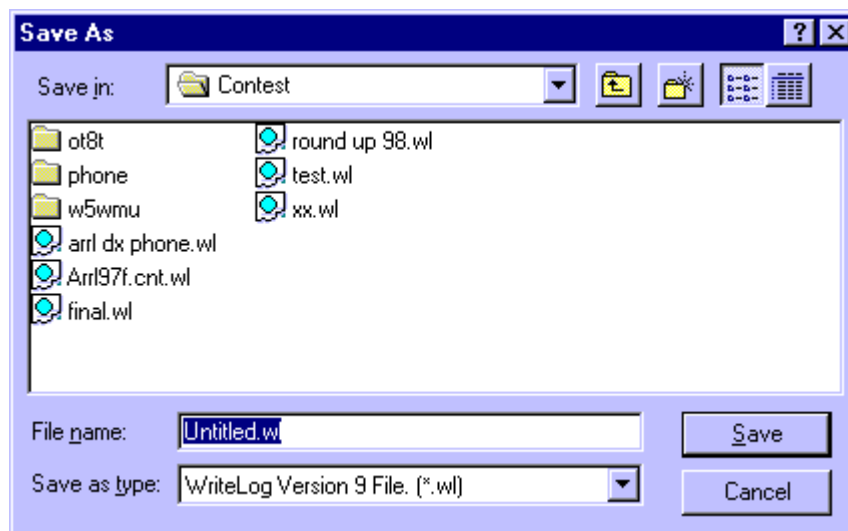
For this example, click on "Arrl DX Contest", and then "OK". The Entry Window has reconfigured to log the contest exchange for the ARRL Dx Contest. It comes up the first time with the screen split into two windows, the Entry Window, and the Log Window. The smaller one, the Entry Window, handles all the transmitter control for sending CQs and messages, and also receives any typed in QSO information from



you. (If you're not familiar with the terms "mouse click", "drag", "active window", or "caption bar", then start with a basic tutorial on Microsoft Windows—those concepts aren't covered here. Come back when you're ready.)



The next thing to do after selecting a contest, is to save a copy of what you've done so far. Use the File Save icon  and you get WriteLog's File Save Dialog:



Type in "arri dx phone" and that's the name of the file WriteLog will use for the contest.

If you are used to running DOS software, here's an opportunity to deal with Windows ability to run several programs simultaneously: WriteLog has two windows on the screen and will respond quite differently based on which of its windows you have made active. WriteLog shows you when the Entry Window is active by flashing a

rectangle. A mouse click on the desired window makes it active. *And you almost always want the Entry Window to be active.*

With the Entry Window active, you can type in information for a QSO and log a QSO, and, if you've told WriteLog how it is connected to your transmitter (see Setup Ports), transmit CW, digitized voice, or RTTY using the function keys F2 through F11. Note that if the Entry window is *not* active, then you *cannot* type in QSO info, log a QSO, or command your rig to change bands, etc.

With the Log Window you can view and edit existing information for all the QSOs already in the log (there aren't any yet in this example).

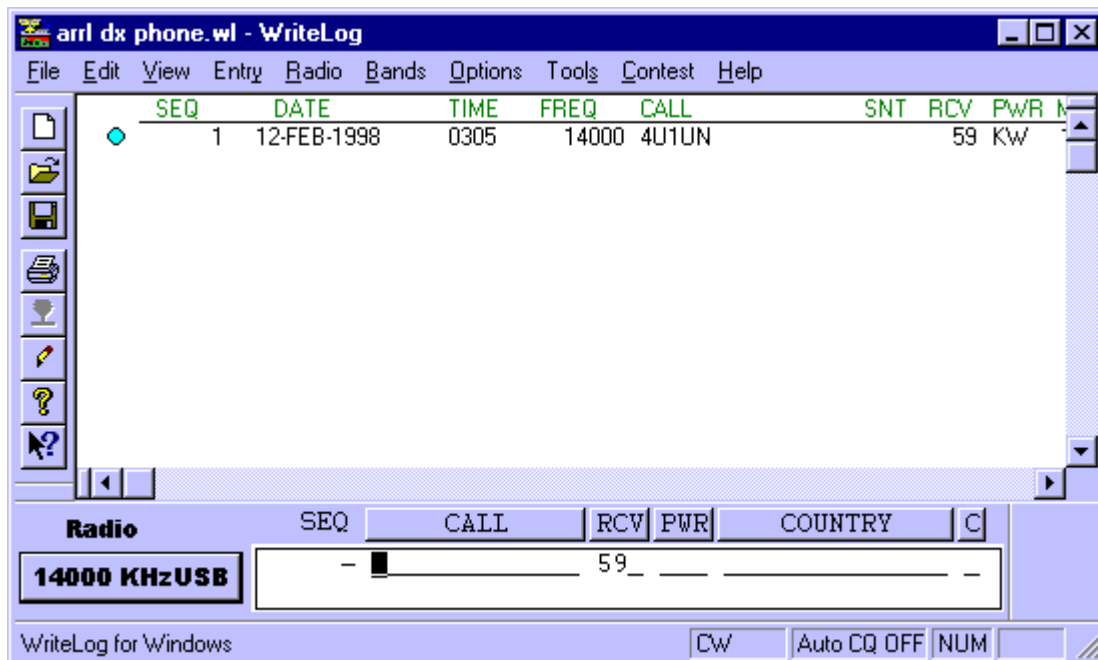
Say its the SSB weekend for the ARRL DX Contest and you're tuning 20m. The Entry Window shows "3500KHzCW" which means it is currently set to log QSOs as that frequency and mode, so you need to tell WriteLog what's really happening. Click on the Entry Window to make it active. Then hold down ALT and type the F2 key twice to get to 14000KHz, and hold down CTRL and type the F2 key again to go from CW to USB. (Alternatively, you can click the Entry Windows Band menu, find the Band Up menu item and click it. Similarly for Mode.).

Say you hear 4U1UN. Type in his call, followed by the Space bar (or tab). Your Entry Window looks like this:

Radio	SEQ	CALL	RCV	PWR	COUNTRY	C
<b>14000 KHzUSB</b>	1	4U1UN	59	■	United Nations	_
New Station , NEW MULTIPLIER						

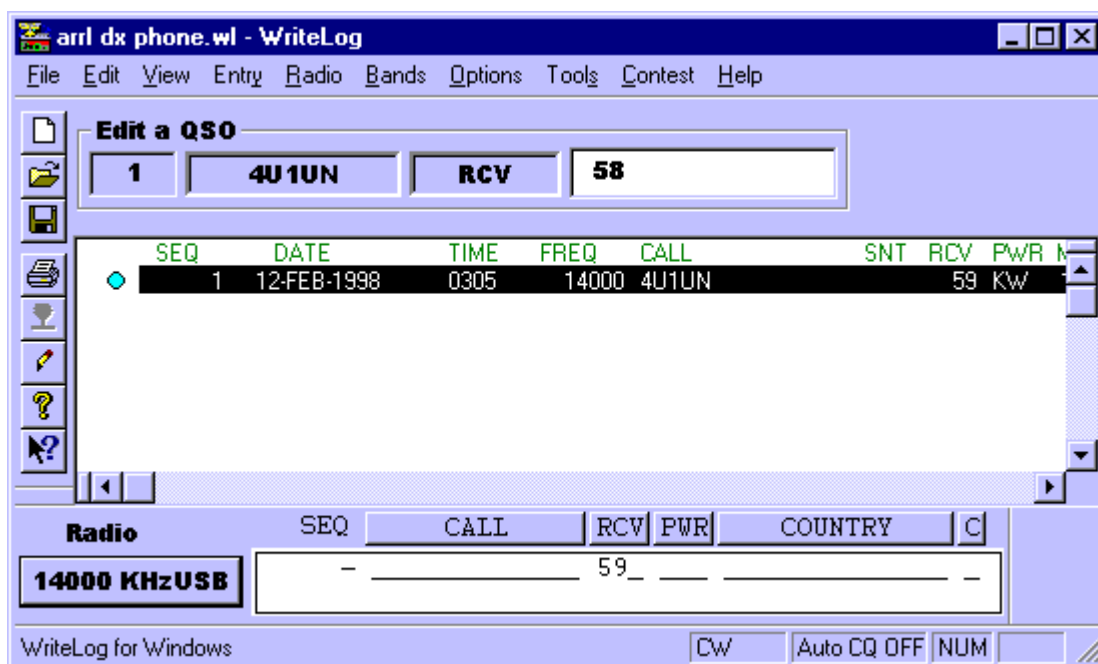
If WriteLog doesn't respond to the characters you typed, then look again at all the windows on your screen. Does WriteLog's Entry window have blinking cursor? If not click on it and try typing again.

WriteLog has run a dupe check on 4U1UN and indicates its a new call on this band. It also can tell from the call that its a DXCC country you haven't worked yet and indicates that by the "NEW MULTIPLIER" message. Later you can configure WriteLog to control your transmitter, but for now assume you don't have a sound board or DVK and you work him the old fashioned way. Say you send him "59 Texas" and he sends you "59 Kilowatt". You need only type the "KW" in the blanks labelled "PWR". The 59 RST is assumed. Then type the Enter key and the QSO is added to your log. The Entry Window is cleared for the next QSO information and the Log Window now has your QSO logged and you're ready for the next QSO as long as you remain on 20 meters.



Just for practice, assume that you logged the QSO with a 59 but then realized that 4U1UN sent you 58. You can fix this quickly.

In the Log Window, click on the 59 on the 4U1UN row, in the RCV column. The entire QSO row becomes highlighted. Click again in the same place and the Log Window re-arranges itself to make room for an Edit Qso Tool that allows you to edit the RCV data for the QSO:



Type in the 58 he sent you and then Enter to modify the previously logged QSO.

That's it. You can log QSOs and save the log. To configure WriteLog to control your rig, look at Rig Interfacing.

To explore running RTTY, see RttyRite.

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## QSO Entry

You enter QSO data in the log via the QSO Entry Window:

Radio	SEQ	CALL	RCV	PWR	COUNTRY	C
14000 KHzUSB	1	4U1UN	59	■	United Nations	_
New Station , NEW MULTIPLIER						

Type in the QSO data and press Enter to log the QSO. This window also responds to mouse clicks to place the text cursor, or to manipulate the frequency memories, or to send CW messages. You can have multiple QSO Entry Windows up at once by selecting the Radio Number of Radios menu entry.

### Serial numbers

The field labelled SEQ in the Entry Window shows you the serial number that WriteLog will (a) send as a CW, RTTY or voice message and (b) record in the log as the transmitted serial number. Because in a network or when running two radios it is possible for the number of QSOs in the log to change between the time you transmit a number and time you log it, WriteLog calculates the next serial number when you first enter anything in the CALL field. At first it is displayed as gray text. When you make the cursor leave the CALL field (or transmit anything with an F key), it changes the display color to blue. It remembers this blue number during the QSO--i.e. as long as the QSO remains in the Entry Window--and then clears the serial number memory when you log the QSO (with ENTER). It also clears the QSO number on ALT+W and calculates a new one the next time you enter something in the CALL field.

There are three ways to get WriteLog to forget the blue number and assign a new number for the QSO before you log it:

1. Clear the CALL field.
2. Use SHIFT+UP/DOWN to move the keyboard focus to another Entry Window (for two-radio operation) and leave it away for 60 seconds.
3. With the cursor over the left most field in the Entry Window, type Backspace.

### Special characters

The character editing capabilities of the QSO Entry Window are:

BACKSPACE deletes the character to the left of the cursor.

CTRL+D and DELETE are identical and delete the character under the cursor.

CTRL+A moves the cursor to the beginning of the first (left most) field in the entry window.

HOME moves the cursor to the beginning of the current field.

CTRL+E moves the cursor to the end of the last field in the entry window.

END moves the cursor to the end of the current field.

CTRL+F (or right arrow) moves the cursor one character to the right.

CTRL+B (or left arrow) moves the cursor one character to the left.

ALT+W (or CTRL+BACKSPACE) clears all the fields in the Entry window, and places the cursor in the CALL field.

CTRL+W clears the current field.

ALT+T brings up the timed CQ dialog and turns timed CQ on or off.

ALT+C brings up the RttyRite call queue, if you're running RTTY. Otherwise it does nothing.

ALT+L forces a switch to LTRS if you're running RTTY. Otherwise it does nothing.

Keypad \* clears the RIT setting on your rig if it is attached and if it supports such an operation.

CTRL+K clears the current field to the right of the cursor.

TAB exits the current field and moves the cursor to the next one to the right, unless there isn't one. SHIFT+TAB goes to the previous one to left.

ENTER causes the current values in the Entry Window to be entered in the log at the end. (See also Special Message Accelerator Keys. If you are calling CQ, you want may turn on the preference that causes ENTER to simultaneously send CW, move the cursor through the entry fields, and log QSOs.) WriteLog can refuse to enter the QSO if there is something wrong with the entry. If so, it presents a message just below the CALL field saying what its complaining about.

The QSO fields configured to not accept the SPACE character (*i.e.*, the callsign and numeric fields) usually respond to SPACE by moving the cursor to the beginning of the next field. However, SPACE from the right most field always goes to the CALL field. Typing a SPACE to the CALL field in the rare case (Sweepstakes only) where it is not the left most field goes either to the right, or to the first field whichever is opposite from the way it went the time before.

A right mouse click in this window brings up a menu of items that affect the window, or the radio it controls.

### **Programmed message transmisison**

While the most common way of initiating computer controlled message transmission is with the F keys F1 through F11, additional messages are sent using the buttons in the Entry Window that title each column. Edit the message contents by holding down SHIFT when you click on the button. Also, a right click on any of these buttons aborts any message transmission in progress.

See also

Search and Pounce Frequency Memories

Keyboard Navigation

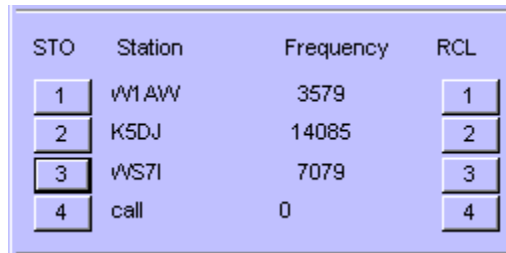
Paste

Setting the Logging and Duping Frequency

INI File Options

## Search and Pounce Frequency Memories

The Search and Pounce displays the frequency memories and can be turned on and off with the View Search and Pounce menu command.



STO	Station	Frequency	RCL
1	W1AW	3579	1
2	K5DJ	14085	2
3	WS7I	7079	3
4	call	0	4

A mouse click in the STO column in the window and on the memory number, will store the current transceiver frequency and display it in the window on the appropriate row. In addition, all the QSO information in the window at that time is stored by WriteLog. A mouse click in the RCL column tunes the transceiver back to the stored frequency, and restores the QSO information to the stored version. Using SHIFT+mouse click exchanges the current data with the memory. The STO and RCL fields in the Entry window work properly for SPLIT operation, recording and restoring both transmit and receive frequencies, and operating mode. The only restriction is that cross mode split operation is not supported.

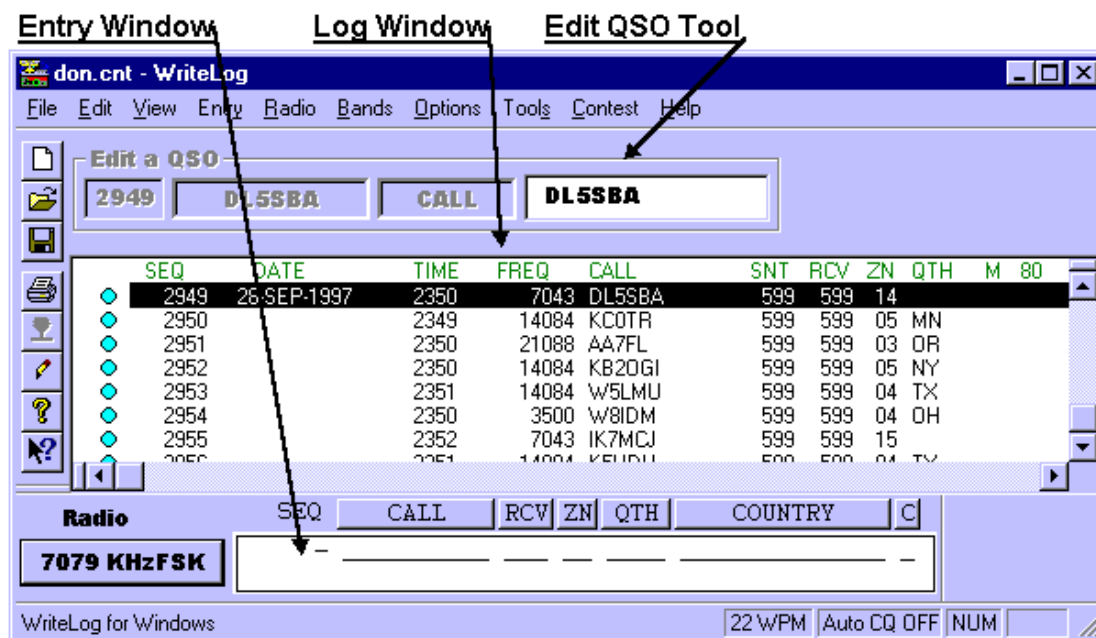
Right click in this window to bring up a menu to set the number of visible memories from 1 to 4.

See also

Keyboard Navigation

## Data Entry and Edit

The two window interface is modeled after what you might do with paper and pencil contest logging. The next blank line on the log or a scratch sheet of paper might be used to copy a callsign or QSO information as it is heard. Once the exchange is QSLed you move on to the next line and update the dupe sheet.



If you make an error entering the data, it can be easily corrected. If the error is still in the QSO Entry Window, then the arrow keys, BACKSPACE, and other control keys are used to quickly correct it. If the error has already been entered into the log, then you activate the Log window by a mouse button click (or CTRL+N) and edit the QSO data.



## Editing in the Log Window

The Log Window is used to select a QSO to be edited. Click on the QSO you want to change-WriteLog will highlight it. Another click on the desired field opens that field for editing which is indicated by the Edit QSO Tool added to the top of the Log Window (if it wasn't already displayed).

Click on the QSO time or date to modify the date in the log. The up and down arrows can be used to modify the day, month, year, hours and minutes of the QSO. If you have multiple QSOs selected when you edit the time or date, WriteLog will offer to shift all the selected QSOs by the same amount.

To change the frequency or the mode of a QSO in the log, click on the frequency or mode display and then change the entries in the frequency correction dialog box.

Duplicate QSOs are marked in the log with a single "D" character following the sequence number in the Log window. If a QSO needs to be manually marked as invalid (for example you work a DX station during Sweepstakes), this field can be set to show 'X' by highlighting the appropriate QSO (click on it), and typing 'X'. This status can be canceled by typing a space instead of an 'X'. If you highlight a series of QSOs (using a drag or SHIFT+click operation) the editing operation is applied to all highlighted QSOs.

The above functions are also available if you right-click on a QSO in the log.

Out of band QSOs (for single band entries) are marked in with a "B" character in the same column as duplicate QSOs.

See also

Keyboard Navigation

QSL Records

Paste

## DVK Voice Keying

When the operating mode is a voice mode, the voice keyer is activated on the F3 through F9 function keys. The printer port pins 2 through 9 are manipulated for the purpose of controlling a voice keyer.

See also

[Sound Board Voice Keying](#)

[LPT Port pin Assignments](#)

## Sound Board Voice Keying

WriteLog supports the Windows Multimedia interfaces to transmit digitized voice. If you have a sound board with a Windows driver, you can use it to transmit and record messages. You can use the Windows Sound Recorder accessory to pre-record your messages and store them in the \ham\WaveFiles directory. Or use a different directory and tell WriteLog where this directory is using the Wave File Locate button in the Setup Ports menu.

### Recording a new message on-the-fly

WriteLog enables you to record messages quickly. Type SHIFT+F2 to start the recording of a new message for F2 (or SHIFT+F3 for the F3 message, etc), and, after you have finished the message, type ESCAPE to save the recording. Typing SHIFT+F2 instead of ESCAPE cancels the recording and leaves the old message unchanged. Message recording is automatically cancelled after 60 seconds if you fail to type ESCAPE.

The names of the files created by the SHIFT function keys are:

MSG2 . WAV will be recorded when you press SHIFT+F2.

MSG3 . WAV will be recorded when you press SHIFT+F3.

...

MSG11 . WAV will be recorded when you press SHIFT+F11.

### Transmitting messages

WriteLog sounds out the any message you put in the SSB buffers (use Setup CW/RTTY/SSB Messages) using files you should pre-record on your disk:

A . WAV for the letter A.

B . WAV for B

...

Z . WAV for Z

0 . WAV for the digit 0

1 . WAV for the digit 1

...

9 . WAV for the digit 9

SLASH . WAV for the character “/”.

QUESTION . WAV for the character “?”.

SPACE . WAV for the blank character.

If you create WAV files named with letter pairs, WriteLog will use them in preference to the single letter names. For example, when building the sound for the call “W1AW”, WriteLog will use the files W1 . WAV and AW . WAV if it finds them, in preference to W . WAV, 1 . WAV, A . WAV, and W . WAV.

You can include a WAV file of any name in a message by bracketing it in “<” and “>”. For example:

```
%C<MSG2.WAV>
```

Sounds out the call sign and then transmits the file MSG2.WAV.

The keyboard ESCAPE key cancels any voice transmission in progress.

The transmission of digitized voice is enabled when the current operating mode is a voice mode. If the current operating mode is CW, then the function keys send CW instead. If the current operating mode is FSK, then the function keys send RTTY instead.

See Also

CW/RTTY/SSB Message Setup

Setting the Logging and Duping Frequency

INI File Options

## Advanced Setup

Selection of a multiplier module sets up a contest exchange and band checking appropriate for the given contest, but you may want to expand the exchange to include a comment field, or a time on/time off record, or you may want to customize an exchange for a contest for which no multiplier module is provided.

See also:

[DXCC List Maintenance](#)

[Named Multiplier List Maintenance](#)

[Band Setup](#)

[Editing QSO Exchange Fields](#)

[QSO Exchange Fields](#)

## Customizing the DXCC list with CTY files

WriteLog multiplier modules calculate the DXCC country of callsigns as you enter them. Because the data base used for this calculation must change as world politics change, it is kept in its own files, one for the ARRL DXCC list (used in ARRL contests), and one for the Worked All Europe countries list (used in CQ WW contests). The names of the files used at run time are DXCCDOS.DAT and DXCCWAE.DAT, respectively. These two files can be updated by the READCTY.EXE program included with WriteLog (the one with a globe in its icon).

READCTY.EXE reads the same format as the CTY.DAT file used by the CT contest logging program version 9, and translates it into the necessary binary files, DXCCDOS.DAT and DXCCWAE.DAT. To use READCTY to translate a CTY file, double click its icon in the Program Manager and click OK and it will create a new DXCC data base for WriteLog multiplier modules.

The CTY file is ASCII and can be maintained with a text editor (like Notepad). Its syntax is:

Every entry in the CTY file corresponds to a single country.

An entry begins with the long name for the country terminated by a colon character.

The next field is the CQ WW zone number, and is also terminated by a colon character.

The next field is the ITU zone number, and is terminated by a colon character.

The next field is the continent abbreviation, and is terminated by a colon character.

The next field is the latitude, and is terminated by a colon character.

The next field is the longitude, and is terminated by a colon character.

The next field is the offset in hours from UTC, and is terminated by a colon character.

The next field is the usual prefix for the country, and is also terminated by a colon character. If you start the prefix with an asterisk, "\*", then the country is valid only for CQWW and WAE lists and is ignored for ARRL lists of DXCC countries.

The next field is the list of prefixes assigned to that country, each one separated by a comma, and terminated by a semi-colon. If all the prefixes will not fit on a single line, simply continue on a new line.

If the country spans multiple zones, then the prefix may be followed by a CQWW zone number in parenthesis, and it may also be followed by an ITU zone number in square brackets, or both, but the CQ zone number in parenthesis must precede the ITU zone number in square brackets.

For example, the following entry:

```
Rotuma:      32: 56: OC: -12.30: -177.70: -12.0: 3D2/r:  
             3D2AG,3D2AP,3D2DD,3D2RJ,3D2RW,3D2XR,3D2XV,3D2XX;
```

Causes WriteLog to assign all calls starting with the letters 3D2AG, 3D2AP, etc. to the country Rotuma in CQ zone 32, ITU zone 56. In addition, WriteLog shows "3D2/r" as the prefix in the multiplier display.

Note that WriteLog does not have one of CT's limitation for CTY files--you may put the same prefix in more than one country and WriteLog will indicate to you when the call is entered that it is ambiguous and allow you to select from among the options using the column labeled "C".

Of the several possibilities, the usual prefix ("3D2/r" in the example) for the following countries is required by the multiplier modules. Note that for the multiplier modules, the case of prefixes does count--all must be in upper case:

"K" United States (note this is *not* "W")  
 "VE" Canada  
 "KP4" Puerto Rico  
 "KH6" Hawaii  
 "KP2" Virgin Islands  
 "KL7" Alaska

Because WriteLog can also read a slightly enhanced format of the countries file, it looks for the file WL\_CTY.DAT to distinguish it from an unmodified version for CT. The enhancement is necessary to allow WriteLog to derive **all** of its country and zone data from the file rather than just most of it like CT does. The missing information that WriteLog needs but is missing in CTY.DAT is the CQWW zone information for several countries including: Canada, Australia, and China. Because each of these countries is allocated a multitude of prefixes, but the CQWW zone is determined by the call area regardless of prefix, a very large number of entries would be necessary to spell out all the combinations. Instead, WL\_CTY.DAT contains special "macro" commands that indicate how the CQWW zones are determined for that country. Here is an example:

```
China: 24: 44: AS: 40.00: -116.40: -8.0: BY:
# BY: BY3G(23),BY3H(23),BY3I(23),BY3J(23),BY3K(23),BY3L(23),
BY9A(23),BY9B(23),BY9C(23),BY9D(23),BY9E(23),BY9F(23),BY9G(23),
BY9H(23),BY9I(23),BY9J(23),BY9K(23),BY9L(23),BY9T(23),BY9U(23),
BY9V(23),BY9W(23),BY9X(23),BY9Y(23),BY9Z(23),BY0(23);
3H,3I,3J,3K,3L,3M,3N,3O,3P,3Q,3R,3S,3T,3U,BG,BT,BW,BY,BZ,XS;
```

The macro starts with **#** and ends with the next **;** It means for all prefixes in China, the zones are determined by the call area and first letter of the suffix.

## Updating Multiplier Lists

Many contests that have a list of named multipliers that you work for multiplier credit. WriteLog gets the list of multipliers from a file in your \ham\programs directory (or the directory you chose when WriteLog was installed). All multipliers for all contests are in this one file. Normally, the file is correct as supplied with the program. If you find you want to edit it, editing may be done with any text editor.

Each contest has its own section in this file, starting with its name in square brackets. For example:

NAMEDMUL.INI is the name of the file

```
[NAQP]  
CT=1  
MA=1  
NJ=2  
NY=2  
DE=3
```

The names that count as multipliers appear to the left of the equal signs, and the number of multipliers in the contest is the number of lines with equal signs in the section (up to the next square brackets).

The digits (or letters--it doesn't matter) to the right of the equal sign are used only to group the multipliers together in the display.

Each contest also has a second section with the name "-ALIAS" appended:

```
[NAQP-ALIAS]  
OKLA=OK  
CN=CT  
CON=CT
```

---

In this section, the letters to the right of the equal sign are an "alias" or alternative name for the multiplier named on the left of the equal sign. WriteLog silently ignores any aliases in this section that have something on the right hand side that does not match any multiplier in the contest's other section.created with Help to RTF file format converter



## Log Preparation

WriteLog prints log sheets and dupe sheets through the standard Windows printer drivers you have installed on your system.

See also

[File Print Setup](#)

[Page Heading](#)

[Print QSOs by Callsign](#)

[Print QSOs Chronologically](#)

[QSL Records](#)

[Spreadsheet Formats](#)

## Spreadsheet Formats

To enable easy access to the sophisticated charting and reporting capabilities of spreadsheet, WriteLog exports the log data base in the standard WK1 and DIF formats. All the details of the log are included in the export, including the captions for all the fields in the exchange, separate transmit and receive frequency, sequence numbers, and band number. The fields are written in their native formats-numbers as numbers and character strings as strings.

### Pivot Tables

When exporting to WK1 format, WriteLog lays out the data in the spreadsheet such that its very easy to generate spreadsheet pivot tables. The special columns it provides are labelled:

<b>Bnd</b>	is the band of the QSO
<b>Dupe</b>	is zero if the QSO is not claimed, or one if it is
<b>Hour</b>	is the day/hour of the QSO. This is useful for rate sheets.
<b>Continent</b>	is the continent of the QSO. This column is only present for logs that have a PREF column.

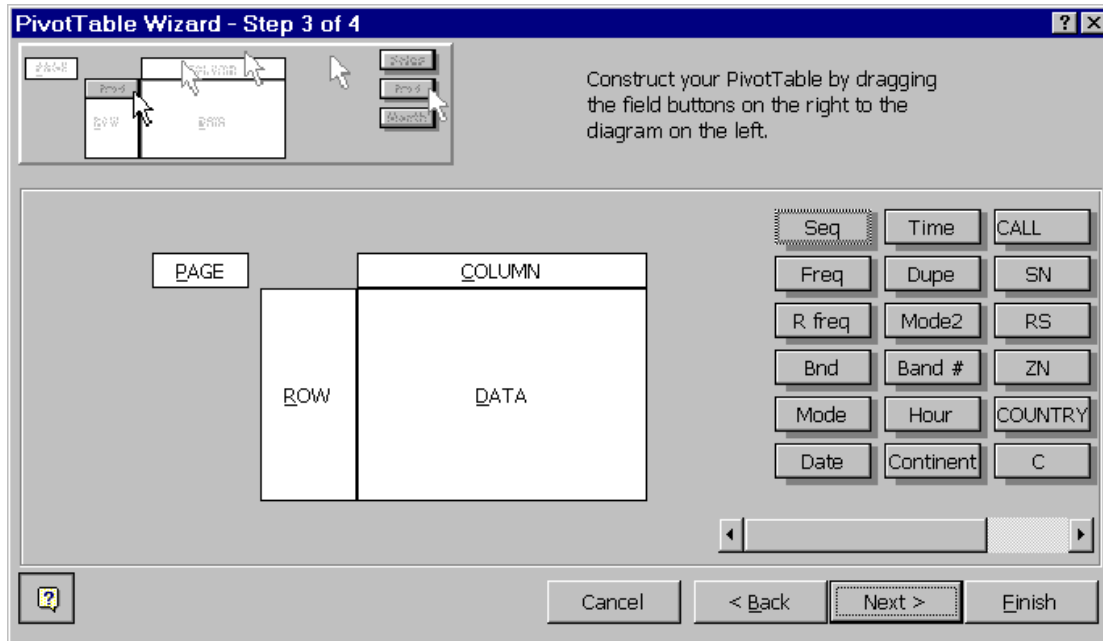
Also, WriteLog automatically adds rows to the very end of the WK1file for hours that you took time off. When you chose the Hour column for one of the sides of the pivot table, these added rows ensure the rate tables have rows for hours taken as off time.

Making a pivot table in Microsoft Excel is easy. Use WriteLog to Save As WK1 format. Then open the WK1 file from Excel, click on the top left cell (A1), then type the End key, then hold down SHIFT and type the Home key. Your entire log should be highlighted now. On Excel's Data menu, click Pivot Table and Excel starts its pivot table wizard. The wizard differs slightly from version to version of Excel. This description is for Excel 98:

The "data that you want to analyze" is an Excel List.

The "data that you want to use" is all of your log and the selection should be something like "\$A\$1:\$V\$1171". The \$A\$1 part is the same for all logs, the \$V\$1171 part depends on how wide and how long your log is.

Then you "Construct your pivot table by dragging the field buttons to the diagram". Here's what that screen looks like:



If you're not familiar with pivot tables, try this as an example:

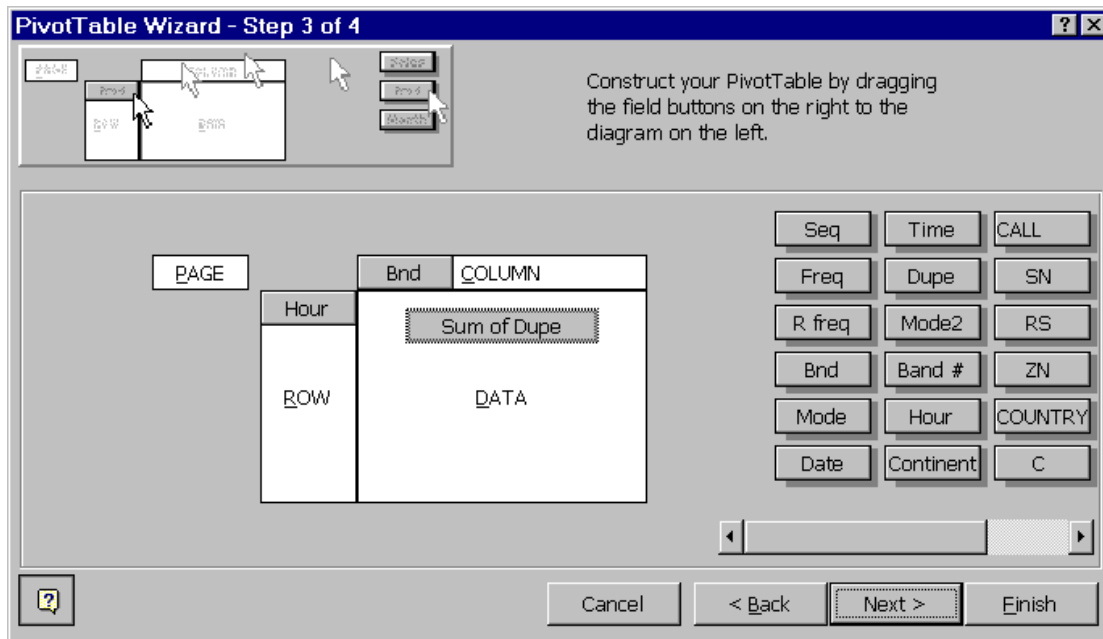
Drag the Hour button to the Row area on the pivot table.

Drag the Bnd button to the Column area on the pivot table.

Drag the Dupe button to the Data area on the pivot table

If the Dupe button on the pivot area says "Count of Dupe", double click it and change it to read "Sum of Dupe".

Your screen should look like this:



Now click Finish and you should see your rate sheets broken down by bands like this:

The screenshot shows a Microsoft Excel window titled 'Microsoft Excel - cqwwph98.wk1'. The menu bar includes File, Edit, View, Insert, Format, Tools, Data, Window, and Help. The toolbar contains various icons for file operations, editing, and formatting. The status bar at the bottom shows 'Sheet1' and 'cqwwph98 /'. The pivot table is titled 'Sum of Dupe' and is located in the range A1:G17. The pivot table has a row label 'Hour' and a column label 'Bnd'. The data is summarized by 'Grand Total'.

	A	B	C	D	E	F	G
1	Sum of Dupe	Bnd					
2	Hour	10	15	20	40	Grand Total	
3	D1-1400Z			1		1	
4	D1-1500Z		3			3	
5	D1-1600Z						
6	D1-1700Z						
7	D1-1800Z						
8	D1-1900Z						
9	D1-2000Z						
10	D1-2100Z		3			3	
11	D1-2200Z	18	7			25	
12	D1-2300Z	20				20	
13	D2-0000Z	7				7	
14	D2-0100Z						
15	D2-0200Z				10	10	
16	Grand Total	45	13	1	10	69	
17							

This is a simple rate sheet. But you can experiment with adding other fields to the pivot table. For contests that have an ML column, for example, you can drag it along with the Dupe field into the Data area. This will give you a rate sheet with both your QSO rate and your multiplier rates. Or try the P column for points.

Tips:

1. The Row and Column areas of the pivot table should be used for fields that only have a few values. Good examples are Hour (has only as many entries as there are hours in the contest), Continent (there are only 6), Bnd (only as many bands as you operated).
2. Points and multipliers make interesting pivot tables in the Data area. Each contest has its own way of laying out the multipliers and points, but usually P is points, and ML is the multiplier total.
3. Try dragging the Continent field into the Page area of the pivot table.

## INI File Options

Enter your Name and Address in the Setup Save Configuration dialog. They are used by the multiplier modules to fill in blanks on summary sheets. Or if you want WriteLog to start up with band maps, RTTY and/or packet windows displayed, then select the appropriate buttons in the dialog. These are saved in `WRITELOG.INI` in your Windows system directory, which also the results of your entries in the Setup Ports dialog. WriteLog will automatically set these values from the file the next time you start it. The file itself is ASCII and can be edited directly.

[Ports]

[Configuration]

[WISound]

[Report]

[Packet]

[Editor]

[Entry]

[Summary]

[Multipliers]

[BandMap]

[PktSpotBar]

[Qsl Printing]

[Correl]

[Rttyrite]

[NetGab]

[Rigs]

[Cw-Decoder]

[AudioReview]

See also

INI File Options

## WRITELOG.INI [Ports]

[Ports]

*The settings from the Setup Ports dialog:*

dvkport=2

dvktype=2

cwtype=3

cwport=1

AntRelayOnLpt3=YES,1

AntRelayonLPT1=YES

Comm1Used=CW,0

*The COMn:= settings are used by the WriteLog Packet window and by the RTTY window.*

*They are not used for rig control.*

COM1:=9800,n,8,1,

COM2:=4800,e,7,1,

*There are 4 "slots" available for WriteLog rig interfacing. By default, CommSlot1 is COM1; but you can change that by changing the number on the right of the equal sign. These settings are not used for RTTY or for packet*

CommSlot1=1

CommSlot2=2

*In this example, the third and fourth slots are on COM7 and COM8*

CommSlot3=7

CommSlot4=8

*frequency (in 100's of Hz) to offset rig control. for VHF transverter*

Comm1Offset=0

*You can override the port addresses WriteLog will use for LPT ports.*

*(Not on Windows NT/2000)*

LPT1=0x378

LPT2=0x278

LPT3=0x100    You **must** override the LPT3 to get WriteLog to offer LPT3 as a choice.

*Controls whether the WriteLog CW keyer attempts to control rig PTT and how. 0 is NONE, 1 is via rig COMM port, and 2 is via LPT port..*

CWPTTCONTROL=1

*Time in milliseconds WriteLog will delay sending CW after setting PTT..*

CWPTTDELAY=50

See also

INI File Options

## WRITELOG.INI [Configuration]

[Configuration]

*These indicate whether WriteLog should create new windows at startup.*

Run2EntryWindows=YES  
StartPacket=YES  
StartBandmap=YES  
StartRTTY=YES

*The RigPollInterval is in milliseconds. WriteLog uses 500 msec by default.*

RigPollInterval=60

### CW Speeds

cwspd00=7  
cwspd01=12  
cwspd02=13  
cwspd03=14  
cwspd04=15  
cwspd05=16  
cwspd06=18  
cwspd07=20  
cwspd08=22  
cwspd09=25  
cwspd10=28  
cwspd11=32  
cwspd12=35  
cwspd13=40  
cwspd14=45  
cwspd15=50

*The option lines named "cwwt00" through "cwwt04" control the five CW weighting settings of the CW keyer. A value of 128 corresponds to an equal length dot and its following space. For values above 128, each unit adds 512 usec to the length of a dot and subtracts the same amount from the length of the following space. Values below 128 make the dot shorter and the space longer. Setting these numbers such that the weighting exceeds the length of a dot (outside the range 83 to 173 for 50WPM) will prevent the keyer from being able to transmit code correctly.*

cwwt00=113  
cwwt01=123  
cwwt02=128  
cwwt03=133  
cwwt04=143

*This option sets the number of files WriteLog keeps in the most-recently-used file list. The default is 4.*

MRU\_LENGTH=4

*For the W5XD multi+ keyer only.*

CwAutoLtrSpace=YES  
CwSidetonePaddles=YES

*Turns on auto letter space  
Turns on CW sidetone for paddle-sent CW*

CwSidetoneMachineSent=YES      *Turns on CW sidetone for machine-sent CW*  
CwSidetoneCyclesOn=2      *number of ½ milliseconds of sidetone ON*  
CwSidetoneCyclesOff=2  
UseCDnotDSR=YES      *If your COMM port supports CD instead of DSR*

*Function keys for special messages*

CqFunctionKey=9  
QrzFunctionKey=4  
SendCallExchangeKey=5

*WaveFileLocation is where WriteLog looks to find SSB WAV files to transmit.*

WaveFileLocation=d:\ham\phone\

*DataFiles is where WriteLog saves WAV files on Tools Save Snapshot.*

DataFiles=d:\ham\contest\

*RecordingLocation is where WriteLog saves WAV files on Tools Continuously Record Audio.*

RecordingLocation=d:\ham\AudioRecording\

*Set this one to **YES** (MUST be all capital letters) to run CT function keys*

CtCompatibleAccel=NO

*Which section to use in friend.ini"*

HI\_SECTION=HI

*Set this one to 0 to get summaries by default in TEXT (rather than RTF)*

SUMMARIESINRTF=1

*Set LptPttSense to 1 to reverse the sense of WriteLog's use of the PTT line on an LPT port.*

LptPttSense=0

*To prevent WriteLog from putting a PTT signal on RTS*

DisableCommPTT=YES

*Set LptABSense to 1 to reverse the sense of WriteLog's use of the Radio A/B line on an LPT port.*

LptABSense=0

*Set SoundBoardIndex to 0 to use the first sound board in your system, 1 for the second, etc.*

SoundBoardIndex=0

*Set AutoSaveCount to the number of QSOs allowed between automatically saving the log.*

*Set this to -1 and WriteLog will not autosave. If you make no entry here, WriteLog will auto-save after every 100 QSOs.*

AutoSaveCount= -1

*Set MOUSE\_WHEEL\_HZ to the frequency increment to turn for each mouse wheel message.*

MOUSE\_WHEEL\_HZ=10

*InsertOverridesCall non-zero and pressing the INSERT key on the keyboard will use the RTTY window to override any CALL entry. This entry affects only RTTY operation.*

InsertOverridesCall=0

*CwSendPartialCallCorrections non-zero tells WL to send a partial call when the + key is pressed and the callsign has changed since you last sent it..*

CwSendPartialCallCorrections=0



See also

INI File Options

## WRITELOG.INI [WISound]

[WISound]

*the LineInProfile overrides WriteLog's automatic detection of which mixer input actually is the LineIn (which is the one where it expects to find RTTY/PSK/CW audio to decode)*

LineInProfile=1

*The Fader settings enable WriteLog to send transmit audio (SSB or AFSK or PSK) at different sound levels on left and right. WriteLog sets these when you change the Windows Sound Control volume.*

LeftFader=20560

RightFader=20560

*ContinuousRecord nonzero tells WriteLog to automatically begin audio recording on startup.*

ContinuousRecord=1

*Compression nonzero tells WriteLog to compress continuously recorded audio.*

Compression=1

See also

INI File Options

## WRITELOG.INI **[Report]**

```
[Report]
call=W5XD
name=John Q. Ham
adrline1=405 Memorial Drive
adrline2=Cambridge, MA 02139
adrline3=
```

See also

INI File Options

## WRITELOG.INI **[Packet]**

[Packet]

PORT=2

*X, Y, W, H save the window location*

X=15

Y=536

W=410

H=237

See also

INI File Options

## WRITELOG.INI **[Editor]**

[Editor]

FaceName=Arial

FontHeight=-13

FontWeight=400

FontFamily=34

[EDITOR\_V9]

X=190

Y=147

W=763

H=617

See also

[INI File Options](#)

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## WRITELOG.INI [Entry]

```
[Entry]
FaceName=Courier New
FontHeight=-13
FontWeight=700
FontFamily=49
SmartEnterKey=0    Smart Enter mode off at startup
LR=1    -1 for neither, 1 means Right, 0 means Left
RotatorPort=1      COMM1 through COMM8
RotatorType=1      DCU-1, Yaesu, etc
RotatorOffset=-30  Offset to add to the desired azimuth when instructing the rotator to
turn.
```

```
[ENTRY2]    For the 2nd Entry window
LR=0
```

See also

INI File Options

## WRITELOG.INI **[Summary]**

[Summary]

MULTSOUND=d:\temp\sound8.wav

*Sound file for mult*

DOUBLEMULTSOUND=d:\temp\sound5.wav

*Sound file for double mult*

See also

INI File Options

## WRITELOG.INI [Multipliers]

[Multipliers]

*This is used to find the RTF or TXT templates for the summaries.*

LOCATION=c:\ham\programs\

*This pair is the only way to control the fonts used in the Multiplier displays*

FaceName=Arial

FontHeight=-10

*Used for VHF contests with grid square displays*

UpperLeftGrid=EM10

*Used by multiplier modules to score your log according to your DXCC country.*

CALLPREFIX=W5

PREFIX\_XTRA=x

*Set ShowCountry to zero to make the COUNTRY and C fields not show in the Entry Window by default.*

ShowCountry=0

See also

INI File Options



## WRITELOG.INI **[BandMap]**

[BandMap]

*determines how long stations will remain the band map*

DefaultTimeoutSeconds=1200

*determines the vertical scale of the band map*

PixelsPerKhz=15

*The bandmap can be configured to start up with its File menu hidden. Use a right mouse click instead.*

MenuOn=1

See also

INI File Options

## WRITELOG.INI [PktSpotBar]

[PktSpotBar]

*determines how long spots will remain the spot window*

DefaultTimeoutSeconds=1200

See also

INI File Options

## WRITELOG.INI [Qsl printing]

[Qsl Printing]

*All these are setup in the File QSL Print Setup dialog*

Across=2

Down=10

Height=30

Left=6

Top=15

Width=76

FaceName=Subway

FontHeight=-13

FontWeight=700

FontFamily=2

TotalHeight=229

TotalWidth=106

See also

INI File Options

## WRITELOG.INI **[Correl]**

[Correl]

*Font used by the Check Call Window, by the Packet Spot Window, and by the Net Gab Window.*

FaceName=OCR-A

FontHeight=-13

FontWeight=400

FontFamily=49

See also

INI File Options

## WRITELOG.INI [Rttyrite]

[Rttyrite]

*time in milliseconds that the dumb terminal will hold PTT at the end of a transmission*

PTT\_END\_HOLD=200

PTT\_BEGIN\_HOLD=200

*The CW settings in the RTTYRITE section do not apply to the CW view in WriteLog's main screen.*

*frequency in Hz of the center of the CW receive frequency display.*

CW\_XMIT\_FREQ=749

CW\_MIN=25

*slowest CW setting (not in WPM)*

CW\_MAX=0

*fastest CW setting (not in WPM)*

*Setting the Diddle entry to zero tells Rttyrite to not diddle the transmit RTTY stream with NULL or LTRS characters when it has nothing to say. The default is that diddle is on.*

Diddle=1

[Rttyrite2]

*same as [Rttyrite] section, but for the second radio*

See also

INI File Options

## WRITELOG.INI [NetGab]

[NetGab]

*File name to append network gab messages to*

LogFile=c:\temp\netgab.log

See also

[INI File Options](#)

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## WRITELOG.INI [Rigs]

[Rigs]

*Setting this entry to a non-zero number causes the WriteLog Icom driver to send a split on/off command to the rig every time it polls the rig for its frequency. This means that WriteLog is sure to know whether the rig is set for split.*

IcomForceSplit=0

See also

INI File Options

## WRITELOG.INI [Cw-Decoder]

[Cw-Decoder]

*The settings in this section apply ONLY to the main WriteLog View CW Decode window. They do not apply to the RttyRite CW display.*

*Slowest CW setting. (Note this is NOT in WPM)*

MinCwIndex=21

*Fastest CW setting. (Note this is NOT in WPM)*

MaxCwIndex=3

*pitch, in Hz, of the lowest CW filter for the right/left channels of the sound board*

lowpitch\_right=500

lowpitch\_left=550

*Channels=1 for mono, = 2 for stereo*

Channels=2

See also

INI File Options



## WRITELOG.INI **[AudioReview]**

[AudioReview]

*The settings in this section apply to the AudioReview program.*

*Select sound board to use for AudioReview playback*

SoundBoardIndex=0

See also

INI File Options

## Check Call

If you have the Check Call window visible (Window Check Call). The Check Call Window displays all callsigns in your log that match the string currently in the CALL field in the Entry Window.

If you have a multiplier module loaded for a multi-band contest, the Check Call window is updated to display a summary of bands on which the current QSO would be a new multiplier.

## Rates



A right mouse click on the center line in the display brings up a menu showing the selections for the Rate display.

WriteLog can calculate rates either of two ways.

### Show last 10 QSO/ last 100 QSO rates

The top display is averaged over the most recent 10 QSOs, and the lower one is averaged over the most recent 100. But in both cases, they will look back no more than 2 hours (if you don't have 10 or 100 QSOs in that time) and instead will compute the rate over the past 2 hours. As you get started, they will both show the same rate because of the limit to how far back they will search, but over a long operating period, they show your short term and long terms QSO rates.

### Show last 10 min/ last 60 min rates

In this mode, WriteLog simply displays your rate for the last 10 minutes or the last 60 minutes.

### Singleband /all bands

The band for which the rates are calculated and displayed is the band of the last QSO entered on this workstation and changes bands with you.

The bottom two lines are the time **on/off** calculation. It is updated each time you log a QSO and also every minute. WriteLog assumes that any gap of 30 minutes or more between QSOs is time **off**, any smaller gap is time **on**. It starts the clock with the first QSO in the log. WriteLog doesn't notice a break until you accumulate 30 minutes without logging a QSO, so during the first 30 minutes of a break, it will add the break as **on** time, but as soon as the break exceeds 30 minutes it will correctly recalculate the **on/off** times.

See also

Edit Time On/Off

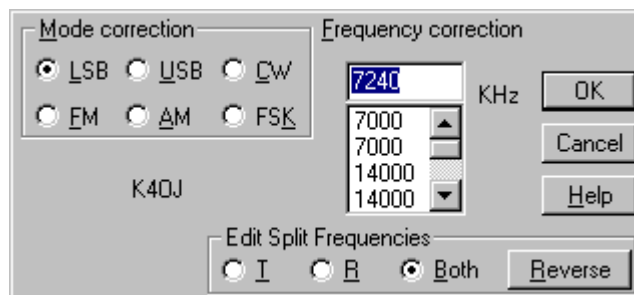
## Graphs

This dialog is a graph of your performance since the first QSO in the log. By default, the graph is of the number of QSOs in each hour of the contest. Use:

- |              |   |
|--------------|---|
| <b>Setup</b> | to graph other fields in the contest exchange instead.  |
| <b>Print</b> | Prints the graph on the Default printer. The Default printer is selected by the Windows Print Manager.  |
| <b>Copy</b>  | to copy the graph to the Windows clipboard. If you want to compare two graphs, copy one to the clipboard and view it with the Windows clipboard viewer. Then use Setup to display the second graph. |

## Frequency Correction

In the Log Window, click on the frequency or mode of a QSO to get the frequency correction dialog box. You may either type in a new frequency, or selection one from the list.



See also

Keyboard Select

## Wave File Locate

This button, in the Setup Ports dialog, tells WriteLog where to find WAV files for SSB transmission. Record your MSG2.WAV through MSG11.WAV files and put them in this directory. Then use the file selector that comes up when you click this button to select any of the WAV files in the directory.

For multi-op operations, WriteLog will create and use subdirectories of this directory to store operator-specific WAV files and the directory selected by Wave File Locate becomes the default WAV file directory that is only used when the Change Operator option is blank. When you do an Entry Change Operators, WriteLog will automatically switch to the directory named the same as the operator to find (and create) WAV files.

See also

Setup Ports

Entry Change Operators

## Entry Change Operators

The Entry Change Operators menu entry is for multi-operator entries. It simultaneously does two things:

- (a) Saves the operator name (or call) so that all subsequent QSOs logged are tagged in the column named "OPERATOR" with that operator's name (or call).
- (b) Switches the directory WriteLog uses for sound board wave files.

Normally, all you need to do is select a name from the list and click OK. If your name (or call) is not in the list (because you haven't used this machine before), then just type it in and click OK. WriteLog won't be able to send any WAV files until you record them, but you can record them by using SHIFT+F2, etc.

To clean up or modify the WAV files, you need to know more about where the files are. WriteLog constructs the list of known operators that it proposes in this dialog from the names of any subdirectories in the default directory set by the Wave File Locate button in the Setup Ports Dialog. And if you type in a new name to Entry Change Operators, WriteLog automatically creates an empty directory by that name. Any subsequent WAV file recordings you make with WriteLog will be placed in that directory.

If you clear the operator name in this dialog and click OK, then WriteLog will revert to using the default wave file directory.

See also

Wave File Locate

Setup Ports

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## Edit Packet Spot

When you do a Entry Send Packet Spot (or CTRL+T or ALT+F3), WriteLog constructs a command line to be sent to the Packet Cluster, including the frequency. If you need to change it or add a comment, do so, and then type Enter or press OK. This feature is disabled until you have created the packet TNC connection in Window Packet Window....



## Rate Graph Setup

The default for the Rate Graph is to plot your QSO rate performance. Press Setup on that dialog to tell WriteLog to graph other parameters. For example, graph the “M” field in the Sweepstakes and it will show the number of multipliers you worked for the first time in each hour of the contest. The Setup dialog enables you to instruct WriteLog to:

<b>Graph type:</b>	Choose the type of graph from the list. “ <b>none</b> ” turns the graph off.
<b>Graph Qso rates</b>	Graph the QSO count in each hour (excluding dupes).
<b>Graph Other field</b>	Graph the result of counting (or totaling) the value in a field designated by the <b>Graph the exchange field labeled</b> list.
<b>Graph the exchange field labeled:</b>	The list consists of the names of the exchange fields (the column headers in both the QSO Entry and Log Windows.) Select the field ( <i>i.e.</i> column) that you want graphed.
<b>Count the entries in the field</b>	Any non-zero entry in the field counts as one.
<b>Total the entries in the field</b>	The value in the field is added to the sum for each hour. (This is disabled if the selected field is not a numeric field.)
<b>Make a monochrome graph</b>	is useful if you want to print the graph to a monochrome printer. You must first Copy the graph to the Windows Clipboard.

So, for example, you can graph your point total per hour, or your QSO count per hour, or your multiplier total per hour.

## Packet Terminal

WriteLog uses the TNC as a dumb terminal and uses the COMM parameters (baud rate, parity etc.) you have set in the [Ports] section of WriteLog.ini. The packet window cannot share a COMM port with the main WriteLog screen. See Setup Ports.

If you want to save the text in the Packet Terminal display area (*i.e.* the area that shows incoming packet information) or otherwise share it with some other Windows program, select the text using the mouse and use Edit Copy to copy it to the clipboard. If the TNC works, but you can't see what you type into the packet window, try turning the TNC's ECHO to ON.

After you have opened the Packet window, WriteLog watches the messages you receive for Packet Cluster spots. The most recent spots show in the selection window, and a mouse click on one tunes your radio (if RS-232 control is enabled) to the frequency and fills in the Call field in the Entry window. To limit the spots to those on the band you're operating, use the Edit Single Band Spots menu command. You may minimize the Packet window at any time using its System menu, but it remains active and connected.

### Telnet

As an alternative to a TNC connected to a Packet Cluster, WriteLog supports connecting to any of the Packet Clusters available on the internet as telnet connections. Just use the File Telnet command and type in the name of the telnet node (or its IP address) to make the connection. You will have to keep your internet connection up as long as you want to send or receive packet spots, of course.

The number Port number for telnet is 23, which is how WriteLog initializes its prompt. If the telnet node you want operates on a nonstandard port number, you can type it into the dialog.

### Local Network

If you are running multiple networked machines at your station, you need have only one of the machines connected to a TNC for packet. Set that machine up in the usual way. Telnet can be used as an alternative to a TNC as well.

On the other machines in the network, use the File Local Network menu command and type in the machine name for the machine that has the TNC. There is one restriction on the packet windows connected this way: you can't type CTRL+C to get the TNC to go to command mode over the network. That has to be done from the Packet window that actually is connected to the TNC.

### Single Operator.

If you turn on this menu entry, then WriteLog allows you to originate spots, but it does not use any incoming spots for the band map or multiplier display.

The System menu also has a Fonts... entry which you can use to change the font it uses. If you want WriteLog to always bring up the packet window when you start it, see Setup Save Configuration.

Your most recent QSO data is sent as a spot when you use the Entry Send Packet Spot menu entry.

## Single Band Entry

For multi-band contests, you may use the Bands Single Band... menu entry to indicate that only QSOs on one band (or mode) count. QSOs outside the band of interest (the one you selected in the menu entry) are tagged with a "B" in the field where dupes are usually indicated.

You may change your mind at any time-WriteLog will recalculate your scores and duping appropriately.

## Band Setup

Many contests allow working the same station more than once for credit, usually on a different band. To use the built-in multi-band dupe checking, use the Band Setup entry. This entry is disabled if there are any QSOs in the data base. The controls mean:

<b>Low edge</b>	Enter the low frequency edge of the band.
<b>High edge</b>	Enter the high frequency edge.
<b>Select modes for this band</b>	Turn on all the modes that count as this band.
<b>Add this band</b>	Push this button after all the above are filled correctly. Repeat for each band you want to dupe separately.
<b>Clear All Bands</b>	Push this button to start over.
<b>Cancel</b>	Push this one when you're finished.

In order to support operation in contests with various rules, WriteLog can dupe separately by mode as well as frequency. To dupe separately by mode on frequency ranges that overlap, you do a Band Setup Add operation for each mode, and use the form presented to create a separate band entry with only the appropriate mode buttons activated. For example, Novice Roundup is duped separately by mode, regardless of frequency. So make two band entries with frequency edges from 0 to, say, 999999, but with the phone modes indicated in one, and the digital modes in the other. For a QSO to be considered part of a "band" by the dupe checker, it must have a frequency within the edges specified, and its mode must match one of the modes specified.

Another example: ARRL Sweepstakes allows working a station once in the contest regardless of band from 160 meters through 10 meters. Set up for Sweepstakes by making one band entry with edges 1800 and 29700 KHz, and with all the mode buttons on. The dupe checker internally maintains one more "band" than you enter in which it places QSOs which aren't in any other bands (usually an error condition). The only time that WriteLog explicitly indicates which band has a given QSO is when it prints out the dupe sheets and when it writes a WK1 file, but it does tag out of band QSOs with a "B" in the dupe field.

If you have a multiplier module selected, don't change the Band Setup.

## QSO Exchange Fields

WriteLog deals with the differences between the exchanges of the various contests using a concept called a field. A field is made up of one or more characters (*i.e.* letters or digits), and a contest exchange is made up of one or more fields. All the QSOs in a single contest must have the same exchange (*i.e.* set of fields), but different contest files may have very different fields.

A field has properties that are configured to match the contest. A field has a length. For phone contests, for example, the field used to store the signal report will have a length of two, and for CW contests, a length of three. A field has a caption which is used as the column heading whenever it is displayed or printed (*e.g.* "RST" is the caption used for CW signal reports).

See also

[Editing QSO Exchange Fields](#)

## Editing QSO Exchange Fields

If you have a multiplier module for the contest it will automatically set the exchange fields appropriately for the contest, but WriteLog has the ability to augment that setup. For other contests you can setup the fields from scratch.

Each contest has its own exchange and WriteLog can be configured to log any of them. The only requirement is that every exchange must at least have a CALL field-the editing procedure enforces this requirement. WriteLog also configures the CALL field to always be 13 characters wide, and to accept any character except a space. The fields of the contest exchange may be changed at any time using Contest Exchange Setup format setup menu entry. You can either define the exchange from scratch (select the "YES" response to the Initialize Format query), or add fields to the existing exchange. Either way brings up a form to fill out. You fill out this form once for each field in the contest exchange (like call sign, received report, sent report, etc.). The fields you enter will appear, left to right in the order you fill them out, on the log and in the entry window.

The fields in the form mean:

- |                |   |
|----------------|---|
| <b>Caption</b> | <p>This is the title of this field in the exchange and will be used to label the field in the log window and on the log hard copy.</p> <p>When you add a field the text entered here determines its width. Use spaces if necessary to make the field wider than its title.</p> <p>When modifying a field it is not possible to change its width, although the text in its caption can be changed.</p> |
| <b>Call</b>    | <p>Activating this button indicates that this field is the call sign field. The call sign field always has a standard width and no lower case so WriteLog ignores any other buttons if this one is on. WriteLog also requires that there be a call sign field, so it activates this button on</p>   |

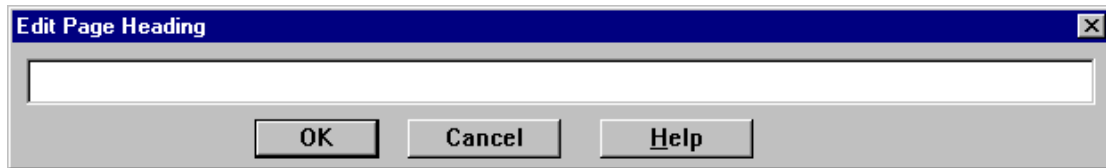
	this form for every entry until you have turned it on once and added a call sign field. Therefore you must deactivate this button when adding every field that appears to the left of the call sign.
<b>Number</b>	Activating this button indicates that this field is all numeric, and WriteLog will not allow any non-numeric characters to be entered. For convenience in CW operations, certain letters will be converted to digits when attempting to enter them in a NUMBER field: "n" is converted to "9", "o" to "0", "a" to "1", and "t" to "0"
<b>Prompt</b>	By default this button is on, but turning it off makes the corresponding field not appear in the QSO entry window. Data may be entered into such a field only by editing it in the Log window's Edit tool. The MUL field in the default exchange is an example. In this case, multipliers are not entered in real time, but are added after the contest, so the MUL field is set to not clutter the QSO entry window.
<b>Print</b>	This button defaults on, and turning it off prevents this field from being printed, but it will show in the Log window.
<b>Dupe</b>	When WriteLog checks previous QSOs for duplicates it can display one field from the duplicate QSO. Only one field may be so displayed, so this display is disabled after being used once.
<b>lower</b>	Activate this one to allow lower case letters. If its off, any lower case letters typed into the corresponding field are converted to upper. This is ignored if the CALL button is set and all lower case letters in the call sign are converted to upper.
<b>Tab Only</b>	A field with this button selected will not auto-tab to the following field when you type enough characters to fill it. This is useful for situations where you have unconsciously learned to type a tab or space when receiving, say, the NR field in Sweepstakes, but the first time you work a station with a four digit number you fumble. Turning on this field means you must type the tab or space, even if the field is full
<b>Overstrike</b>	Selecting this button means that new characters typed into the field overstrike existing ones rather than pushing the existing ones to right.
<b>No Space</b>	Selecting this button prevents typing a space character into it. Instead, typing a space causes the cursor to tab to the following field.
<b>Required</b>	Turning on this button causes WriteLog to refuse to enter a QSO into the log if the field is blank. And if there is a multiplier module loaded, it can also validate the field and refuse to allow entering the QSO.
<b>RST</b>	Turning on this button causes WriteLog to treat the field as an RST. It defaults to 59 or 599 according to mode. This should normally be turned on in combination with the Number button.
<b>New</b>	This button is disabled if you have any QSOs already in the log. Press this button to initialize all the above buttons for a new exchange field. Then select the caption, etc. and, finally, press the Save button to commit the new exchange field.
<b>Save</b>	If you select an exchange field in the list box, then you may change the various options for that field as described above. The changes do not take effect, however, until you press this button, the Save button.
<b>OK</b>	Press this button when all the fields have been entered. It will not let you exit this edit procedure, however, if you haven't added a call sign

field.



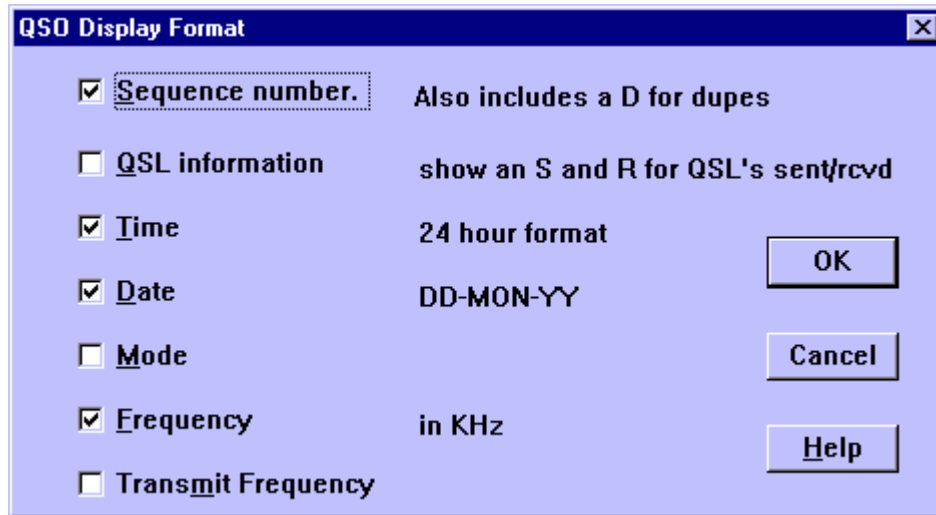
## Page Heading

Using File Page Heading you can indicate a line of text to be printed as a page heading on each page when you print a log or print a dupe sheet.



## QSO Display Format

Setup Display Format gives you the ability to control the display of the QSO data that WriteLog maintains for all QSOs. The data is collected and stored for all QSOs and you may use this menu entry to turn its display on or off at any time.



The toggle buttons mean:

<b>Sequence number</b>	controls the display of <i>both</i> the sequence number of the QSOs and its dupe field. The dupe field is normally blank, but is a D for dupes, an X for QSOs you have explicitly disallowed, and B for out of band QSOs.
<b>QSL Info</b>	controls the display of the QSL sent/received columns. The Received column is normally blank, but will have an R if you have indicated. Similarly, the Sent column is either blank or has an S. See QSL Records.
<b>Time</b>	controls the display of the time of the QSOs.
<b>Date</b>	controls the display of the date of the QSO. Note that WriteLog only displays the date of the top QSO in the Log window unless the date changes down the page.
<b>Mode</b>	controls the display of the mode of the QSOs.
<b>Frequency</b>	controls the display of the frequency of the QSOs.
<b>Transmit Frequency</b>	controls the display of the transmit frequency. This is interesting only if you are working split and are logging the frequencies directly from your rig.

## QSL Records

The format of the printing on the QSL is controlled by the dialog box available under File QSL Comment.

The QSL Printing dialog "**Print RST from field labeled:**" list box selects which column in the log will provide the data for printing the RST on the card. When a QSL is printed for a QSO that is blank in that selected field, then 599 or 59 is printed on the QSL depending on the mode of the QSO.

The text you enter in the "**Print this on each QSL**" box is printed on the fourth line of QSLs as they are printed.

And the text you enter in the "**Comment for records in .QSL file**" is added to the .QSL file (see below) the next time you do a File Save.

For record keeping, WriteLog maintains a QSL sent and QSL received flag for each QSO. This flag is displayed if the appropriate button is activated under the Setup Display format menu entry. The sent flag is turned on (and so indicated by an "S" in the display) for every QSO for which a QSL is printed. Turn it off or on by making the Log window active, highlight the desired QSO, and type S to toggle the sent flag, R to toggle the received flag. Additional QSL information is stored in a .QSL text file at File Save time. The additional file is always named with extension QSL, and is always appended to-*i.e.* WriteLog doesn't alter existing data in QSL files, although you may do so with an editor.

## Callsign Search

The File QSO Search menu entry searches .WL files for callsigns:

- |                                    |  |
|------------------------------------|--|
| <b>Search for exact callsign</b>   | looks for an exact match of what you enter.  |
| <b>Search for partial callsign</b> | looks for any callsign that contains the characters you enter, in the order that you enter them. “?” and “*” characters further restrict the search. |

When a match is found, WriteLog displays a modeless QSO SEARCH dialog box containing QSO information from the QSO. Modeless means that the box does not block your use of the rest of WriteLog--you may leave the box on the screen and continue with other WriteLog operations. The QSO SEARCH modeless dialog has the following buttons:

- |             |  |
|-------------|--|
| <b>Next</b> | looks for another match further down the log. When it gets to the end of the file, it presents a new file selection box. |
| <b>Load</b> | creates a new WriteLog window loaded with the file that was being searched.  |

See Also

Goto a QSO

Super Check Partial

## Setting the Logging and Duping Frequency

The frequency and mode information for QSOs are acquired according to the settings in the Setup Ports dialog. If RS-232 rig control is enabled, then the frequency and mode are acquired from the rig directly. If not, then the values you have entered in the Band Set Frequency dialog are logged. In either case, the same mode information is also used to determine whether the F2 through F11 keys transmit CW or voice.

In the automatic case, split frequency operation is supported--both transmit and receive frequencies are stored internally for all QSOs but only the transmit frequency is used for the dupe check.

Normally WriteLog will either get its frequencies from either manual input to the Entry Window, or from a computer controlled rig attached to a serial port. You use the Band Set Frequency&Mode menu entry to indicate your choice. Any radio you have connected may be selected from the list. If you have configured any antenna relays to be switched according to manually entered frequencies, they will also appear in the list.

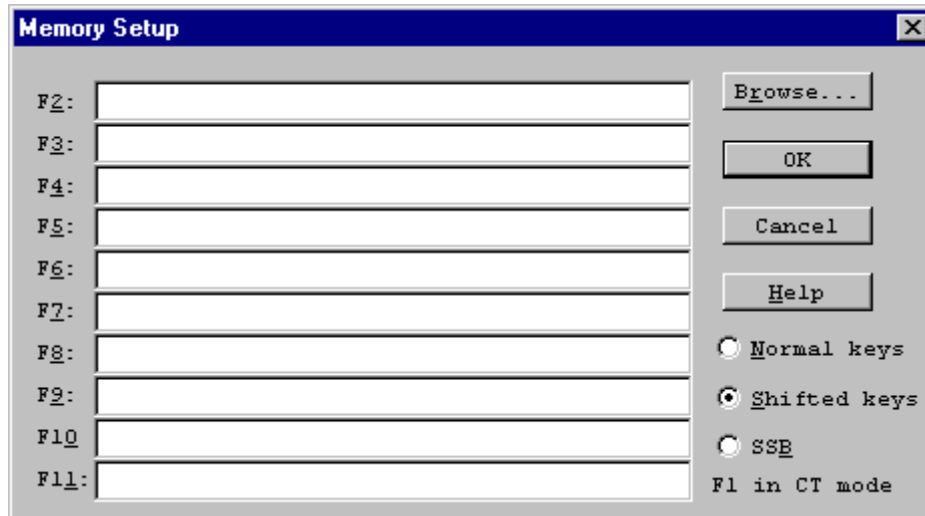
The result of a dupe check is displayed in the Entry window and is either “New Station” or “Dupe on FFF at TTT RRR” where FFF is the frequency recorded for the previous QSO, TTT is the time and RRR is part of the text from the log entry of that QSO. (You control which field in the exchange this text comes from when you edit the exchange.)

See also

Quick Band and Mode Selection

## CW and RTTY and Voice Memory Setup

The CW (and RTTY) memories for the messages on function keys F2 through F11 are programmed using the dialog box under the Setup CW/RTTY messages entry. Hint: you will normally want to add a space character as the last character in the memory so that if you type message keys in succession, a space is sent between them.



The memories have the following special properties if there is a "%" character followed by a:

digit n (in the range 1 through 5)

the current QSO number is substituted for the % when that message is sent. The number sent will be preceded by enough "T" characters in Morse (or "0" digits in RTTY) to ensure that at least n characters are sent in the number. For example, if the sequence number is one, and there is a "%3" in the F3 field, then pressing F3 will send "TT1". This is for contests that require a "three digit serial number".

the letter "B"

The characters in the memory between a %B and a following %B are ignored (and not sent) unless the current Entry window has at least one character in its CALL field and that call sign is a duplicate on the Entry window's current band. Under these conditions, the characters between the %B's are sent, and any characters following the final %B are ignored. If there is a %C before the %B in the memory, then when the "Special case" for %C described above is in effect, the dupe check is also held until you tab or space out of the CALL field. In this special case, only one pair of %B characters will be correctly processed, and they must appear after the %C.

the letter "C"

the contents of the "CALL" field in the entry window are sent. If the CALL field is blank, then the CALL from the previous QSO is sent.

*Special case:* If, when you press the function key corresponding to a memory with %C in it, you also have the cursor in the CALL field of the Entry window, then WriteLog switches to live CW transmission from the Entry window. Each key you type not only is recorded in the CALL field but is also transmitted as CW at the appropriate time. WriteLog shows you it has entered this mode by

drawing a red rectangle around the CALL box. Typing BACKSPACE attempts to not send the last character. (Some CW keyer options (PK-232 and W5XD keyer) do not support this option.) Any characters following the %C in the memory are held until you tab or space out of the CALL field, or until the message being sent catches up to your typing, or if you stop typing for more than 1 second.

the letter "D"

Like "C", the contents of the "CALL" field in the entry window are sent, but the special handling when the cursor is in the CALL field does not happen, and, if the CALL field is blank, it does *not* send the previously logged call.

the letter "E"

an end-of-transmission character is added to the transmit buffer to switch back to receive mode (only useful for RTTY).

the letter "F" followed by a digit n

the exchange field number n from the entry window is sent. The numbering of exchange fields is left to right starting with one. If the name of field n is "SNT", then "599" is sent as "5NN".

the letter "H"

The callsign in the Entry window is looked up in "Friend.ini". If it is found then the text corresponding to the call is sent. So if, for example, Friend.ini contains the entry "W5XD=HI WAYNE", then, if W5XD is the call in the Entry window, then "HI WAYNE" is sent instead of the "%H". By default, the section in Friend.ini that is used is "[HI]", but the "HI\_SECTION" entry in the "[Configuration]" section of WriteLog.ini can be edited such that WriteLog will lookup some other section in "Friend.ini".

the letter "I"

A type-in box pops up and any characters typed into the box are inserted in the message in place of the "%I". Clicking the Cancel button on the type-in box cancels the entire message.

the letter "M" followed by digit(s) n

the entire contents of the memory Fn are inserted into this message. For example, %M2 inserts the message for F2. Add 20 for shifted memories, so %M22 inserts the message for SHIFT+F2.

the letter "P" followed by a digit n

the exchange field number n from the previous QSO is sent. The numbering of exchange fields is left to right starting with one.

the letter "R"

a newline character is sent (only useful for RTTY).

the letter "T"

the time of day in four digits is sent.

The letter "X"

In two-radio operation, this retains the current transmit focus rather than switching to the radio with the keyboard. The %X sequence is ignored if it appears anywhere other than the very beginning of the message, and it is ignored if the transmit focus and keyboard focus are already the same. (This command interacts with the Auto-Resume CQ function). You should only program the %X sequence in the CW memories, and its appearance in the CW memories applies to phone as well.

any other character

the current QSO number using the minimum number of digits is sent.

The programming of the memories can get a little complex. Here is an example for the Sweepstakes exchange:

```
"%C %BQSO B4%BNR % B W5XD 71 STX"
```

This means: send the other station's call followed by a space. Then do a dupe check on the call in the current Entry window. If the station is a dupe, then send "QSO B4", otherwise send NR, compute the next sequence number and send it, followed by "B W5XD 71 STX". There is no way to override the dupe check. If you want to send the exchange to someone that is a dupe in your log, then you must program an additional function key without the %B characters.

### Sound Board Voice keying only

You may use the "<" and ">" characters to include the name of a WAV file to be transmitted instead of sounding out letters. For example:

```
%C<MSG2.wav>%1<MSG3.wav>
```

sounds out the callsign, transmits MSG2.wav, sounds out the current serial number, and transmits MSG3.wav.

### CW Only

The CW keyer can also be programmed to temporarily change the CW speed during the transmission of a CW memory message. A "<" character in the message causes the speed to step up one step and a ">" character causes the speed to step down one. These characters should be matched in the message (i.e. every "<" should have a matching ">") although the speed will revert back to the normal speed within 5 seconds after the transmission of a CW message with unmatched speed steps.

Morse prosigns are entered in the memories using ASCII characters that don't appear in the Morse alphabet:

SK	[	
AR	@	(also TAB on the CW keyboard)
AS	]	
AA	+	
BT	-	
KN	#	

If you have a .WL file saved from some other contest, you can read the CW memories from it by clicking on the Browse button.

See also

Sound Board Voice Keying

Cw Keyboard



## Setup Ports

Use the this menu entry to tell WriteLog how you have made your connections. For Windows 95/98, WriteLog reads the port address for line printers from the BIOS. Line printer port (LPT port) support is not available in Windows NT or Windows 2000.

Note, WriteLog's packet window and RTTY window also can use COMM ports. No two WriteLog windows can simultaneously use the same COMM port.

	CW	Rig	DVK	Antenna relay	Rig Type	Baud Rate	Poll	Comm PTT
COM1:	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TenTec Omni-V	AUTO	<input checked="" type="checkbox"/>	YES
COM2:	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TenTec Omni-V	AUTO	<input checked="" type="checkbox"/>	YES
COM3:	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yaesu FT-1KMF	AUTO	<input checked="" type="checkbox"/>	YES
COM4:	<input checked="" type="radio"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Kenwood	AUTO	<input checked="" type="checkbox"/>	YES
LPT1	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DVK type <input type="radio"/> NA interface <input type="radio"/> Windows sound board <input type="radio"/> W9XT interface <input checked="" type="radio"/> None			
LPT2	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
LPT3	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
<input type="checkbox"/> All mode PTT on CW port RTS								
Rotator control on COM port Left (or only) Rig: None, DCU-1 Right Rig: None, DCU-1					CW keyer type PC generates W5XD keyer AEA PK-232 <b>W5XD multi+</b>			
OK, Cancel, Help, Wave File Locate..., CW Speeds..., CW PTT...								

You may select any number of rigs to be controlled, and any number of antenna relays to be controlled, but only one CW output and only one DVK output.

### Rigs

Any type of rig can be on each COMM port. WriteLog is programmed to drive the rig at a default baud rate, but some rigs are capable of higher speeds with special settings, so you may override WriteLog's speed setting for each rig.

### Poll

Normally leave this button on. But if your rig behaves poorly when being continuously polled, you can turn this button off. With this button off, WriteLog only queries the rig when it does a dupe check. The bandmap won't follow as you tune the dial this way, but logged QSOs will be on frequency.

### Comm PTT

The purpose of this setting is to accommodate rigs that have synchronization restrictions between being polled for their frequency and accepting PTT commands. This setting only has an effect if the rig supports PTT commands over its serial port. Most Kenwood and Yaesu do. Most Icom do not.

The settings are:

**YES**

WL sends PTT commands to the rig with no timing restrictions with respect to frequency polling.

**NO**

WL never sends PTT commands to this rig on its serial port.

**Sync**

WL does not poll the rig during a transmission, and, if you happen to press an F key during a poll, WriteLog delays the transmission until the rig completes its response to the poll.

**CW Keyer Type**

Tell WriteLog whether you have the W5XD CW keyer, an AEA PK-232 multimode controller on its own comm port, or whether WriteLog should send CW over the comm port DTR line, or on an LPT port. Note on the PK-232: WriteLog uses the WRITELOG.INI [Ports] settings for the COMM port you select for this device. Be sure to set "8 bits NO Parity". The baud rate is usually 1200, but the PK-232 has an internal battery that backs up its baud rate settings, so you must set your Windows Control Panel to match the PK-232 settings.

**DVK**

Select an LPT port in this column to tell WriteLog which port you have a NA-style DVK, or which port you have set up for a W9XT card. WriteLog will also use the port you select in this column to control a rig A/B output on pin 14 for any DVK type (except W9XT).

**DVK Type**

The NA Interface is line printer port based. If you choose Multimedia, though, WriteLog provides the ability to key your transmitter for voice transmissions. For LPT, WriteLog asserts pin 16 on the line printer port during voice transmissions.

**Antenna Relay**

WriteLog will assert the band number on the selected LPT port. The pins used are: 2 (LSB), 7, 8, and 9(MSB). The codes are: 160m (0001), 80m(0010), 40m(0011), 30m(0100), 20m(0101), 17m(0110), 15m(0111), 12m(1000), 10m(1001), 6m (1010), 2m (1011), 222(1100), 420 (1101), 900(1110), 1.2G (1111). Operation on the microwave bands above 1.2G also appears on the selected LPT, but the codes are reused: 2.3G (0001), 3.3G(0010), 5.6G(0011), 10G(0100), 24G(0101), 47G(0110), 75G (0111), 119G(1000), 142G(1001), 241G(1010). If you select any antenna relays, then you get an additional dialog box so that you tell WriteLog where to get the frequency that drives the antenna relays.

**PTT on CW Port RTS**

If you select CW on a COM port, WriteLog will put PTT signals on the same port on its RTS output. This is for all modes, not just CW, and this PTT signal is in addition to any that WriteLog might put on an LPT port or through rig control.

**Rotator control on COM port**

WriteLog can control up to two antenna rotators on COM ports. Such a COM port cannot be shared with rig control or CW or PTT. Selecting a COM port in this box also enables the Radio Antenna to this Azimuth menu command.

These protocols are supported:

**DCU-1:** the COMM port is set to 4800 baud, no parity, 8 bits, 1 stop bit. No INI settings affect this.

**Yaesu:** the COMM port settings are determined by the appropriate COMn: entry in the [Ports] section of `WRITELOG.INI`.

**Sartek:** WriteLog uses the Sartek program to drive the antenna rotator. The COMM port settings are determined by the Sartek software, not WriteLog.

The settings in this dialog box are written to `WRITELOG.INI` by the Setup Save Configuration menu entry. The file is written to the Windows system directory, and WriteLog will automatically set these values from that file the next time you start it.

### **W9XT card**

WriteLog supports transmitting CW, and supports recording and transmitting recorded voice transmissions on the W9XT card, but only on Windows 95/98, not Windows NT/2000. The card has 4 voice messages on it. They are on F3, F4, F5 and F6. Pressing SHIFT+F3 (or F4, F5, or F6) starts a recording on the corresponding memory and pressing ESCAPE terminates the recording.

See also

Rig Interfacing

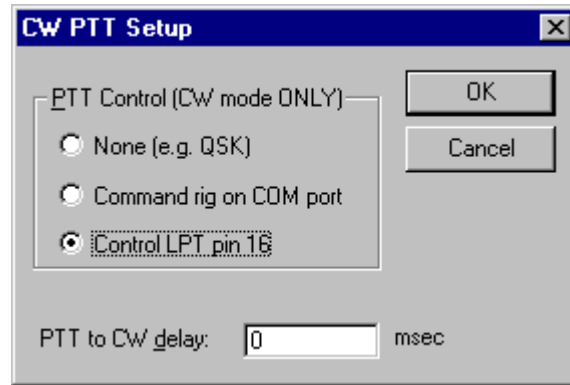
LPT Port pin Assignments

Wave File Locate

Setup CW PTT

## Setup CW PTT

Setup the way WriteLog controls PTT for CW. This dialog affects the way WriteLog does PTT for the CW mode only. In all other modes, the Setup Ports controls how WL does PTT. When running FSK RTTY, there is yet another PTT signal available in addition to all the above on DTR and RTS on the same COM port that has the FSK.



None means you're using VOX or QSK.

Or you can tell WriteLog to command your rig over its COMM port or else you can use the LPT you have setup for a DVK (in Setup Ports).

The LPT port setting also causes WriteLog to activate the PTT signal on the W5XD multi-outboard keyer.

See also

Setup Ports

## LPT Port pin Assignments

As can be seen from the pin assignments, the NA DVK, the W5XD Outboard keyer, and the Antenna relay all have conflicting pin assignments on an LPT port, so no two of them can be selected for a given LPT port. However, the “PC Generates form of CW” and the WAV file transmission PTT assertion, and the rig A/B assertion conflict with nothing else and can be assigned to any LPT port regardless of anything else you have assigned to the LPT ports.

LPT ports are supported on Windows 95/98 but not on Windows NT.

<u>Pin</u>	<u>NA</u> <u>DVK</u>	<u>W5XD</u>	<u>Ant</u> <u>rly</u>	<u>WAV</u>
<u>1</u>	<u>CW</u>			
<u>2</u>	<u>abort</u>	<u>used</u>	<u>LSB</u>	
<u>3</u>	<u>msg1</u>	<u>used</u>		
<u>4</u>	<u>msg2</u>			
<u>5</u>	<u>msg3</u>			
<u>6</u>	<u>msg4</u>	<u>high</u>		
<u>7</u>	<u>msg5</u>	<u>high</u>	<u>used</u>	
<u>8</u>	<u>msg6</u>	<u>high</u>	<u>used</u>	
<u>9</u>	<u>msg7</u>	<u>high</u>	<u>MSB</u>	
<u>10</u>				
<u>11</u>		<u>used</u>		
<u>12</u>				
<u>13</u>				
<u>14</u>	<u>A/B</u>			<u>A/B</u>
<u>15</u>				
<u>16</u>				<u>PTT</u>
<u>17</u>	<u>CW</u>			
<u>18</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>
<u>19</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>
<u>20</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>	<u>GND</u>

You need to set one of the LPT port buttons in the DVK column in Setup Ports to tell WriteLog to control the A/B output on pin 14.

See Also

Outboard Keyer

Setup Ports

## Rig Interfacing

The connection between the computer and the rig is straight through: 1 to 1, 2 to 2, etc., and all 25 pins may be connected. For all radios at least pins 2, 3, and 7 are necessary. If you have a 9 pin connector on your serial port instead of 25, here is the correspondence:

		9 pin	25 pin
Carrier Detect	CD	1	8
Receive Data	RXD	2	3
Transmit Data	TXD	3	2
Data Terminal Ready	DTR	4	20
Ground	GND	5	7
Data Set Ready	DSR	6	6
Request To Send	RTS	7	4
Clear to Send	CTS	8	5
Ring Indicator	RI	9	22

Here are the baud rates and other parameters assumed by the WriteLog rig drivers:

rig	baud rate	Icom Address
Kenwood	4800	
Yaesu	4800	
Ten Tec Omni V	1200	
Ten Tec Omni VI	1200	0x04
Ten Tec Delta II	1200	0x02
Icom 735	1200	0x04
Icom 725	1200	0x28
Icom 751	1200	0x1C
Icom 761	1200	0x1E
Icom 765	1200	0x2C
Icom 781	1200	0x26
Icom 575	1200	0x16
Icom 271	1200	0x20
Icom 275	1200	0x10
Icom 375	1200	0x12
Icom 471	1200	0x22
Icom 475	1200	0x14
Icom 736	1200	0x40

Icom 746	1200	0x56
Icom 775	1200	0x46
Icom 756	1200	0x50
Icom 706	1200	0x48

WriteLog asserts RTS (pin 4) and DTR (pin 20) on the rig port unless you have also configured the Port Setup to send CW and do rig control on the same port, in which case the DTR/RTS lines are used to send CW.

If you want WriteLog to run CW on the rig port's DTR and/or RTS lines, more wires are required as described in Outboard Keyer. WriteLog supports either "PC generates" CW or the "W5XD Keyer" settings on the same COM port as a rig is connected. Some rigs require the RS-232 modem control lines (RTS/DTR) to be active. Kenwood rigs are an example. It is still possible to send CW and control such a rig on a single COM port, but you must build a cable with jumpers to satisfy the rig's modem control requirements.

The rigs that may be controlled from the RS-232 port are determined by the `WLOGRIGS.DLL` file. You use the Setup Ports menu entry to select your rig type.

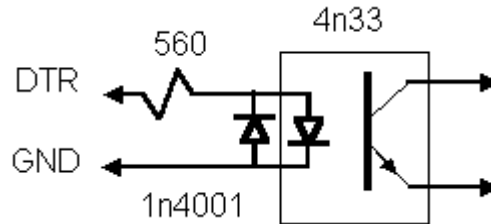
See Also

Outboard Keyer

## CW Interfacing

### COMM port CW

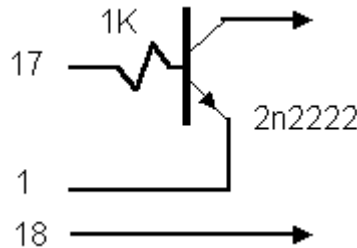
When configured for “PC Generates” CW on a COMM port, WriteLog sends CW on the DTR line of the COMM port.



WriteLog also puts the PTT signal on the RTS line of the same comm port. WriteLog allows you to use the same COMM port for both CW and for rig control, but you will have to build your own Y cable that sends the appropriate wires (TXD, RXD) to the rig control port and the appropriate wires (DTR, RTS) to your CW and PTT circuits.

### LPT port CW

When set for “PC Generates” on an LPT port, the signal is on pin 17 of the LPT port. (LPT ports are not supported on Windows NT or Windows 2000)



The LPT port CW keying is also compatible with the W9XT board, which needs none of these circuits but instead has a built-in CW relay.

See Also

Outboard Keyer

LPT Port pin Assignments



## DVK Interfacing

WriteLog NA DVK mode asserts LPT port pin 2 to abort a transmission in progress, and asserts pin 3 through 9 to transmit voice memory numbers 1 through 7 respectively.

See Also

[LPT Port pin Assignments](#)

[CW Interfacing](#)

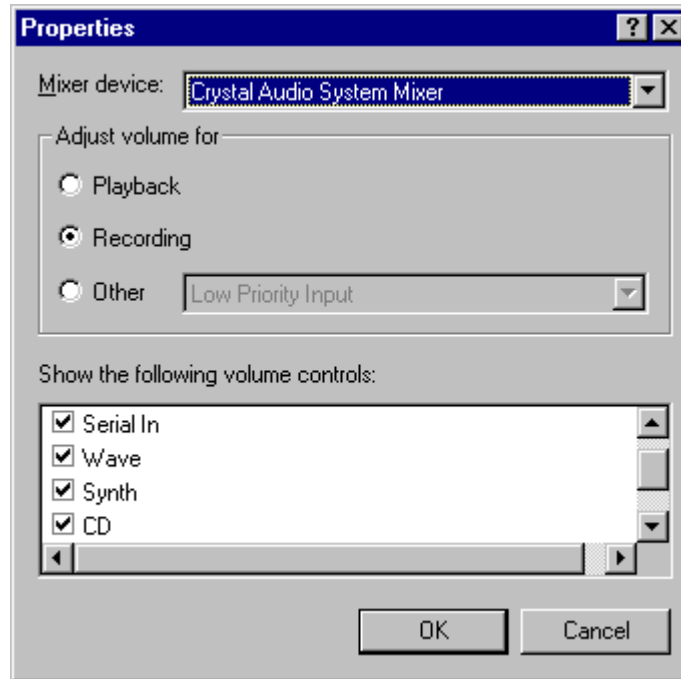
[Outboard Keyer](#)

## If WriteLog chooses the wrong Line In input

WriteLog will correctly find the Line In input on your sound board if there's only one of them and it's marked Line In or Auxiliary. There are sound boards that don't and WriteLog may choose the wrong Line In input. You can override WriteLog's choice by setting this INI entry:

```
[WlSound]  
LineInIndexOverride=4
```

To know what value to set in this entry, bring up the Windows volume control accessory. Use its Options Properties menu and click on the "Recording" button to get this picture:



The inputs to your sound board appear in the scrolling box at the bottom. The very top one corresponds to a value of zero for LineInIndexOverride. The next one down is 1, the next 2 and so on. In the picture above, the very top line has been scrolled out of view so that the top line in the picture is index equal to 1. So, for example, using the CD input of the sound board means using a value of 4 in LineInIndexOverride.

See Also

How WriteLog setups up sound board mixers

## How WriteLog sets up sound board mixers

You can adjust the sound board mixers with the WriteLog Sound board mixer control that you can reach from the Start Menu, WriteLog program group.



This window shows you how WriteLog has setup the mixers now, and allows you to set the levels. All the functions in this window could be accomplished with the Windows Volume Control Accessory, but the WriteLog version gives you one integrated panel.

The Transmit section is for sound generated by WriteLog and going to your transmitters. Output Level controls separately set the overall output levels for the sound board audio going to your left and right transmitters. The Msg play and Mic level controls allow you to adjust the relative levels for WAV file playback (and AFSK/PSK transmission) or SSB microphone levels. The “Active” checkmarks across the bottom show you what WriteLog is doing with the mixers.

The Receive selection section sets the input levels for audio coming from your receivers into the sound board Line In (or other) input. The selection box normally is selected by WriteLog to be the Line In input on your sound board. WriteLog will use the input selected in this box for decoding CW, FSK, PSK, and recording SSB audio. But if you change the setting, WriteLog will not see the effect until WriteLog is exited and restarted.

The Active check boxes across the bottom of the window are active. If you have setup WriteLog for stereo operation, either the left or right output channel will be turned off by WL and the corresponding Active check button will be off. But you can override this by clicking the button. WriteLog also normally controls the selection buttons for the Mic and Line inputs for your sound board and the status of those controls is displayed in this window. But a mouse click on the corresponding button overrides the setting. This is intended to help you trouble shoot connection problems to your sound board.

**Only** if you have selected the DVK type to Windows Sound Board in the Setup Ports menu, will WriteLog manipulate the mixers or levels on your sound board. This is true even if you are running RTTY with the TU Type set to Sound Board AFSK (or FSK). In that TU Type you may wire the receive audio into either the LINE or the MIC input, and you must bring up the Windows Volume Control to set the sound board mixers appropriately as WriteLog will not

automatically control them.

If you have selected the sound board for the DVK, then WriteLog controls the mixers on your sound board this way:

1. The volume level for the output is set each time you initiate a transmission over the sound board. If you have designated Entry windows separately for a left and right radio, then it sets the level separately for the two channels, otherwise it sets the level for both. You control the level that WriteLog sets by changing the volume control on your sound board while WriteLog is running.
2. WriteLog routes either the wave file playback or the microphone input through to the sound board output. If you are transmitting an SSB wave file or with RTTY, the wave file playback goes to the output. If you are not transmitting, and if you have turned on the "Echo Microphone" control, then the microphone input is routed through to the sound board output.
3. When you start a wave file recording operation (SHIFT + F2, etc) the microphone input is routed to the wave file recorder and the line input is turned off.
4. If you have the Recording Loop turned on, the LINE inputs are recorded continuously, and in stereo, and the microphone input is turned off. Note that this option is automatically setup when you set the RTTY TNC Type to Stereo SB.

All of this sound complicated. But all you really have to do is connect your microphone into your sound board's MIC input. And connect the audio output from one receiver into your sound board's left LINE input, and the audio from another into the right, and connect your sound boards LINE (or SPEAKER) outputs to your rig's mic inputs (one for LEFT and one for RIGHT) and you're set to run SSB with two rigs and RTTY with two rigs.

See Also

Tools Sound Board Options

Sound Board Interfacing (transmitting)

Two Radio Contesting

Enable Recording Loop

Pause Recording Loop During SSB Xmit

Tools Save Audio Snapshot

Echo Microphone

If WriteLog chooses the wrong Line In input

## Sound Board Interfacing (transmitting)

Connecting your sound board output to your rig's microphone input is required for automating SSB operation. Its a good idea to use an audio transformer to keep the grounds isolated. If you check an LPT port in the DVK column in Setup Ports(LPT ports are not supported on Windows NT), WriteLog asserts LPT pin 16 for the length of the WAV file so you can use it to drive a relay for PTT, but if your rig supports RS-232 control of transmit and receive then the PTT connection is not needed. Or you can configure your rig for VOX.

If your sound board supports it, when you have selected the DVK type Windows Sound Board, the sound board microphone input is continuously send to the speaker and line out outputs. This allows you to wire your mic directly and permanently into your sound board's microphone input--WriteLog automatically routes your mic to the radio and mutes the mic during WAVE file transmission. To tell if your sound board supports this feature:

1. From the Start menu, find Programs/Accessories/Multi-media/Volume Control and run it.
2. When it comes up, select the menu item Options and Properties. Make sure the "Playback" button is ON, and look in the list at the bottom of the dialog.
3. If "Microphone" is in the list you're all set.
4. If not, then WriteLog can't send mic audio to the speaker output.
5. In the same dialog, make sure the Line In input is turned **off**. Otherwise, your received audio will be sent straight to your rig's microphone jack, which will likely trip the VOX among other bad things.

This means that WriteLog cannot automatically connect your mic through to the radio, so you must rig up an external mixer or relay. Note that RTTY operation does not use a microphone so none of this paragraph applies for that mode.

### Two radios with one sound board

If you use the Radio menu with two entry windows and tell it you have a Radio Left and a Radio Right, then when you "Activate this Radio" (CTRL+R), the sound board mutes the appropriate output channel. You can have two radios with one sound board this way. If you have not told WriteLog whether you are left or right, it puts all audio on both channels. Note that this muting is in effect whether you are transmitting a WAV file or not, so your microphone signal is also routed to the correct rig.

WriteLog changes output level setting automatically as you switch between left/right rigs. It does manipulate the MUTE switches on your sound board. You can watch this in action by running the same Volume Control application. It will automatically display the changing settings as WriteLog sends WAVE files and records them. You will need to set the levels appropriately yourself from the same control.

The same sound board connections can be used for SSB and RTTY and PSK.

### Second sound board

WriteLog puts all its sound board functions except one on the sound board indicated by this ini file entry:

```
[Configuration]
SoundBoardIndex=0
```

The one exception is the AudioReview function, which WriteLog puts on the sound board indicated by this ini file entry:

```
[AudioReview]
SoundBoardIndex=0
```

If you have two sound boards, the best configuration is to set the two INI entries to different sound boards, and set the Windows default sound board to the one for AudioReview. That way, your AudioReview playback and all other Windows function go on one sound board, and WriteLog's transmit and receive functions use a dedicated sound board.

See Also

[Tools Sound Board Options](#)

[LPT Port pin Assignments](#)

[Two Radio Contesting](#)

[Enable Recording Loop](#)

[Pause Recording Loop During SSB Xmit](#)

[Tools Save Audio Snapshot](#)

[Echo Microphone](#)

[How WriteLog sets up sound board mixers](#)

## Enable Recording Loop

This menu option turns the sound board recording loop on or off. Note that the WinRTTY Stereo sound board options automatically turns the recording loop on. If you turn the recording loop off while running the stereo sound board option in WinRTTY, WinRTTY stops receiving (don't do that). The WinRTTY standard sound board option automatically turns the recording loop off.

Normally, you will have no reason to toggle this option. But you may use it to pause RTTY reception when you're using WinRTTY, or to reduce the memory and CPU use load on your machine when you are running SSB. You will not be able to save an audio snapshot if you turn this option off.

See Also

Tools Sound Board Options

Pause Recording Loop During SSB Xmit

Tools Save Audio Snapshot

Echo Microphone

Sound Board Interfacing (transmitting)

How WriteLog sets up sound board mixers

Continuously record audio to file On/Off

## Continuously record audio to file

Turning on this menu selection causes WriteLog to record all received audio to disk. It does not stop until your disk is full, so you have to watch your disk space. WriteLog automatically turns this selection off if it fails to be able to write output (that is, if your disk is full). This setting is saved when you do a Setup Save Configuration, so if you want WriteLog to automatically start recording every time WriteLog is started, then check this menu item and do a Setup Save Configuration.

WriteLog breaks the WAV files up automatically to keep them from getting too large. There are three ways it decides when to close of a WAV file and open a new one. (1) a maximum of one hour of audio is recorded to a single file. (2) when you record a new SSB WAV file using SHIFT+Fn or (3) If you have the Tools Recording loop pauses during transmit, the file is broken every time you transmit a WAV file. In any case, it puts all the files in the \ham\AudioRecord folder and generates a new name of the form ReceivedAudioNNN.wav for each file. WriteLog starts with 001 for NNN and counts up as it fills your disk. WriteLog never deletes a WAV file in the directory, so you need to clean out the directory when you start a new contest.

WriteLog also maintains a text file, StartingTimes.txt in the same directory. The UTC time of the beginning of each WAV file is recording in StartingTimes.txt.

WriteLog comes with a special program, AudioReview that knows how to read the StartingTimes.txt file and automatically switch from one WAV file to the next.

### Compression

Use the Wave File Compression... button in Tools Sound Board Options, you can set WriteLog's sound recording to compress the audio as it is being written to disk. This will make the WAV files smaller (they are about 160MB per hour without compression), but may also limit the ability for AudioReview to analyze them. We have not investigated the effects of compression on the behavior of the PSK,CW, RTTY decoders in AudioReview. When you set up compression, be aware of the limitations:

The compression settings do not take effect until the next time WriteLog starts a new WAV file. Any recording in progress when you make the change will retain the old settings.

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

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

AudioReview reads WAV files regardless of how they compressed and, will tolerate changes made in the compression settings during the contest. But compression may affect the performance of the RTTY, PSK, and/or CW decoders in AudioReview.

Some compression selections may not work at all. For example, the MP3 compressor, while extremely fast at playback time, requires a large amount of processing as the audio is compressed and your CPU may not be able to keep up. Experiment **before** the contest weekend!

See Also

Tools Sound Board Options



Enable Recording Loop

Pause Recording Loop During SSB Xmit

Tools Save Audio Snapshot

Echo Microphone

How WriteLog sets up sound board mixers

## Tools Sound Board Options

The Tools Sound Board options menu entry brings up a dialog box that enables setting up your sound board.



See Also

Continuously record audio to file On/Off

Enable Recording Loop

Pause Recording Loop During SSB Xmit

Echo Microphone

How WriteLog sets up sound board mixers

## Pause Recording Loop During SSB Xmit

If your sound board does not support simultaneous playback and record (duplex), then you need to check the button on for SSB operation. If you do an Setup Save Configuration after setting this button, then this option will automatically be checked every time WriteLog starts.

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

See Also

Tools Sound Board Options

Enable Recording Loop

Continuously record audio to file On/Off

Tools Save Audio Snapshot

Echo Microphone

Sound Board Interfacing (transmitting)

How WriteLog sets up sound board mixers

## Tools Save Audio Snapshot

Saves the most recent 15 seconds of audio into a file named 0.WAV, 1.WAV, etc. for the first, second, etc. time that you select this menu entry. The snapshots are saved in stereo so both the L and R inputs are preserved. The WAV file is normally saved into your \ham\contest folder, but you can override this with the DataFiles entry in WriteLog.ini.

See Also

Tools Sound Board Options

Continuously record audio to file On/Off

Enable Recording Loop

Pause Recording Loop During SSB Xmit

Echo Microphone

Sound Board Interfacing (transmitting)

How WriteLog sets up sound board mixers

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created with Help to RTF file format converter

## Echo Microphone

WriteLog can handle all your audio switching through the sound board if your sound board supports it. Normally WriteLog routes your sound board's microphone input through to your soundboard speaker outputs. If your sound board doesn't support this feature, you will want to turn off WriteLog's feature.

Using WriteLog in RTTY mode automatically turns off the Echo Microphone feature.

See Also

Tools Sound Board Options

Enable Recording Loop

Pause Recording Loop During SSB Xmit

Tools Save Audio Snapshot

Continuously record audio to file On/Off

Sound Board Interfacing (transmitting)

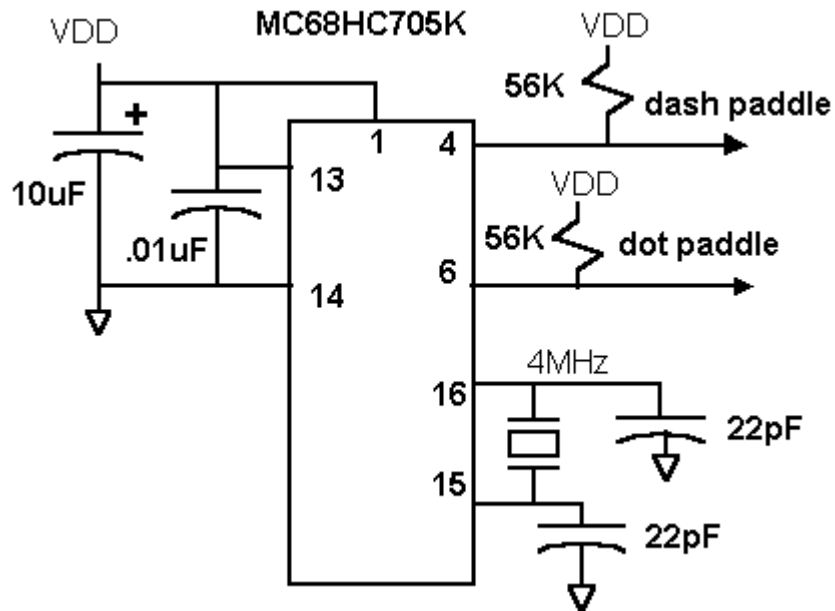
How WriteLog sets up sound board mixers

## Outboard Keyer

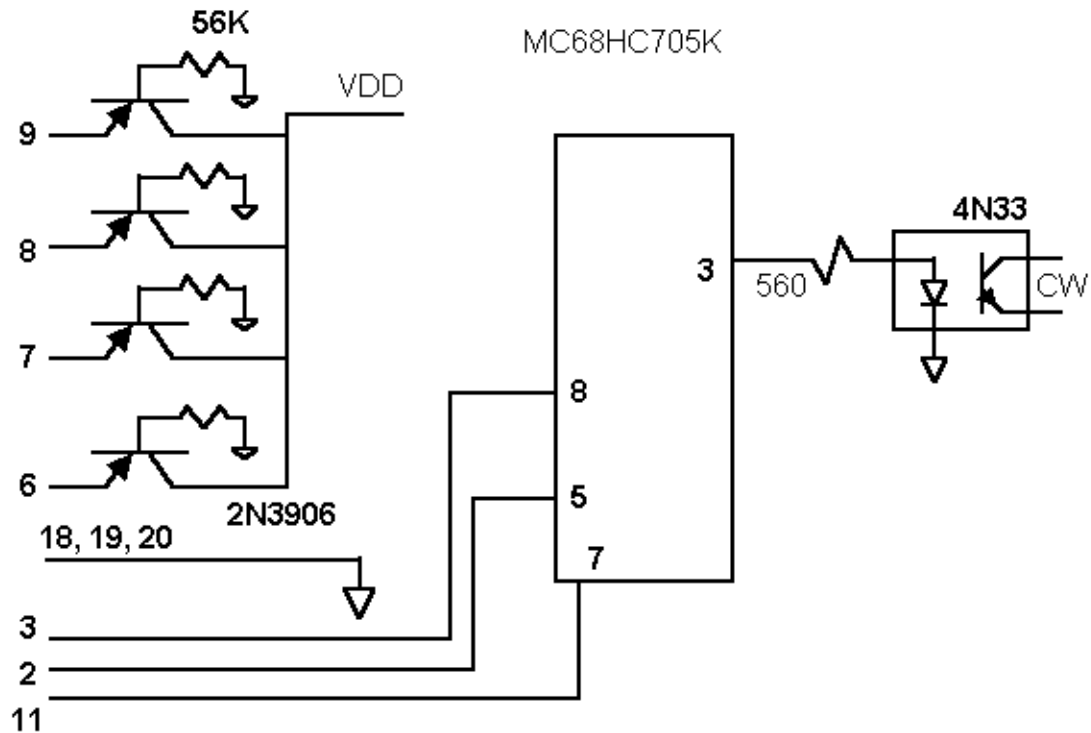
There are two keyer chips supported by WriteLog. This documentation page is for the older 16 pin chip. That chip is still supported by WriteLog, but if you're planning to build a keyer, please see the keyer information at <http://www.writelog.com> for the more recent models.

The W5XD keyer for CW is a microprocessor CW keyer that adds paddle inputs, A/B microphone switching, and latching A/B headphone control as options. The microprocessor is a programmed MC68HC705K1. Contact K5DJ ([k5dj@writelog.com](mailto:k5dj@writelog.com)) for more information about obtaining a chip.

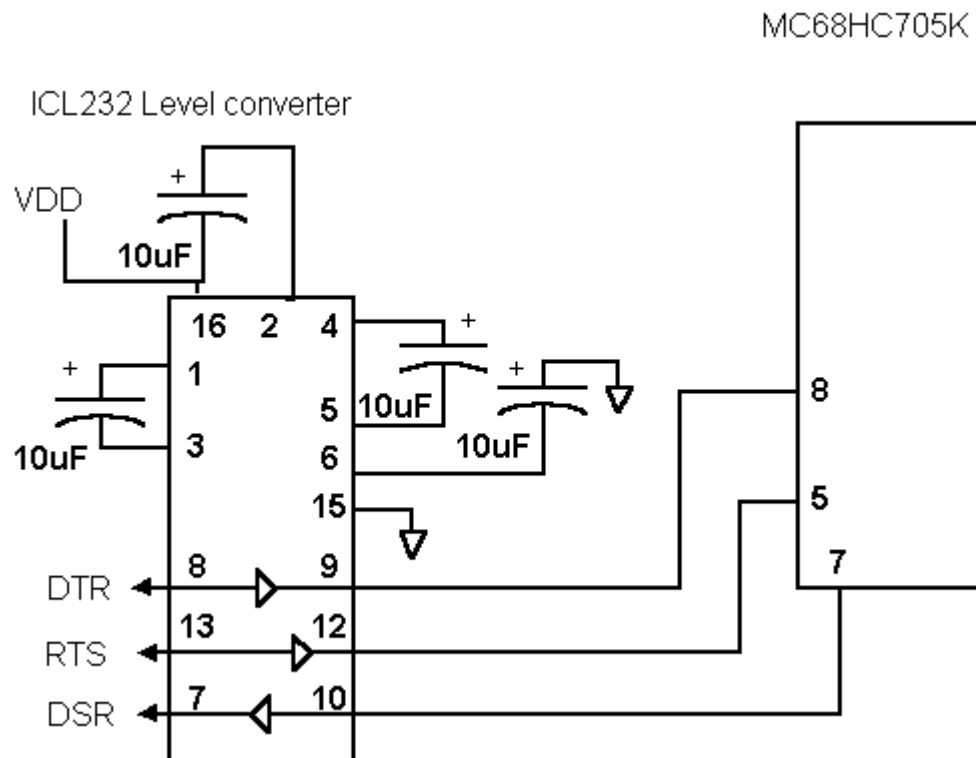
Several configurations are possible depending on exactly which circuit you build. It can be run from an LPT port, or it can be run from a serial port. And, in either case, it can be used simply to produce CW, or, optionally, it can be wired for various control functions. No matter how it is used, the chip must be wired for power and ground, and must have a 4MHz crystal connection, and the paddle inputs, even if no paddles are connected, must be wired to pull up resistors:



The keyer can be wired to derive its power from the LPT port (not supported on Windows NT), and the output can be as simple as providing CW for a single rig through an opto-isolator:



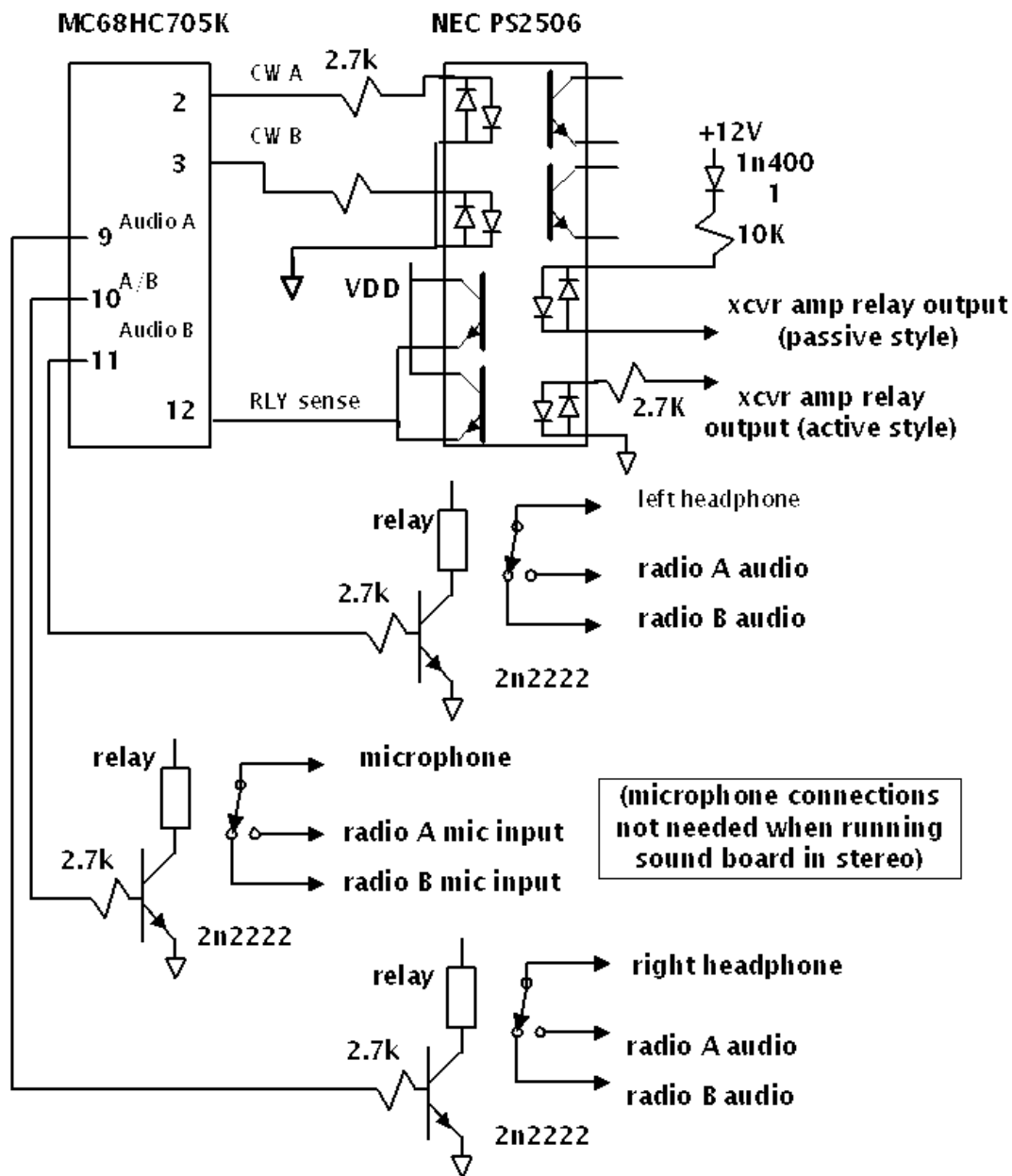
As an alternative to the LPT connection, the keyer can be wired to a serial port as shown. The serial port connection requires a 5V power supply, and requires an RS-232 to 5V level conversion:



Finally, the keyer chip can be wired for several control functions. Any of these can be omitted or used as desired by the builder:

1. Pins 2 and 3 of the 68HC705 provide two separate CW outputs, one each for two radios. They should be connected through opto-isolators as shown
2. Pins 9 and 11 of the 68HC705 are useful for controlling headphone audio for two radios. Each output is designed to control one earphone. The Entry Window "Radio" menu item controls whether the headphones play one radio or the other, or one radio in each ear. The Radio Headphone Latch menu entry (or CTRL+X) sets WriteLot to latch both ears onto the second radio during all transmissions. The keyer knows what "during a transmission" means if it is transmitting CW. Additionally it can sense the amplifier relay activation from your transceivers if you have connected as in the next item:
3. A high signal on pin 12 holds the headphones on the second radio from a CTRL+X keystroke as long as the amplifier relay is held active by the transceiver. The opto-isolator in the diagram below is wired to hold pin 12 high as long as there is current through either of its input diodes. There is no standard for how amplifiers sense the transceiver's PTT, so you will need to improvise the circuit. Two possibilities are shown. Note that two transceivers can be OR wired to pin 12 as shown. The chip need not know which radio is signaling PTT in order to hold the headphone latch properly.
4. pin 10 provides a rig A/B output controlled by the Entry Windows "Radio" menu items. This output is the same as is provided on pin 14 of an LPT port when using the "PC generates" CW option.





See Also

CW Interfacing

LPT Port pin Assignments

## QSO Reorder by Time

Use this command to reorder the QSOs in your log by time.

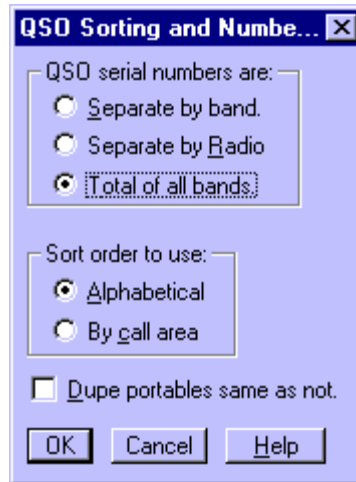
Usually, your QSOs are logged in the order you made them. However you may edit the times afterward, or you may merge two logs made over the same time interval. In these cases you will want to be able to reorder the QSOs in the log according to time.

You can control the set of QSOs being reordered by highlighting a range of QSOs to be reordered and then using the Edit Reorder QSOs by Time command. Only the highlighted QSOs will be reordered.

## Setup Log Which Radio Makes the QSO

Selecting this menu option makes WriteLog add a new column to the log labelled with a lower case 'r'. When you log a QSO, WriteLog records which Entry Window logged the QSO into the 'r' column. A 1 is recorded for QSOs logged from the top Entry Window, a 2 for the next lower one, 3 for the next, etc.

## Setup QSO Sort Order and Serial Numbers



The Setup Sort Order menu entry controls two things:

QSO serial numbers:

- Separate by band** Start the serial numbers at 1 on each band. The bands it uses are displayed by Band Show.
- Separate by Radio** Start the serial numbers at 1 for each radio in the network. This entry is disabled if there is no NETW column in the log (i.e., if the log has never been used on a network)..
- Total of all bands** Start the serial numbers at 1 for the first QSO and count up for all QSOs.

Sort order to use: (only controls the order of calls in the printed dupe sheets)

- Alphabetical** Straight ASCII sort order. This is most useful for DX contests.
  - By call area.** The first digit in the callsign is the most significant in the sort. This is most useful for stateside contests.
- Dupe portables same as not** Turning this on causes WriteLog to treat *callsign/x* as a duplicate of *callsign* where “x” is any single digit or letter.

Any of these may be changed at any time, however WriteLog must re-dupe the entire log when you make a change. For a long log this can take several seconds.

## File Backup

The entire QSO data base is stored in memory, but is written to disk, or read from disk using the File Save and File Open operations. As with important data on any computer, the QSO data base should be periodically written to magnetic storage to protect against loss of data in a power failure.

WriteLog automatically protects newly entered, but not yet saved data. A separate journal file of just the QSO data is kept between Save operations. This journal file (with extension `_jou.adi`) is used in the case of a failure when there are QSOs that had been added to the log (and therefore to the journal file as well), but no Save operation had been used on the full data base. The recovery is automatic: just do a File Open of the WriteLog file you last saved and WriteLog will offer to recover the QSOs in the journal file.

Whether you chose to recover the journal or not, WriteLog renames the journal to `<filename>_bck.adi` (where `<filename>` is the name you have chosen for the file.)

WriteLog deletes the journal file at the end of a successful Save operation, so the journal file contains only those QSOs that do not appear in the newest WriteLog file.

## File Merge

Use the File Merge command to merge two logs into a single log. Both logs must be for the same contest. This command steps you through the process of opening both logs and then networking the two so that WriteLog's networking software will merge the two into one.

Start by using File Open to open one of the files you want to merge.

Then do the File Merge command. If you have not already started the networking software, WriteLog will start it at this point and you will need to choose a letter to designate QSOs logged from this file.

Then WriteLog will prompt you to open the other file you want to merge.

See also

Network Operations

## File Import

WriteLog can read ADIF files. All the QSOs in the ADIF file are added at the end of the current log. Any QSO data in the ADIF file that WriteLog does not recognize as fitting in one of the columns is ignored. In general, if WriteLog write the ADIF file, and if WriteLog is configured for the same contest as the ADIF file, then WriteLog will recover all the QSO data. But if WriteLog is configured for a different contest when reading than it was when writing, than any QSO info for the original contest is ignored.

## Window QSOs by Callsign

This command brings up a Print Preview window of your log printed as a dupe sheet. Use the Print command to print it. Use the View Normal command to restore the Log Window. Dupe sheets are printed by the File Print by call sign entry.

See Also

Log Preparation

Print QSOs Chronologically

File Page Setup

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## QSL Printing

Printing QSLs is a two step process. First you use the Edit Mark QSO to Print QSL to mark each QSO that needs a QSL printed. All highlighted QSOs at the time you select the command get marked. . (Or a right click on a QSO pops up a menu with a selection to mark to print a QSL). If you have the Setup Display Format set so that QSL information is displayed in the Log Window, then each QSO to have a QSL printed will be marked with a "P" symbol.

Then use File Print QSLs to get a print preview of how your QSLs will be printed, and the Print command in that window to send the QSLs to the printer.

If want just a text file with all the QSL information in it, then use the File Print QSL Labels to File... entry. The resulting file can be reformatted to match the label layout that you have. The format of the printing on the QSL is controlled by the dialog box available under Edit QSL Comment.

## Keyboard Select

Edit Keyboard Select (CTRL+Y) allows the use of the keyboard to click on an item in the Log window. It switches the mouse cursor to a wrench and, while it is a wrench, moves the cursor according to the four arrow keys; the CTRL versions of the keys continue to work as described below. Once the cross hair is on the field you want to edit, press ENTER. If you want only to highlight the QSO, you may press SPACE instead.

See also

Keyboard Navigation

## Deleting a QSO

Highlight the errant QSO with a mouse click on it in the Log window, or a Goto QSO and select Edit Delete QSO. You will be prompted about whether you really want to do this. Because the networking software cannot instruct all the other stations in the network to also delete the QSO, this menu entry is disabled if you have connected WriteLog in a network.

See also

Undo the Last QSO.

## Undo the Last QSO

After a warning, removes the most recent QSO from the log. To delete a QSO that's not the last one, see Deleting a QSO.

## Goto a QSO

Using the Edit Goto QSO menu entry (or its keyboard shortcut CTRL+G) searches through the logged QSOs for any call that contains the string in the CALL field in the Entry window as a substring. (If you have more than one Entry window open, the CALL field of the one that was active most recently is used.) The search starts at the QSO following any highlighted QSO, or at the first QSO in the log if none is highlighted. If a match is found, the search stops at the match and highlights the matching QSO.

For all callsign searches, if you have a "?" or a "\*" character in the CALL field, then WriteLog performs a more restricted search. With these characters, a match occurs only if every character matches except that:

?

matches any single character

\*

matches any string of zero or more characters.

If you enter only digits into the CALL field and type CTRL+G, then the log window scrolls to the QSO of that number in the log.

See also

Callsign Search

Super Check Partial

## Select All

Selects all the QSOs in the log so that Edit Copy View to Clipboard copies the entire log.

## Keyboard Navigation

For fast access, or if you don't have a mouse, WriteLog functions can be accessed using only the keyboard. The scrolling and keyboard focus control are available through the following keyboard accelerators:

- CTRL+P makes the entry window the active window.
- CTRL+N makes the log window the active window
- CTRL+Y Edit Keyboard Select

The following apply only to the Log window:

- CTRL+UP ARROW scrolls the window up one line.
- CTRL+DOWN ARROW scrolls the window down one line.
- PAGE UP scrolls the window up one page.
- PAGE DOWN scrolls the window down one page.

The various dialogs containing toggle buttons, radio buttons and push buttons, etc. respond to keyboard commands according to the Windows standard. See your Windows documentation.

See also

CW Keyboard

Special Message Accelerator Keys

Window Edit QSO Tool

## CW Keyboard

The CW keyboard is enabled whenever the current operating mode is CW. WriteLog sends CW as a background process, meaning that it is not necessary to wait for a CW message to complete before going on to the next operation-like editing a previous QSO, positioning the cursor in the QSO Entry window to receive the exchange or a fill, or dupe checking a callsign you hear on a second radio. The keyer has its own window which is displayed by the Tools CW keyboard menu entry, however the keyer is available whenever the currently logged mode is CW regardless of whether the keyer window is visible. The following keys are dedicated to CW:

- F2 -F11  
send the pre-programmed messages.
- ALT+K  
toggles between displaying the CW keyboard window and shrinking it to an icon.
- ESCAPE (as well as SHIFT+HOME)  
Aborts the CW message in progress.
- ALT+F10  
Increases CW speed
- ALT+F9  
Decreases speed

The following keys affect the CW keyer if the keyboard focus is on the Entry Window:

- SHIFT+PAGE UP  
Makes CW weighting heavier.
- SHIFT+PAGE DOWN  
Makes keying lighter.
- PAGE UP  
Increases CW speed
- PAGE DOWN  
Decreases speed
- +, INSERT, ENTER  
are shared with the voice keyer. See Special Message Accelerator Keys.

The CW speed is set to one of 16 speeds between 5 and 50 WPM. If you are running two radios, the Left and Right radios have separate speed settings. You can program the 16 speeds using the CW Speeds button under Setup Ports. The optional outboard keyer has dot and dash paddle inputs for its internal iambic keyer. Pressing either paddle aborts any WriteLog programmed CW output in progress.

While the CW window is active, BACKSPACE deletes the last character in the type ahead buffer. It will not delete the character if the cursor is at the beginning of a line, or if the character has already been sent (or has been transferred into the keyer's 8 letter buffer). If you detect a mistake after it has already been transmitted, type the DELETE key which sends 7 dots.

The keyboard allows typing ahead about 100 characters. Below 15 wpm, individual characters are sent at 15 wpm and the space between them adjusted to provide the lower speed.

The serial number sent by the “%” character by the memory is calculated by WriteLog depending on whether the call sign field in the Entry window is blank. If the call sign is still blank then the sequence number for the previous QSO is sent; otherwise, the number sent is for the subsequent QSO.



So take care when asked for a repeat of this serial number. If you have already typed Enter, then the memories may only be used if the call sign field is still blank because they will otherwise send the number for the next QSO.

In addition to the CW memories accessed by the keys F2 through F11, there is a separate CW memory associated with each field in the Entry Window. A click on the title text for that field in the Entry Window sends the message for that field, and a SHIFT+click on that same text brings up a dialog box allowing modification of the CW message to be sent. This useful for programming the query messages to be sent when asking for a fill. For example, the CW message programmed for the "P" field in the Sweepstakes exchange could be programmed to send "PREC?".

See Also

Special Message Accelerator Keys

Setting the Logging and Duping Frequency

Rig Interfacing

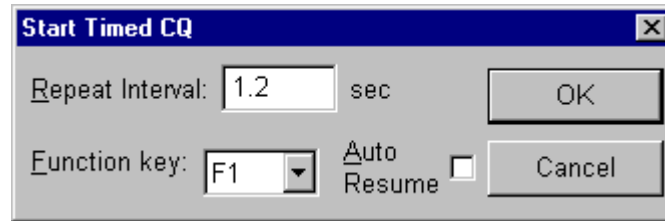
LPT Port pin Assignments

CW Interfacing

Outboard Keyer

## Timed Repeat CQ operation

Use the Entry Timed CQ menu entry to launch a repeating CQ on a timer. The CQ stops if you type anything into the Entry Window that launched the CQ. Typing into a second Entry Window (for a second radio) does *not* affect the auto CQ.



You set the CQ interface to seconds and tenths of a second. With one exception, the time you enter is how long WriteLog waits from the end of one transmission to the beginning of the next. The exception is if you are running CW on the old W5XD external keyer (16 pin chip). With all other keyers and in all other modes, the time is from end to beginning.

Once you have done an auto-CQ on a function key, WriteLog remembers that you have done so and will CQ on a timer again so that the next time you press that function key, you not only get the CQ, but another one will follow it at the prescribed Auto-CQ interval. To turn this off, select the Entry Timed CQ menu selection again.

The “Auto Resume” button only has an effect in two radio operation, and only comes into play in one situation. That situation is when an auto CQ is in progress on one rig, and when you press an F key without a leading “%X” in its message. In this case, the auto CQ will resume on the original rig at the end of the transmission on the first rig, but only if you started the auto CQ with the Auto Resume button turned on.

The Auto CQ mode is indicated on the status bar (if you have turned on View Status Bar) and is also shown as a check mark on the Entry Timed CQ menu.

See also

[Two Radio Contesting](#)

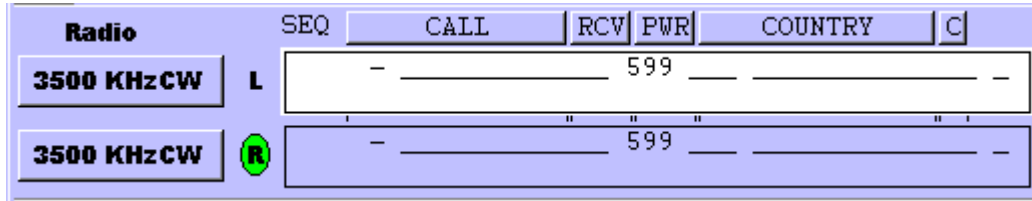
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## Two Radio Contesting

The key to two rig contesting is getting effective use of the secondary rig-especially its receiver-while the primary rig is transmitting. WriteLog's multi-window input is designed to support this kind of operation.

WriteLog changes its screen appearance when you're running two radios:



the "L" and "R" show which window goes with which radio, and the green circle shows which one has the audio. These controls move the audio mute between the left and right channels:

Cursor UP/Down move the keyboard focus and move the radio selection

SHIFT+Cursor Up/Down move only the keyboard focus

CTRL+Cursor Up/Down move only the left/right radio selection

CTRL+R sets the transmit radio selection to the window with the keyboard focus

F2 through F11 move the transmit focus to match the keyboard focus before transmitting. You can change this behavior on a message-by-message basis by adding a %X at the beginning of the message buffer, which retains the transmit radio focus.

a mouse click in an Entry Window

If, in addition, you have constructed the W5XD external CW keyer you have a special circuit for headphone audio switching that responds when WriteLog signals it over the RS-232 control lines (or LPT port lines) in response to selecting a Left or Right radio. Its use is most easily illustrated in an example:

With rig L (and its corresponding Entry Window set as active), start a CQ on say, 20 meters using F2. Use the Radio Headphones Split menu to get audio from each receiver in an ear.

Tune rig R looking for a new station to work. In the second entry window you can enter a call sign for a dupe check without altering your info for the QSO in progress on the primary rig.

When the CQ on rig L finishes, if you get an answer, work the station normally, unless, of course, you are willing to give up the QSO for something you heard on 40m.

If you get no answer, and if you have found a new station on rig R switch to it with a mouse click (or up/down arrow) and work that one, switching back to rig L as you finish and then CQ again-if you still have your frequency.

This sequence applies whether you are running CW or phone-even the function keys used for the CW keyer and the voice keyer are the same.

See Also

Sound Board Intefacing (transmitting)

Timed Repeat CQ Operation

## Adding an Entry Window

You may have from one to four Entry Windows on the screen simultaneously. Having two is useful for two-radio operations so that you can have partially entered QSO data in one while completing a QSO on the other. If you turn off the Window QSO Entry Window menu, none are visible.

## Fonts

Setup Fonts lets you select any installed font for the Log Window. This same font is also used when WriteLog prints.

The Entry Window font is controlled with Setup Entry Window Font. The edit bar in the Log Window also uses the Entry Window font.

## Multiplier Status Display

Each multiplier module has its own status display available at Multiplier Show... In most cases, it is a graphic showing multipliers yet to be worked in red, and already logged multipliers in gray, or color coded by band.

You can modify the font that it uses by editing the [Multipliers] section in WriteLog.ini.

## Score Recalculation

When you edit QSO data in the Log Windows Edit tool, it is possible for WriteLog to get multipliers out of order. Contest Recalculate Score makes a pass over the QSO data in order ensuring that multipliers are flagged the first time they appear in the log.

The summary sheet is the cover sheet you send to the contest sponsor as your entry in the contest. It contains your name and call, etc., and your point and multiplier totals. Each contest requires its own summary sheet.



WriteLog uses a parsing algorithm in order to send an abbreviation of the corrections to the other station's call when you have made simple changes. If only the prefix, or the suffix, or the call area has changed, then WriteLog will transmit only the corrected part of the call. In any case it will always transmit at least two characters to indicate a correction.

The current operating mode is set either manually or by reading the rigs serial port. The mode is displayed in the Entry Windows caption bar.

## Contest Parameter Setup

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Contests that need to know things about you or your operation (your age, your state, your grid square, etc.) must be setup with this command.

## Selecting a Contest

A multiplier module is available for the following contests:

- CQ WW DX (phone and CW)
- CQ WW 160m
- ARRL Sweepstakes
- ARRL 160M contest
- ARRL 10M contest
- ARRL DX contest (phone and CW)
- North American Sprint
- North American QSO Party
- CQ WW RTTY
- ARRL RTTY Roundup
- BARTG RTTY Contest
- World Wide RTTY WPX Contest
- CQ WW WPX
- WAE Contest (All modes and QTHs)
- General DXCC logging
- California QSO Party (inside CA)
- California QSO Party (outside CA)
- Pennsylvania QSO Party (inside PA)
- ARRL VHF Sweepstakes
- ARRL VHF Qso Parties
- ARRL UHF Contest
- IARU HF World Championship
- Stew Perry, W1BB, 160m Distance Challenge
- DxPedition Mode

A module is selected using the Contest Select menu entry, which has to be done prior to entering any QSOs in the log (use File New to clear all the QSO data). Selecting a module sets the bands appropriately for the contest and sets the exchange fields to the minimum set required for the contest. You may add additional fields.

See also

Multiplier Modules

Field Day

## Contests

Select a contest using Contest Select...

When you're entering data in the Entry Window and the cursor leaves a field that affects whether the QSO might be a new multiplier, WriteLog checks to see if the QSO would be a new multiplier. If so, it puts a "NEW MULTIPLIER" message in the Entry Window display.

The Contest Exchange Format Setup menu entry may be used to add fields (e.g. a QSL route or comment field), but the initialize option is protected by a warning that the multiplier program will be disabled. This is because the multiplier module sets up its own exchange format, which must be used (with the exception that you may add additional exchange fields).

Several of the modules maintain multiplier fields under column headings labeled "ML" and "M". These are aids to tracking progress with multipliers. The "M" column contains one of the following characters:

- 1        This is the first station worked for that multiplier.
- 0 (or blank)    This is a subsequent station with that multiplier.
- ?        This QSO could not be matched against any multiplier.

For example, if you enter the NVD section in Sweepstakes, you'll get the "?" display because the correct abbreviation is "NV". To get credit for that section, use the Log window to bring the QSO into view and edit the SECTION field and make it a NV.

The ML column is the program's best effort at counting the current multiplier total. It is the total of the number of "1" s that have been added to the M column since last reading a file from disk. It can become out of date if a QSO that was tagged with, for example, a "1" is subsequently edited such that it is no longer a new multiplier and becomes a "0". To update all QSOs to the exact total use the Contest Recalculate Score menu entry.

Any module that tracks DXCC countries uses either the DXCCDOS.DAT file (ARRL countries list) or the DXCCWAE.DAT file (includes WAE European countries) to get its DXCC prefix data. It uses the call sign field to determine the DXCC country, and automatically updates a QSO field called COUNTRY, and another called PREF. For those cases where call signs don't completely determine the country, it offers a list of letters in the COUNTRY field separated by commas. You resolve the ambiguity by typing one of those letters into the QSO field that is one character wide and labeled "C".

If the country is still wrong, enter the QSO into the log anyway, and then use the Log Window to edit the PREF field for the QSO and type in the usual prefix for the right country. If you're not sure of the prefix, the Contest Display Multipliers menu entry for most multiplier modules lists the known prefixes.

The currently selected module can be deselected by clearing the QSO data base with File New.

See also

Setting your DXCC country

## Setting your DXCC country

The point value and multipliers are calculated assuming your station is located in the DXCC country indicated by an entry in `WRITELOG.INI`. You can modify the `CALLPREFIX` line in the `[Multipliers]` section in `WRITELOG.INI` in your Windows directory (normally `c:\windows`). The value must be the prefix of the country of operation, all upper case. If the prefix by itself does not determine the country of operation, then also add a `PREFIX_XTRA` value which is the letter that you would enter in the C field (see previous section) to specify which country. For example, if you are operating as CE0DX from Easter Island, you would modify (or add) a section to `WRITELOG.INI` that looked like this:

```
[Multipliers]
CALLPREFIX=CE0
PREFIX_XTRA=E
```

WriteLog automatically sets this INI entry using your callsign when you install the software. But if you are on a Dxpedition you will want to change the INI entry manually.

## CQ WW DX Contest

CQWWDX uses the DXCCWAE .DAT multiplier list.

The Contest Parameter Setup... option creates an ASCII file for each band on which you have QSOs: 160M.TXT, 80M.TXT, etc.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RST Received RST.

ZN Received zone number.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.

P WriteLog fills in the points for this QSO.

ZM WriteLog fills in your zone multiplier total per band.

CM WriteLog fills in your country multiplier total per band.

## CQ WW 160M Contest

The points field in the exchange shows "2" and "5" for in-country and out-of-country contacts, respectively. Ten point intercontinental contacts show as ":" in order to fit the value into a single column. This module can be used for entries from anywhere in the world. See Setting your DXCC country. It uses DXCCWAE.DAT which has the Worked All Europe countries in addition to ARRL DXCC.

Exchange Fields:

- SNT Transmitted RST. Leave this blank if its 59(9).
- RST Received RST.
- QTH Received QTH.
- M WriteLog flags new multipliers.
- ML WriteLog fills in your multiplier total per band.
- P WriteLog fills in the points for this QSO.
- COUNTRY WriteLog fills in the country.
- C For ambiguous callsigns. See Multiplier Modules.
- PREF WriteLog fills in the usual country prefix.



## ARRL November Sweepstakes

Misspelled sections are noted with a "?" in the M field. The Multiplier Score entry allows you to enter your exchange and write an ARRL format file named `ARRL.TXT`.

Exchange Fields:

- NR     Received serial number.
- P       Received precedence.
- CK     Received check.
- SECT   Received section.
- M       WriteLog flags new multipliers.
- ML     WriteLog fills in your multiplier total.

## ARRL 160M Contest

ARRL Sections and DXCC countries are multipliers. The ARRL format file is available under Multiplier Score.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RCV Received RST.

SECT Received section.

M WriteLog flags new multipliers.

ML WriteLog totals the multipliers.

P WriteLog fills in the points for this QSO.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.

## ARRL 10M Contest

The ARRL format file is written as `ARRL.TXT`.

There are three different kinds of multipliers:

*States/Provinces.* These are recognized if the call sign is in the US or Canada, and is also assumed if you enter a alphabetic character in the QTH field.

*DXCC countries* You must enter only digits in the QTH field (a serial number according to the rules of the contest.

*ITU regions* This multiplier counts instead of a DXCC country. Enter MMR1, MMR2, or MMR3 in the PREF column to claim this multiplier.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RCV Received RST.

QTH Received QTH.

M WriteLog flags new multipliers.

CW WriteLog totals the multipliers.

PHO WriteLog totals the multipliers.

P WriteLog fills in the points for this QSO.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix

## **ARRL DX Contest (outside W/VE)**

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## ARRL DX Contest

The Multiplier Score entry allows you to enter your exchange and write an ARRL format file named `ARRL.TXT`.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RCV Received RST.

PWR Received power.

M WriteLog flags new multipliers.

80-10 WriteLog totals multipliers per band.

P WriteLog fills in the points for this QSO.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.

## North American Sprint

Multipliers are North American countries, each of the United States, and the provinces of Canada. The "Countries" display does include indicators for "K", "KL7", and "VE", but they cannot be worked as countries-only as states and provinces.

Misspelled sections show as "?" in the ML column, and will not be counted as multipliers until you correct them. DXCCWAE.DAT is used to calculate the country, but only countries in North America count as multipliers.

Exchange Fields:

NR Received number.

NAME Received name.

QTH Received QTH.

M WriteLog flags new multipliers.

ML WriteLog totals the multipliers.

P WriteLog fills in the points for this QSO.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.

## CQ WW RTTY DX Contest

There are three separate multipliers:

- States and provinces

- CQ WW Zones

- DXCC countries

Each contact can be any or all of these multipliers (e.g., if your first QSO is in the U.S. or Canada the multiplier count is three no matter who you work.)

This module maintains a separate column for accumulating multipliers on each band, and indicates the number of multipliers on that band for each QSO. For US and Canadian QSOs, the count can mean:

- 1 means the QSO is a state/province multiplier

- 2 means it is both a state and province and country.

- 3 means it is all of the above, plus a zone multiplier

DX QSOs can only count as a 1 multiplier (a country multiplier) or as 2 (a zone multiplier in addition.)

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RST Received RST.

ZN Received zone number.

QTH Received QTH.

M WriteLog flags new multipliers.

80-10 WriteLog totals multipliers per band.

P WriteLog fills in the points for this QSO.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.

## DxPedition Mode

The DxPedition mode keeps separate dupe sheets for CW, separate from phone, separate from RTTY for all bands, 160m through 6m including the WARC bands.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RCV Received RST.

PWR Received power.

M WriteLog flags new DXCC countries as they are worked.

160-6 WriteLog totals multipliers per band. These totals are *not* separate by mode.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

PREF WriteLog fills in the usual country prefix.



## **ARRL RTTY Roundup**

## **BARTG RTTY Contest**

## **World Wide RTTY WPX Contest**

## General DXCC logging

The General DXCC logger differs from the other modules because it is not designed for contesting. Instead, it is designed to be the station master logbook and track the DXCC country of stations you work. To start a new master logbook for your station, select this "contest" and File Save As to the file name you want.

## CQ WW WPX Contest

Up to 16000 unique prefixes may be logged. The Multiplier Score... menu entry dialog provides the ability to create a WPXPREF.TXT file which lists all the prefixes worked, 70 characters per line. The same menu entry lets you create a summary sheet. Note that for a single band entry, the summary sheet will show your out of band QSOs in the band break down, but will not count them in your score calculation.

Use WRITELOG.INI to indicate your country of operation if outside the continental U.S.

The rules indicate the sponsor requires hardcopy logs for entries, but optional floppy versions in various formats. Either the Export ASCII or the WK1 files under File Save As... might be helpful to them.

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RST Received RST.

NUMB Received serial number.

P WriteLog fills in the points for this QSO.

MULS WriteLog counts multipliers.

PREF WriteLog indicates the actual prefix.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Multiplier Modules.

NORM WriteLog fills in the usual country prefix.

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## WAE Contest (all modes and QTHs)

The WAE contest appears in the Contest Select menu in two separate places: WAE RTTY and WAE Phone/CW. The RTTY contest rules allows anyone to work anyone and QTCs sent from anyone to anyone, while the phone/cw rules allow QSOs only to Europe and QTCs sent to Europe only. WriteLog uses the call prefix you have entered in the [Multipliers] section, Callprefix entry in writelog.ini to decide how to score your log.

### The Journal file

When you send QTCs, WriteLog automatically updates earlier entries in the logbook. ***These changes are not written to the journal file and cannot be recovered if you exit or crash without saving your log.*** It is strongly recommended that you File Save your log regularly in this contest and do not depend on the journal file.

### QTCs

As you enter a call, WriteLog shows you the number of QTCs that you can exchange with the station in the "Tx-Qtc" field in the Entry Window. (*Note for EU stations in phone/cw:* because of the way WriteLog supports both sent and received QTCs, this indicator will say your QTC limit is the number of QSOs in your log for your first 10 QSOs, but will correctly indicate the number of QTCs you may receive after QSO #10).

### Receive QTC Dialog

ALT+R brings up the Receive QTC dialog. (Only if received QTCs are allowed by the rules). Clicking the QRV or QSL button sends a programmed message (see below for programming). The other fields in the dialog allow you to type in the received QTC information. (In RTTY mode, you can fill in the information by clicking in the Rttyrite window).

The QRV button transmits the message on SHIFT+F9.

The QSL button transmits the message on SHIFT+F8

Fills: Type ALT+1 to ask for a fill for QTC #1, ALT+2 for QTC #2, etc.

ALT+Q, ALT+A, etc. activate the button with the corresponding letter underlined as is usual with Windows dialogs.

Click OK to log everything you have entered, or click on Cancel to log *none* of what you have entered.

The usual CW function keys work: ALT+K brings up a CW keyer type in window, ALT+F9 and ALT+F10 adjust the sending speed.

### Send QTC Dialog

ALT+S brings up the Transmit QTC dialog. (Only if transmit QTCs are allowed by the rules of the contest).

The QRV? button transmits the QTC group/count followed by the SHIFT+F11 message.

The Xmit QTCs button transmits the group/count, followed by each of the QTC messages, followed by the SHIFT+F10 message.

The QSL? button transmits the SHIFT+F10 message

ALT+1 transmits the QTC message #1, ALT+2 #2, etc. A mouse click on the display of the QTC message also transmits just that message.

ALT+Q, ALT+A, etc. activate the button with the corresponding letter underlined as is usual with Windows dialogs.

Click OK to log everything you have entered, or click on Cancel to log *none* of what you have entered.

The usual CW function keys work: ALT+K brings up a CW keyer type in window, ALT+F9 and ALT+F10 adjust the sending speed.

**Special use of programmed memories**

SHIFT+F11 message    Sent when you click on QRV? in the QTC Send dialog  
SHIFT+F10 message    Sent when you click on QSL? in the QTC Send dialog.  
SHIFT+F9 message      Sent when you click on QRV in the QTC Receive Dialog  
SHIFT+F8 message      Sent when you click on QSL in the QTC Receive Dialog.

**Exchange Fields:**

SNT    Transmitted RST.  
RCV    Received RST.  
NR     Received number.  
x      When a QSO is sent as a QTC, it is tagged with an "X" in this column so it will not be sent again.  
Tx-Qtc WriteLog fills in the QTC group number and count. This field is not editable, so you must transmit QTC's using the ALT+S command.  
Rx-Qtc WriteLog sets the second Q field nonzero when the QSO has been QTC's back to an EU station.  
QTC-1 thru QTC-10    WriteLog records what you sent (or received) for a QTC with this QSO. You may edit these in the Log window. WriteLog assumes anything you enter in one of these columns is a QTC and counts it in your QTC total.  
M      WriteLog flags new multipliers.  
80-10   WriteLog counts multipliers per band.  
COUNTRY    WriteLog fills in the country.  
C      For ambiguous callsigns. See Multiplier Modules.  
PREFIX    WriteLog fills in the usual country prefix.  
See also  
0      Setting your DXCC country

## North American QSO Party

Multipliers are North American countries, each of the United States, and the call areas of Canada. The "Countries" display does include indicators for "K", "KL7", and "VE", but they cannot be worked as countries-only as states and provinces.

Misspelled sections show as "?" in the ML column, and will not be counted as multipliers until you correct them.

DXCCWAE.DAT is used to calculate the country, but only countries in North America count as multipliers.

Exchange fields:

NAME Received name.

QTH Received QTH.

M WriteLog flags new multipliers.

80-10 WriteLog totals the multipliers.

COUNTRY WriteLog fills in the country.

C For ambiguous callsigns. See Section 3.

PREF WriteLog fills in the usual country prefix.

ON/OFF Place for you to fill in your time on/time off indications.



## ARRL Field Day

If you are running WriteLog's network and are also running a Novice/Technician station in this contest, then the Novice/Tech station must use the letter **N** when it does the Setup Register To Accept network Connections. QSOs logged on network letter N are only duped against other QSOs logged with that same letter.

## IARU HF World Championship

Multipliers are ITU zones and IARU headquarter stations per band, but each station can be worked per band *and* per mode.

*You **must** use Multiplier Score... to fill in your own ITU Zone before this module will score you contacts correctly!*

Exchange Fields:

SNT Transmitted RST. Leave this blank if its 59(9).

RST Received RST. Leave blank if its 59(9)

ZONE Received zone number.

P Points for this QSO

ZM Running tally of multipliers on this band.

## California QSO Party (inside CA)

Selecting this multiplier modules brings up the Dupe Sheet Selection dialog. Select the county in which you are located, and if you are on a county line, also indicate the additional counties by selecting the "on county line with ..." buttons and selecting the counties in the adjacent list boxes. If you change counties during a contest (i.e. you are a rover), you become a new entry and may work all stations again. WriteLog allows you to keep all the county entries in the same log file and create new county entries or switch among the existing ones as you move (or as you prepare your entry forms later).

If you are a rover, you need to create a new county as you change counties. Use the COUNTY field in the Entry Window. Clear the field, type TAB and the Dupe Sheet Selection dialog appears and allows the selection of a new county, which internally creates a new set of dupe sheets (one per band and mode) for the new county, or, to go back to a previous county, you may select an existing county entry. The multiplier module maintains the current county selection for rovers internally and uses it for logging and duping new QSOs, for the Contest Show Multiplier... display, and for the Score on the Contest Parameter Setup... calculation. When preparing entries for a rover, you will need to select Multiplier Score... once for each county of operations and create a new summary sheet or ASCII file submission because each county (or county line) entry is separate. For a rover, the Band Summary display shows the totals for all counties, but the score for the current county..

Exchange fields:

NR      Enter the received serial number for a QSO

QTH    Enter the state or province received.

COUNTY      WriteLog will fill this in automatically with each QSO. But if you are a rover, when you change counties clear this field and type TAB to bring up the Dupe Sheet Selection dialog.

## California QSO party (outside CA)

This multiplier module tracks the counties of the state of California as you work them. You will need to enter the county abbreviations as per the recommended abbreviations from the contest sponsors (the Northern California Contest Club) for WriteLog to recognize them. WriteLog displays the abbreviations when you do a Contest Show Multipliers... An incorrect county abbreviation is flagged with a "?" in the M column in the Log Window.

If a station is on a county line, enter the additional counties in the CTY2, CTY3 and CTY4 fields and WriteLog will separately indicate which of these counties is new using the M column.

When a California station changes counties, you may work them again for both QSO point and multiplier credit. WriteLog will recognize this, but not until you enter the received county in the CNTY field of the Entry Window. As long as the CNTY field is blank, WriteLog reports the station as a dupe, but fill in the new county and press TAB and, if the station has changed counties, WriteLog will give you the "NEW STATION" indicator.

Exchange fields:

NR      Enter the received serial number for a QSO

CNTY   Enter the received county. When entering data into this field in the Entry Window, if WriteLog detects that the station being logged is a rover that has moved to a county where you have not worked him yet, then the dupe indicator switches from "DUPE" to "NEW STATION"

CTY2, CTY3, CTY4      Use these fields to log stations that are on a county line. The adjacent "M" columns in the Log Window indicate which of these, if any, is a new multiplier.

## Pennsylvania QSO Party (inside PA)

Selecting this multiplier modules brings up the Dupe Sheet Selection dialog. Select the county in which you are located, and if you are on a county line, also indicate the additional counties by selecting the "on county line with ..." buttons and selecting the counties in the adjacent list boxes. If you change counties during a contest (i.e. you are a rover), you become a new entry and may work all stations again. WriteLog allows you to keep all the county entries in the same log file and create new county entries or switch among the existing ones as you move (or as you prepare your entry forms later).

Multipliers are PA counties, ARRL sections, and 1 DX multiplier. WriteLog automatically credits the EPA and WPA sections when you work your first county in each. When you work a station on a county line Pennsylvania, enter the counties in the QTH field with a comma or slash character between them.

If you are a rover, you need to create a new county as you change counties. Use the COUNTY field in the Entry Window. Clear the field, type TAB and the Dupe Sheet Selection dialog appears and allows the selection of a new county, which internally creates a new set of dupe sheets (one per band and mode) for the new county, or, to go back to a previous county, you may select an existing county entry. The multiplier module maintains the current county selection for rovers internally and uses it for logging and duping new QSOs, for the Contest Show Multiplier... display, and for the Score on the Contest Parameter Setup... calculation. When preparing entries for a rover, you will need to select Multiplier Score... once for each county of operations and create a new summary sheet or ASCII file submission because each county (or county line) entry is separate. For a rover, the Band Summary display shows the totals for all counties, but the score for the current county.

Exchange fields:

NR      Enter the received serial number for a QSO

QTH    Enter the state or province received.

COUNTY      WriteLog will fill this in automatically with each QSO. But if you are a rover, when you change counties clear this field and type TAB to bring up the Dupe Sheet Selection dialog.

## Stew Perry, W1BB, 160m Distance Challenge

There are no multipliers in this contest, but this module does calculate the points for each QSO according to the grid squares in the exchange. Your grid square is entered in the "Contest Parameter Setup..." dialog. Until you do so, all your QSOs will show as zero points, but your scores will be correctly recalculated after you enter your grid.

Exchange fields:

- SNT** The RST you send for the QSO. By default this field is not in the prompt window, but, should you decide to send an RST (it is optional in this contest) you should use Contest Exchange Format Setup to add this field to the prompt/QSO entry window. If you do that, you need only enter the "S" of the "RST" and the "R" and "T" will be automatically entered as "5" and "9". Another aid for you should you decide to transmit an RST is that "%F2" in a CW memory will send the RST you just typed in.
- RST** Enter the received RST. You need enter nothing if you receive "599". If you enter only the "S" value, then "5" and "9" will be automatically entered for "R" and "T"
- GRID** Enter the received grid. Leave it blank if there is none, and it will be scored as a 1 point QSO.

## ARRL VHF Contests

WriteLog supports the ARRL VHF Sweepstakes, the UHF contest, and the VHF QSO parties. Selecting any of these presents a box asking you to indicate what grid you are operating from. If you're operating as a rover, then enter any grid you will operate from. If not, indicate your home grid.

The exchange for all of them is the same.

RST	received RST. (optional)
GRID	Enter the received grid. When entering data into this field in the Entry Window, if WriteLog detects that the station being logged is a rover that has moved to a grid where you have not worked him yet, then the dupe indicator switches from "DUPE" to "NEW STATION"
SNT	sent RST. (optional)
MYGRID	WriteLog fills this in automatically for each QSO. If you're a rover, modify this to tell WriteLog you've changed grids. Unless you're changing back to a grid you've previously operated from, WriteLog puts the grid selection dialog box up again to ask you confirm the need to create a new set of dupe sheets for the new grid.

The Contest Show Multipliers... menu entry presents a map of the grids you've worked. Gray grids you haven't worked yet, and dark ones show worked grids with small color-coded squares indicating which bands you've worked the grid on. Eight bands can be displayed at once, but you can use the Grid Square Display Setup box that appears with the grid map to set which eight bands you can see. Shrink the display to icon to get a legend indicating which band is which color.

The default setting for which grids appear in your map can be controlled using the UpperLeftGrid entry in the Multipliers section of writelog.ini.

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## Paste Link

Paste Link is enabled only if there is a linkable object on the clipboard, and if you have a single QSO highlighted in the log window. Selecting this item will add an annotation to the highlighted QSO and change its icon to the red push-pin. The annotation is a link which refers to the annotated object elsewhere on your computer--the object's data is not contained in the WriteLog file.

See also

[Linking and Embedding Annotations](#)



## File Extensions

All files end with a three character extension. By convention, files used for different purposes have different extensions. The conventions used by WriteLog are:

EXE	executable program files.
DLL	dynamic link library
WL	binary WriteLog Version 9 data file.
CNT	binary WriteLog Version 8 (or earlier) data file.
TXT	chronological ASCII listing of the log.
CTY	user-editable listing of DXCC countries and their prefixes.
DAT	Binary data file with DXCC information encoded.
DIF	DIFF format. Also ASCII but can be read by some spreadsheets.
DUP	Dupe sheet listing. Identical to the printed File Print by call listing.
QSL	ASCII text listing of QSLs sent and received.
ADI	ADIF stand format. The <filename>_jou.adi is used by Keep backup...
WAV	Windows standard digitized audio
WK1	Spreadsheet format.
BIN	CT Version 8.0 binary format.

## Interpolate QSO Times

If you type all your QSOs in after the contest, getting the individual QSO times entered can be simplified using the Edit Interpolate QSO times function. This function is enabled only if you have at least 3 QSOs highlighted, and modifies the QSO times of all the highlighted QSOs between the first and the last to equal intervals between them.

## Linking and Embedding Annotations

The station log is traditionally the document where station records of all kinds are kept--not just QSOs. WriteLog allows you attach essentially anything to QSOs in the log using OLE objects. Each QSO in the log can be a containing site for an OLE object as denoted by the icon in the far left column of the log. The normal indicator is the blue dot which means there is no object associated with the QSO. An object can be associated with the QSO using either the Edit Insert Object... menu entry, or using the Edit Paste menu entry after you have placed an OLE object on the clipboard from some other application. In either case, you must first highlight the desired QSO with a mouse click or a Edit Goto QSO operation, and the highlighted QSO will receive the annotation.

The red push-pin icon indicates the presence of an object associated with the QSO, and a click on the push-pin displays the object. The open box icon indicates the object is being displayed and a click on it hides the object and changes the icon back to a push-pin. An embedded object, or a link to an object can be deleted by highlighting the desired QSO and pressing the Delete key.

WriteLog makes its QSO data available for linking and embedding as well. Use Edit Copy View To Clipboard to make you log data available to other applications for linking and embedding.

See also:

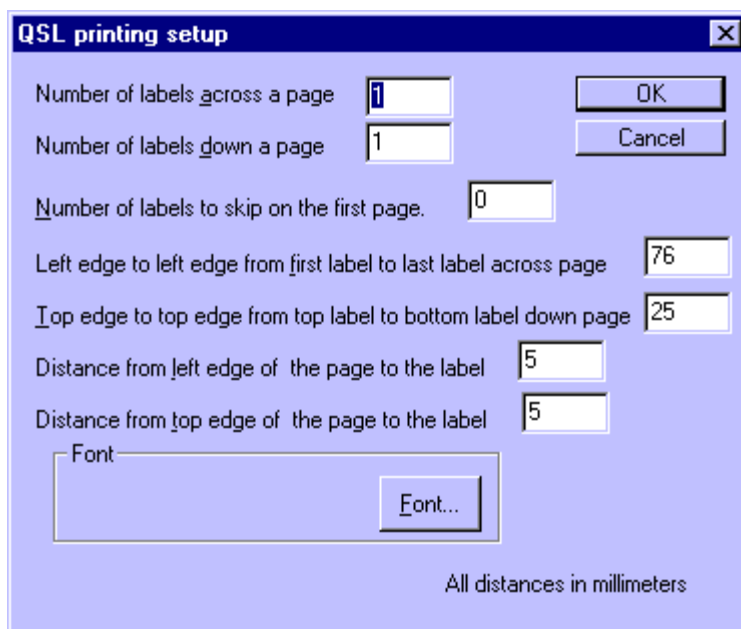
Paste

Paste Link

## **Insert a Note for this QSO (Edit menu)**

This command brings up the Windows Word Pad tool in a special editing window. Type in any note you would like to keep with the QSO, and then type ESCAPE (or click in the Log Window outside of the note's borders) to finish the note.

## File QSL Page Setup



The image shows a Windows-style dialog box titled "QSL printing setup". It contains several input fields and buttons. The fields are: "Number of labels across a page" (value 1), "Number of labels down a page" (value 1), "Number of labels to skip on the first page." (value 0), "Left edge to left edge from first label to last label across page" (value 76), "Top edge to top edge from top label to bottom label down page" (value 25), "Distance from left edge of the page to the label" (value 5), and "Distance from top edge of the page to the label" (value 5). There are "OK" and "Cancel" buttons at the top right. At the bottom left, there is a "Font" label and a "Font..." button. At the bottom right, it says "All distances in millimeters".

Field	Value
Number of labels across a page	1
Number of labels down a page	1
Number of labels to skip on the first page.	0
Left edge to left edge from first label to last label across page	76
Top edge to top edge from top label to bottom label down page	25
Distance from left edge of the page to the label	5
Distance from top edge of the page to the label	5

Font

All distances in millimeters


Use this dialog to tell WriteLog how to arrange QSLs on the printer. If you are using labels with more than one on a page, and if you have an incomplete page of labels to print, use the *Number of labels to skip on the first page box to skip* the holes on the page.

## Arranging the Windows

The ten windows listed in the Window menu can each be displayed or hidden individually based on how you are using WriteLog at the time. Of the ten, two of them (the Edit QSO tool and the Status Bar) have fixed positions, but the other eight can be individually placed on the screen.

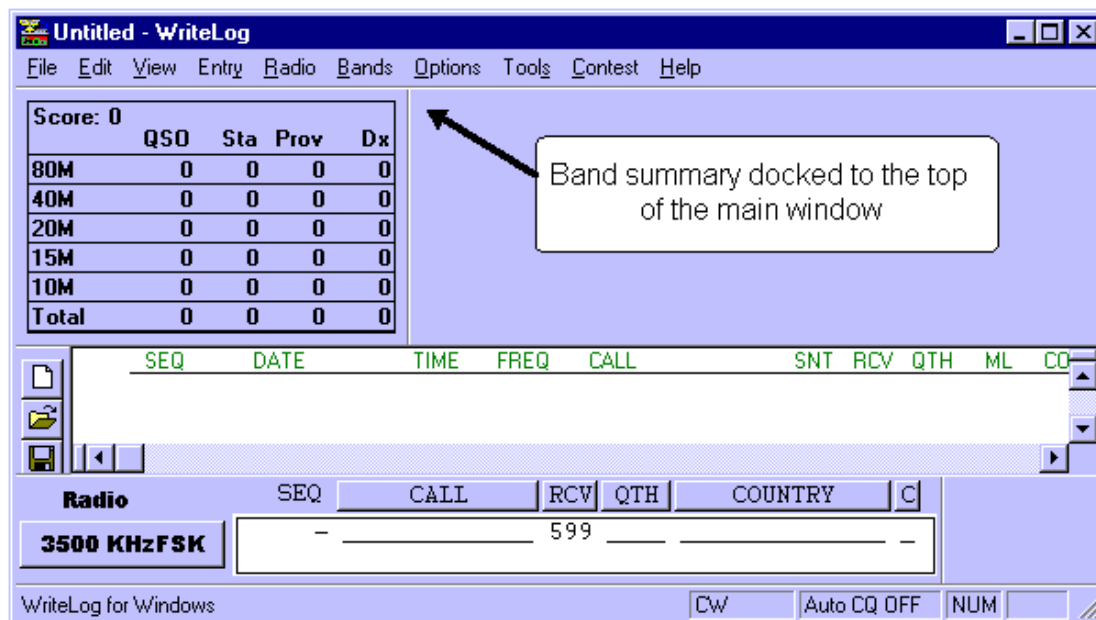
### Moving windows

The ten moveable windows all move the same way:

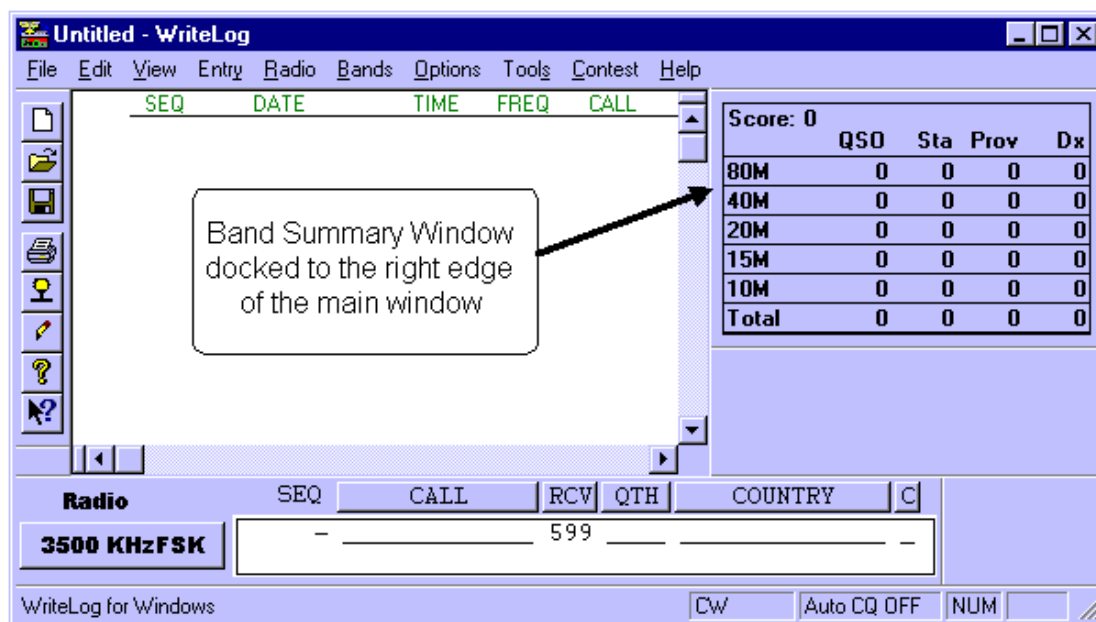
- Move the mouse over the window. and watch for the box cursor 
- When you see the special box cursor, you can:
- double click to undock the window from the main window or
- use the left mouse button to drag the window around. Before you release the mouse, you can control the way the window docks with either of two keys:
- holding CTRL as you release the left mouse prevents the window from docking to the main window
- if, as you drag the window such that it overlaps any edge of the main window, holding SHIFT as you release causes WriteLog to dock the window to either to horizontal or vertical edge of the main window, whichever is opposite of the side it was previously docked.


### Docking windows

Docking to a horizontal or vertical edge of the window is more easily explained with pictures. This is the Band Summary window docked to the top of the main window.



and this is the Band Summary docked to the right.



Drag the window (using the  cursor) and hold down SHIFT as the window outline overlaps the edges of the main window in order to switch between docking on horizontal sides or vertical sides.

### Resizing windows

Three of the windows are resizeable: the Check Call window, Super Check partial, and the Band Summary. To resize:

- move the cursor over any corner of the window and watch for it to turn to the resize cursor (four arrows at the points of the compass).
- Click with the left mouse and drag the window out to the desired size.

### Two windows don't move or size

The Edit QSO tool, when it is turned on, always appears immediately adjacent the top of the Log window, and the Status Bar, when it is turned on, always appears at the very bottom of the frame.

All window positions are saved when you do Setup Save Configuration.

## View Normal

After printing, WriteLog shows a view of what was printed in the Log Window. Use View Normal to switch the Log Window back to its usual view.

See also

[Arranging the Windows](#)



## View Only the Log

Sometimes its convenient to expand the Log Window to use all of WriteLog's screen space, but be able to come back to your customized view quickly. This menu command temporarily hides all WriteLog's windows except the Log Window and the Edit QSO bar. Clicking it again restores the customized views.

See also

Arranging the Windows

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## View By PC on Network

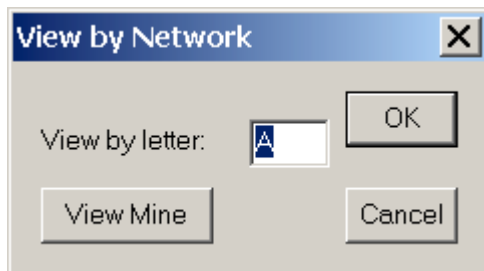
If the log you are viewing has ever been networked, then WriteLog can restrict its view of QSOs to those logged by a given PC. Only the Log Window view on screen is restricted. All QSOs are still in the log. You can return to the view of all QSOs using View Normal .

See also

View Select PC to View

## View Select PC to View

When viewing by Network PC, you can select which QSOs to view by Network letter. The “View Mine” button is a shortcut to your own network letter, but it only is enabled if you have turned on networking.



See also

View by PC on Network

## Window Band Summary

This window displays a band by band breakdown of your scoring, along with your total score. It is updated with every QSO you enter. Each contest customizes the display according to its rules for points and multipliers, but the first column is always the number of valid QSOs on each band. If there are 6 or fewer bands in the contest, then it always shows them all. If there are more, then it only has rows in its display for those bands on which you have made QSOs.

This window may be expanded and shrunk. Move the mouse cursor over any of its corners and watch for the re-size cursor (with four arrow points). Use the left mouse button to drag the corner to a new position.

See also

[Arranging the Windows](#)

## Window Edit QSO Tool

Use this window to modify entries that are already in the log. Use the Log Window to view the QSO to be edited, and then click on the entry to change.

ENTER writes the field you have modified

CTRL+Z restores the field as it was when you started.

TAB switches to the next QSO field to edit. (Any changes made so far are not committed yet)

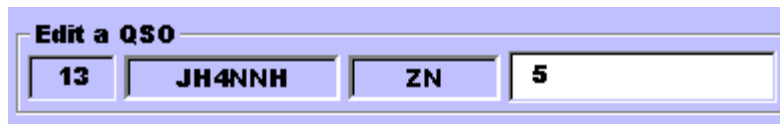
UP ARROW commits any changes you have made and opens the previous QSO for editing.

DOWN ARROW commits any changes you have made and opens the next QSO for editing.

The ARROW keys circulate through the Entry Window. That is, if you edit the last QSO in the log and press DOWN ARROW, the cursor moves to the Entry Window.

The label fields for the QSO's serial number and call sign are gray if you have made no changes the QSO, and they are dark if you have.

Double click on the background of this window and it disappears.



The screenshot shows a window titled "Edit a QSO". Inside the window, there are four input fields arranged horizontally. The first field contains the number "13". The second field contains the call sign "JH4NNH". The third field contains the letters "ZN". The fourth field contains the number "5". The fields are separated by vertical lines. The window has a light blue border.

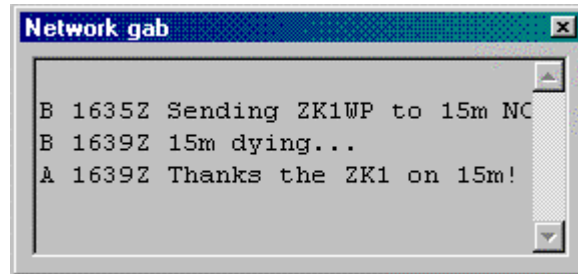
See also

[Arranging the Windows](#)

[Editing in the Log Window](#)

## Window Network Gab

The Network Gab view shows all the gab message sent over the network. Each message is tagged with the network letter of the station that originated the message, and with the time the gab message was received. You may scroll to see older messages. To view messages too wide for the window width, press the left mouse button down anywhere in the window and then drag the mouse to the right. This will scroll the window to the right.



WriteLog will save gab messages to a log file if you set these INI file entries in WRITELOG.INI:

```
[NetGab]
LogFile=c:\temp\netgab.log
```

WriteLog never erases the gab log file. Instead, it appends new gab messages to it as they are received.

See Also

[Window Network Frequencies](#)

[Network Frequency Display Tag](#)

[Entry Send Network Gab](#)

[INI File Options](#)

## Return to 0.0 kHz

When you grab a packet spot, or when you click on a bandmap entry, or when you make two consecutive QSOs less than 500 Hz apart, this menu command is set to allow you to quickly return to the frequency (and mode and split) settings you had right before you grabbed the spot.

See Also

View Packet Spots

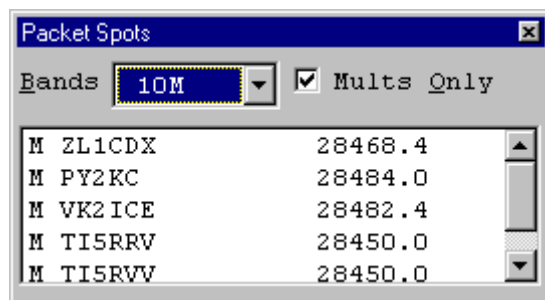
View Packet Window...

Grab Packet Spot

## Grab Packet Spot

This command brings up the Packet Spot view and sets the keyboard focus to the list of packet spots. Use up/down arrow or page up/page down to move through the list of spots. When the one you want to grab is highlighted, type Enter. Tab and SHIFT+Tab move the keyboard focus to the packet band filter and the Multiplier filter check box.

This command is most useful from the keyboard. If your hand is already on the mouse, just point at the spot you want and double click it.



See Also

Window Packet Spots

Return to 0.0 kHz

Window Packet Window...

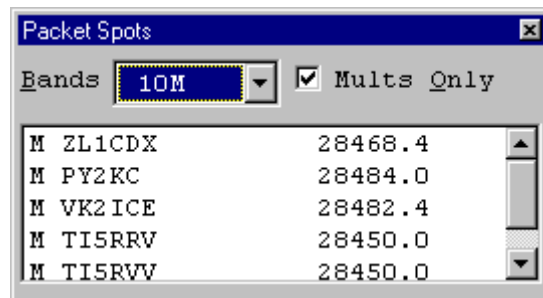


## Window Packet Spots

If you have connected to a Packet Cluster, packet spots are sent to the View Packet Spots window. You can filter spots by band, or see all spots for all bands, and you can filter out spots that are not new multipliers. The order of the spots in the window is always the newest ones on top and the oldest at the bottom of the window. Double click on a spot (or single click it and type ENTER) and your Entry Window will be filled in to match the spot and your radio will be tuned to the appropriate frequency (or split) if your radio is PC controlled. Type the DELETE key while a spot is highlighted to remove it from the window.

Changing the Band list just changes the way spots are presented. All the spots are saved internally for 60 minutes and then dropped from the internal list.

The “Follow Me” option presents the spots for whatever band you are operating on. If you are running a rig with PC control and use the Follow Me option, WriteLog will not notice the band change until you log your first QSO on a new band if you change the rig band from the rig instead from WriteLog’s keyboard.



See Also

Window Packet Window...

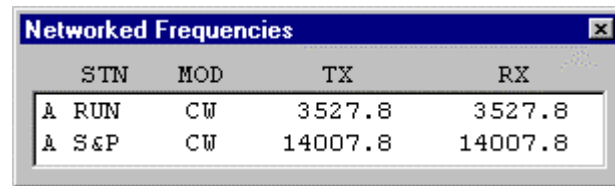
Grab Packet Spot

Return to 0.0 kHz

## Window Network Frequencies

Selecting this menu command shows/hides the network frequencies display. Each row in this display is a radio on the network. It shows the network letter assigned to the station, the operating mode of the radio (CW, SSB, FSK, etc.), and the transmit and receive frequencies of the radio. If the radio is connected for control by WriteLog, this display will track the radio as it is tuned. If the radio is not connected, but instead the operating frequency is being manually entered by the operator at that station, then Network Frequencies shows the last entered frequency. But if two minutes elapse without a QSO on that radio, the frequency is removed from the display. It will re-appear when the next QSO is logged.

The R column indicates whether the radio is Running (calling CQ) or searching & pouncing. A radio is considered to be “running” if it has logged at least 2 QSOs within the last 10 minutes within 400Hz of its current frequency.



STN	MOD	TX	RX
A RUN	CW	3527.8	3527.8
A S&P	CW	14007.8	14007.8

See Also

Network Operations

Network Frequency Display Tag

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## Window Great Circle Bearings

Selecting this menu command shows/hides the great circle bearing window. You may move the window, undock it, or set its colors, etc. at Setup Great Circle.

See also

Arranging the Windows

Setup Great Circle

## View Log chronologically by band

This command displays the log sorted by band in print preview mode. You may print this view using the Print command. Or you may just close it.

Use View Normal to restore the screen when you've finished.

See also

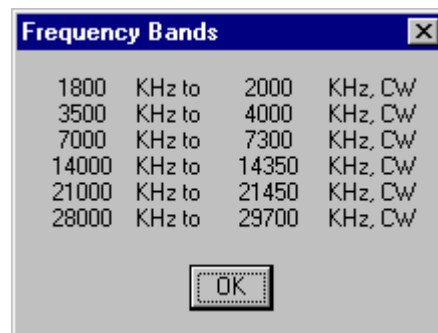
Arranging the Windows

## **Bands LSB is really FSK**

If your rig must be in LSB mode to run FSK, set this check box to tell WriteLog that when your rig is in LSB, it should record and report the mode as FSK instead.

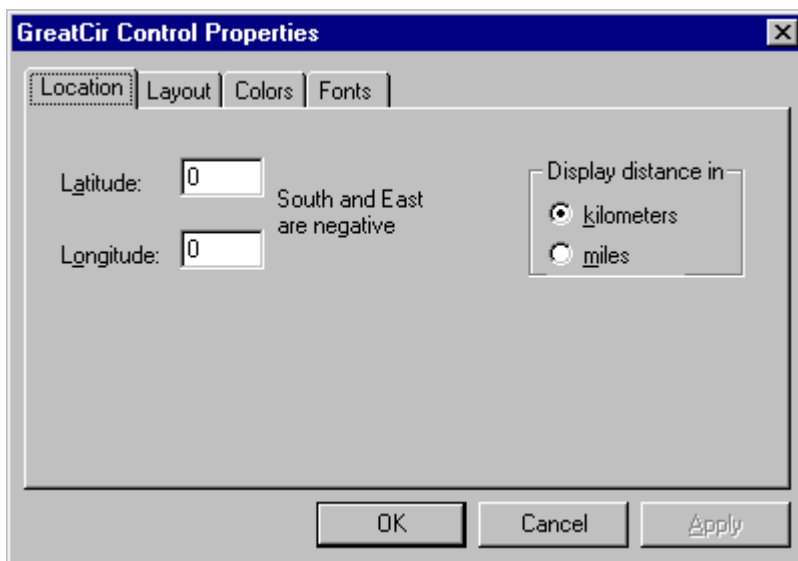
## Bands Show

Shows the bands that are to be duped separately.



## Setup Great Circle

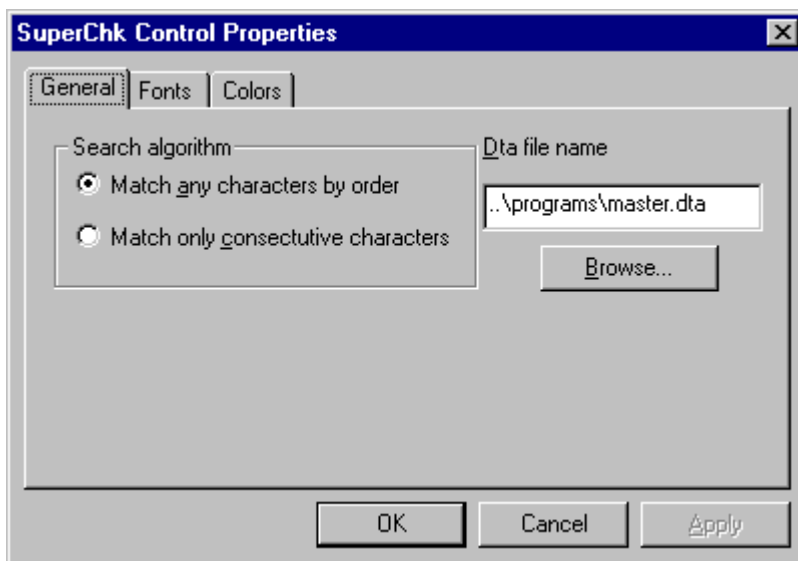
Set your station latitude and longitude for the bearing calculations. Also set the color and units of the display. These settings are saved when you Setup Save Configuration.



The image shows a Windows-style dialog box titled "GreatCir Control Properties". It has four tabs: "Location", "Layout", "Colors", and "Fonts". The "Location" tab is selected. Inside the dialog, there are two input fields: "Latitude:" and "Longitude:", both containing the value "0". To the right of these fields is the text "South and East are negative". Further right is a group box labeled "Display distance in" containing two radio buttons: "kilometers" (which is selected) and "miles". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Apply".

## Setup Super Check

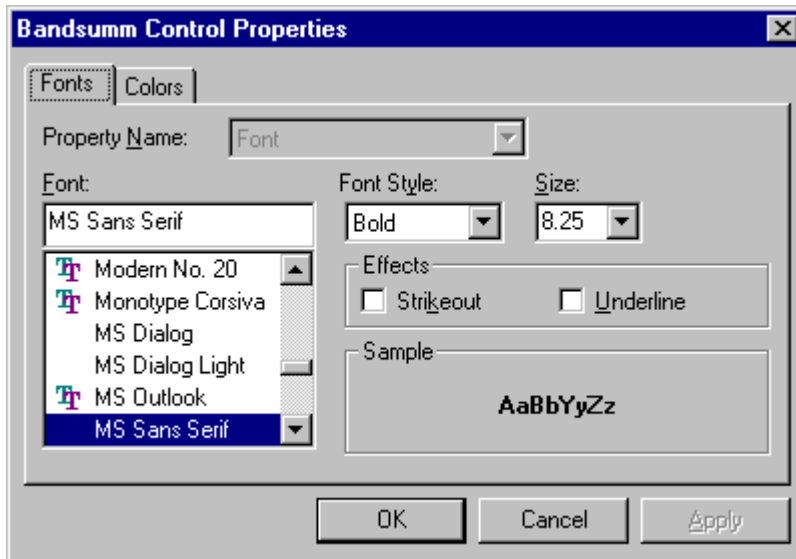
Select colors, font, and DTA file for super check. These settings are saved when you Setup Save Configuration.





## Setup Band Summary

You may chose the font and color for the band summary. These settings are saved when you Setup Save Configuration.



## Tools RTTY Single Transmitter Lockout

There are two modes for doing transmitter lockout's for RTTY.

### **Last one wins mode**

Transmission is allowed by any station on the network (or any of the radios on a single station). If some other station (or radio) has already started a transmission, it is aborted. This lockout works on a single station with no network. That is, if you would like to lock out two-radios on a single computer such that only one can be on the air at a time, this mode is the one to use.

### **First one wins mode**

No station is allowed to transmit while any other station on the network is already on the air. This mode is only supported for networked stations. That is, this mode only locks out stations with a single radio connected.

## Contest Create Summary Sheet

WriteLog will create a summary sheet for your contest in either TXT format (suitable for email) or RTF format (with nice formatting for printing). Use the Save As Type selector in the file selector to select TXT or RTF.

For TXT format summary sheets, WriteLog supports creating summaries with fixed column spacing using the "<" and ">" characters this way:

<b>*xyz*</b>	WriteLog substitutes something for the *xyz*
<b>&lt;*80mqso*12&gt;</b>	WriteLog substitutes the same thing, but fills on the left with spaces to 12 characters wide.
<b>&lt;*80mqso*12L&gt;</b>	the same again, but WriteLog fills on the right with spaces to 12 characters wide.

The same symbols are permitted in RTF format files, but they are ignored.

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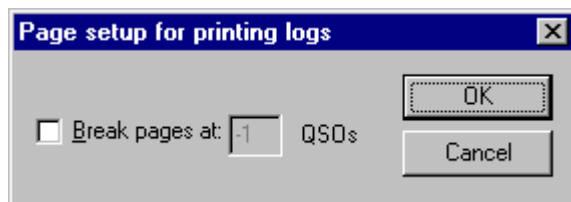
created with Help to RTF file format converter

## Contest menu "Contest special"

If the contest has its own menu command, it will appear as the bottom slot on the Contest menu. This is usually a command to save the log in a file format requested by the contest sponsor, but not always. The command in the menu depends on the contest.

## File Page Setup

The **Break pages at *n* QSOs.** button causes log sheets to be limited to the number of QSOs you select for *n*. WriteLog automatically breaks the page when it runs out of room, so setting a large number, or turning the toggle button off prints as many QSOs as will fit.



## Multiplier Automatic Enabling

This menu entry is gray unless you have a multiplier module for the contest. Turning Automatic Off is desirable after you have submitted your log entry and don't want to recalculate the multipliers when you subsequently load the file again.

That is, after the end of the contest, the multiplier module may be updated to reflect rules changes, new DXCC countries or ARRL sections, etc. and as long as you leave Multiplier Automatic enabled, WriteLog will apply the current rules to your entire log every time you load it. Turn off Automatic so that the points, DXCC country assignment, etc. remain unchanged even when the multiplier changes.

## Super Check Partial

The Super Check Partial window automatically scans a call sign data base and indicate calls that partial match what's currently in the CALL field in the Entry window. The "?" and "\*" characters restrict the search as in Goto QSO. Activate Super Check Partial from the View Super Check menu entry. It will search the file master.dta for matching calls when you have at least two characters typed in the CALL field. Use Setup Super Check if you want it to search a file other than master.dta, or copy master.dta into the WriteLog program area and Super Check will use it without prompting. The format of the master.dta file is the same as that used by CT. If you click on any entry in the Super Check window, that call will be copied to the CALL field in your Entry window. If you want WriteLog to always bring up the Super Check Partial window when you start it, see Setup Save Configuration.

Super check uses the current log as well as the DTA file. It shows calls previously logged on another band as **green**. Dupes are **red** and new calls are gray.

No master.dta file is supplied with WriteLog, but rtty.dta—a version with RTTY contesters only—is installed with WriteLog.

See also

Goto a QSO

## Quick Band and Mode Selection

The Band menu on the Entry Window provides for a quick band change using the Band Up (ALT+F2), Band Down (ALT+F1), Mode Next (CTRL+F1), Mode Previous (CTRL+F2) commands or their keyboard accelerators. WriteLog cycles through the allowable modes for the contest you have selected, and through the allowed bands. If the contest has no bands, then it cycles through the HF contest bands, 160m through 10m.

Another quick method to get to another band is to type the frequency you want into the CALL field of the entry window, followed by ENTER. WriteLog adds zeros to the right until it finds a frequency inside a ham band and sets the logging frequency to it. It also tunes the rig if you have rig control enabled.

Typing the minus key, "-", to the Entry window brings up the Split frequency dialog, which only has an effect if you have rig control through a serial port enabled. Type in the desired transmit frequency and WriteLog sets your rig to split frequency operation. If you enter nothing and type ENTER, WriteLog sets split mode off on your rig. ESCAPE cancels the dialog with no action.



## Select Radio L/R

If you are running two radios, then you will want two Entry Windows on the screen, one for each radio. WriteLog can control which radio will transmit programmed messages if you use this menu entry to indicate that a particular Entry Window corresponds to one radio or the other. These menu entries don't do anything when you click them except check off the box indicating radio L or radio R.

If you have checked the "Select Radio L" menu item, then subsequent transmissions using the F2 through F11 keys with this Entry Window active will cause WriteLog to set the L/R output on the line printer port selected for CW or on the Outboard W5XD CW keyer. That L/R output can be connected to appropriate relays for microphone inputs or PTT inputs or CW keyer inputs or headphone audio outputs so that the transmission goes out on the appropriate radio.

The RTTY Stereo Sound Board options won't work properly until you set up your Entry windows for separate Left and Right operation.

## Activate this Radio

This menu entry is disabled until you indicate to WriteLog that this Entry Window is radio L or radio R using the Select Radio L/R menu entry items. Once setup this way, clicking this menu item asserts (or de-asserts, as appropriate) the radio L/R output on the CW LPT port or the Outboard W5XD CW keyer.

Pressing any function key to begin a transmission automatically accomplishes the same function as Activate this Radio. So you only need to use this menu entry to switch radios for receive only, or for a transmission that is not originated by WriteLog.

## Headphones Split/Normal

These menu entries are only enabled if you are running the Outboard W5XD CW keyer which has left/right headphone control relays. Headphones Split sets one radio in each ear regardless of which radio is active. Normal puts the active radio in each ear. The Radio Headphone Latch (CTRL+X) function, which latches the non-active radio into both headphones for the duration of a transmission, also only works with the Outboard W5XD CW keyer.

## Antenna to this Azimuth

Turn Antenna to the azimuth indicated by the call sign in the current Entry Window. This menu entry is disabled (gray) if WriteLog does not detect antenna control software installed.

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created with Help to RTF file format converter

## Special Message Accelerator Keys

WriteLog provides a number of keyboard accelerators designed for very efficient entry of QSO data. Some of these accelerators can be confusing, especially if you are unfamiliar with radio contesting, so, as noted below, some are not actually available unless you tell WriteLog to turn them on. In every case that a message might be sent, it is either CW or WAV files depending on the current operating mode.

Insert

Sends the message corresponding to F10. (or you can change the "SendCallExchangeKey" entry in `WRITELOG.INI` to use a different function key.) Presumably you would have programmed this key to send the callsign followed by the contest exchange. The callsign is what's in the CALL field, unless you have a RTTY window up. With RTTY, the "callsign" to send comes from the RTTY window where a call detected as a multiplier (highlighted yellow) has priority over others.

+

Sends a correction to the other station's call if you have changed it since transmitting it, then sends the message corresponding to F3, and then enters the QSO in the log. (You may change the "QrzFunctionKey" entry in `WRITELOG.INI` to use a different function key than F3.) When operating CW, WriteLog will send a partial call correction, or a full call if you set `WRITELOG.INI`  
[Configuration]  
`CwSendPartialCallCorrections=0`

ENTER

If you turn on the "Enter sends exch/QRZ" function using the menu in the Entry Window, then WriteLog will start a programmed message every time you type the Enter key. What it sends depends on:

If the cursor is in the CALL field, it does not enter the QSO into the log, but instead sends the message corresponding to F10. Presumably you would have programmed this key to send the callsign followed by the contest exchange. If the CALL field is blank, then it sends the message corresponding to F11, which is presumably programmed to send a CQ message. (You may change the "CqFunctionKey" entry in `WRITELOG.INI` to use a different function key.)

If the cursor is not in the CALL field, then ENTER commits the QSO to the log and also sends two messages. First it sends any necessary correction to the other station's call if you have corrected the CALL field since you last transmitted it. Then it sends the message corresponding to F3 (or you can change the "QrzFunctionKey" in `WRITELOG.INI`).

CTRL+ENTER or SHIFT+ENTER

Silently enter the QSO into the log without transmitting.

The following three function keys behave as described here only if you set the `CtCompatibleAccel` entry in `WRITELOG.INI` to value "YES".

F1

Sends the programmed message corresponding to F11.

F11

Clears the QSO data from the Entry Window

Ctrl+C

Aborts any programmed message in progress for either CW or phone.

## ATL+F4

Grabs the packet spot (rather than the Windows-standard program exit)

For example, if you want WriteLog to behave similar to CT in Sweepstakes, you could program the memories this way:

- F2     NR % B W5XD 71 STX  
         *unconditionally send the exchange*
- F3     TU W5XD  
         *ends a QSO and solicits another*
- F4     %B%BW5XD  
         *sends my call only if current station is not a dupe*
- F5     %C  
         *sends the other station's call*
- F10    %C %BB4 W5XD%BNR% B W5XD 71 STX  
         *Sends other station's call and either dupe message or exchange*
- F11    CQ SS W5XD

You would normally not use the F10 key; it's the same as INSERT, or, if you are using the Enter-sends-exch/QRZ capability, it is sent by ENTER when the cursor is in the CALL field.

The CQ message will be sent with F1 if you set CtCompatibleAccel to YES.

All the messages above should be entered into WriteLog with a trailing SPACE character so you can paste them together if necessary.

If you want to be able to transmit your own call to a station that is a dupe, you'll need to either reprogram F4 without the %B's, or program another function key that way.

See Also

Keyboard Navigation

## Network Installation for Windows NT 4.0 and Windows 2000

Windows NT has security provisions that make the setup for WriteLog network operations more difficult, but the network still can be made to work.

### ***Step 1: undo WriteLog Windows 95 Network setup***

Not needed in WriteLog Version 10

### ***Step 2: Create a user account with a password***

Create an NT user account that has a password. For some reason, NT will not allow a network connection on an account with no password. It is **not** necessary for you to login on this account when you run WriteLog. It is only necessary that the account exist.

### ***Step 3: Create the WLOGNET share***

Automatically done by the installer in WriteLog V10

### ***Step 4: Setup the WLOGNET share***

Automatically done by the installer in WriteLog V10.

### ***Step 5: Set the permissions on the WLOGNETV9\$ share***

Automatically done by the installer on WriteLog V10.

### ***Step 6: Create the WLOGPKT share***

Automatically done by the installer in WriteLog V10.

### ***Step 7: Set the premissions on the WLOGPKT share***

Automatically done by the installer in WriteLog V10.

### ***Step 8: Set the NETDDE services to automatically startup on system boot***

If you leave the Windows NT services at their default settings, other workstations will not be able to connect to the NT machine until after the NT machine attempts to connect to one of them first. To make this work the first time for everyone, go to the Start menu, and start the Windows Control Panel. Start the Services control panel and find the two entries named "Network DDE" and "Network DDE DSDM". One at a time, highlight each of them and click the "Startup" button. Switch the "Startup Type" to AUTOMATIC.

### ***Step 9: All stations in the network need to know the password***

In step 2 you created an account and password. Every WriteLog workstation that will connect to that station needs to know both the account name and the password. Again—none of the workstations need to use this account to login. They just need to know its user name and password.

When a Windows 95 station on the WriteLog network attempts to connect to a Windows NT station, it will get a password prompt that looks like this:



The answers to the questions in this dialog are:

Username: the account name created in step 2

Domain: *must be the same as Computer Name (above—in the same picture). The system usually fills this in with the WORKGROUP name which usually is not correct.*

Password: the password to the account created in step 2

You can abbreviate the connection process by one step if you use the same username on the Windows 95 (or Windows 98) workstation as the name you created in the Windows NT account in step 2. In that case, the login box that appears on the Windows 95 side automatically has the right username in it and all you have to type in is the password.

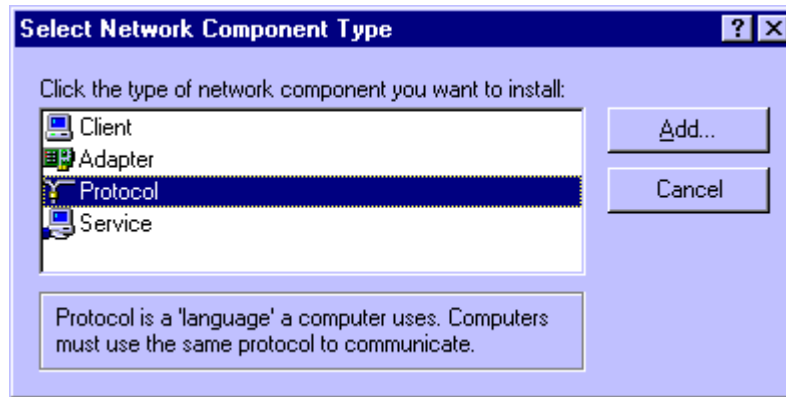
### Windows NT Domains

All of the security settings described above probably change if you are running Windows NT Server on any of the NT machines in your network. That operating system allows workgroup-wide security settings, but the author has not researched how to make the WriteLog network operate in NT Domains.

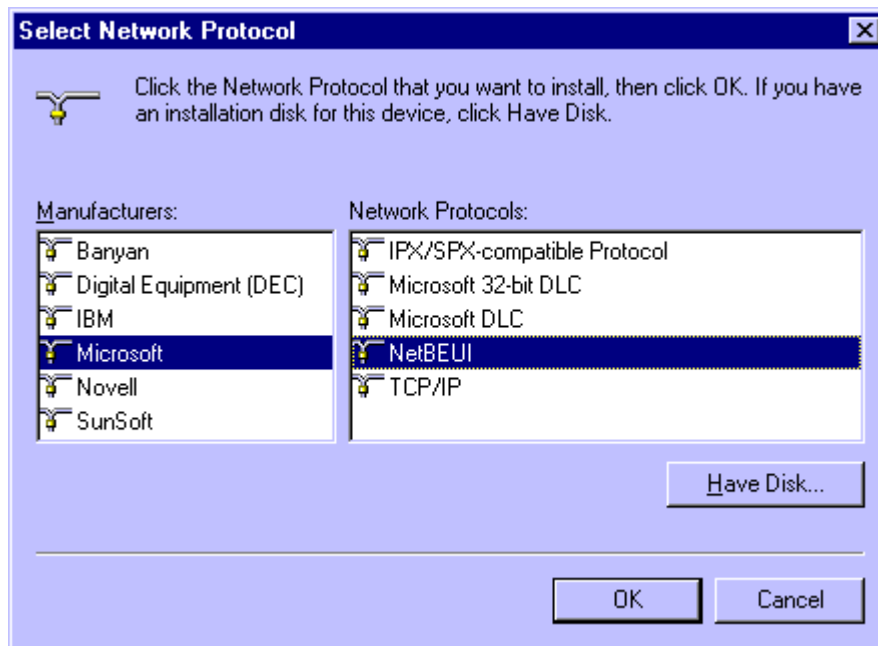


## Installing NetBEUI on Windows 95

Have your Windows 95 CD in hand (Windows 98 installs similarly) and from the Windows Control Panel double click the Network icon, and click the Add button:



Click on the Protocol icon, and then click Add... which brings up this screen:

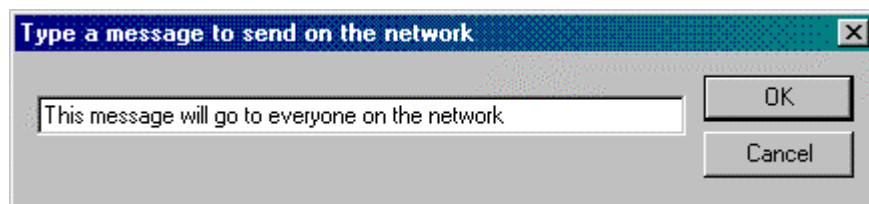


Click on the Microsoft icon on the left and NetBEUI on the right, and then OK. You will probably be asked for your Windows 95 CD.

Installing NetBEUI on Windows NT 4.0 also starts by double clicking the Network icon in the Windows control panel, but the screens from there on are slightly different.

## Entry Send Network Gab

Use the Entry Send Network Gab menu selection to type in a message to be sent to all stations on the network. The Gab messages end up in the Network Gab view window.



See Also

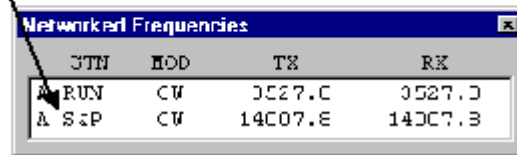
Network Operations

View Network Gab

## Network Frequency Display Name

Use the Setup Network Frequency Display Name menu (or right click in the Entry Window) to set the display string that the other stations in the network will see along with your frequency when they turn on View Network Frequencies . You can set this display tag to, say **RUN**, or **S&P** so others will know whether to move stations to your current frequency. If you are operating split, the letter **S** appears between the display of your TX and RX frequencies.

### Network Frequency Display Tag



CTN	MOD	TX	RX
A RUN	CW	3527.0	3527.0
A S&P	CW	14007.8	14007.3

See Also

[View Network Frequencies](#)

[Network Operations](#)

[Entry Send Network Gab](#)

[View Network Gab](#)

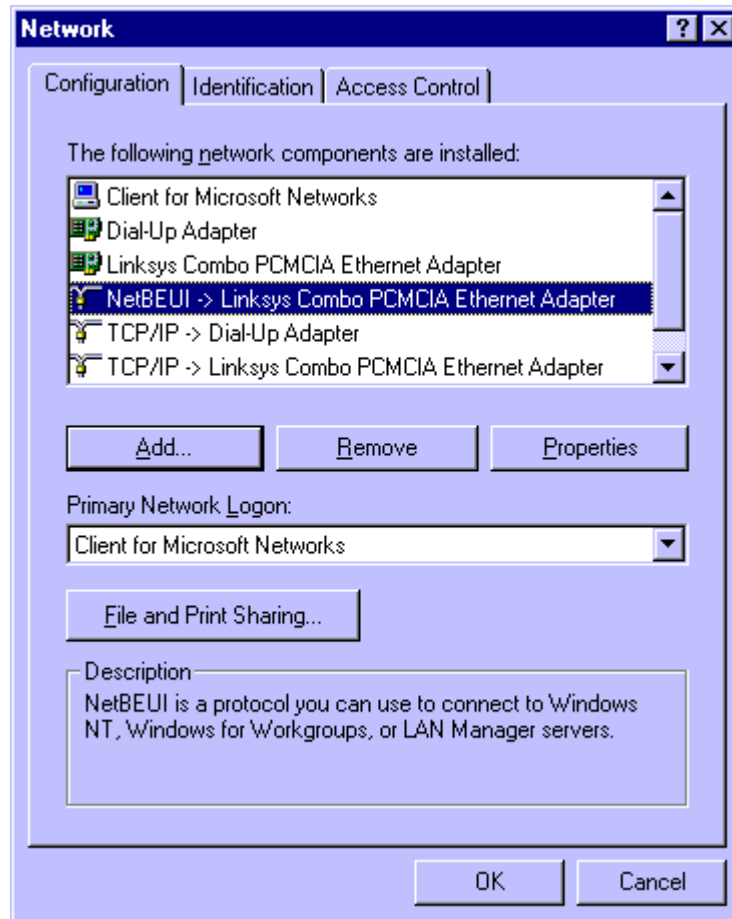
## Network Operations

WriteLog can maintain a consistent copy of the log for a multi-transmitter operation with a separate computer at each transmitter using the networking capabilities of Microsoft's Windows 95™ and/or Windows NT. You must have a network card installed in each computer, and either Windows 95 or Windows NT installed. The network can be mixed between computers running NT and 95 any way you like.

Be sure to test and confirm the ability of the computers to see each others files and printers before attempting to use WriteLog's network.

### **Step 1: make sure you have Microsoft's NetBEUI protocol installed**

From the Windows 95 Start menu, choose Settings and Control Panel. Then double click the Network icon to bring up this screen:



If you have NetBEUI, then go on to **Step 2**. Otherwise you have to install it. (If you are a Windows networking guru, then you already know that you don't really need NetBEUI for WriteLog networking--TCP/IP and other protocols will work, but then you don't need to read these instructions, either.) Here is how: Have your Windows 95/98 CD in hand and click the Add button on the above window and go to the Installing NetBEUI on Windows 95 instructions. Come back here with the Back button when you finish.

### **Step 2: run WriteLog Network Setup**

WriteLog must setup what is called a NETDDE share on each machine that will be running Network. For Windows 95, the setup is done automatically when you install WriteLog. You can manually re-run this setup by finding WriteLog's \ham\programs directory and running the

file NETSETV9.EXE. This is the thing to do if you find that between two machines, the first can connect to the second, but the second fails to connect back to the first. Run NETSETV9.EXE on both and try Step 5 (below) again.

The setup for Windows NT 4.0 is more complicated. After you get the NT setup done, you must come back here and continue.

### **Step 3: share and copy a common WL file**

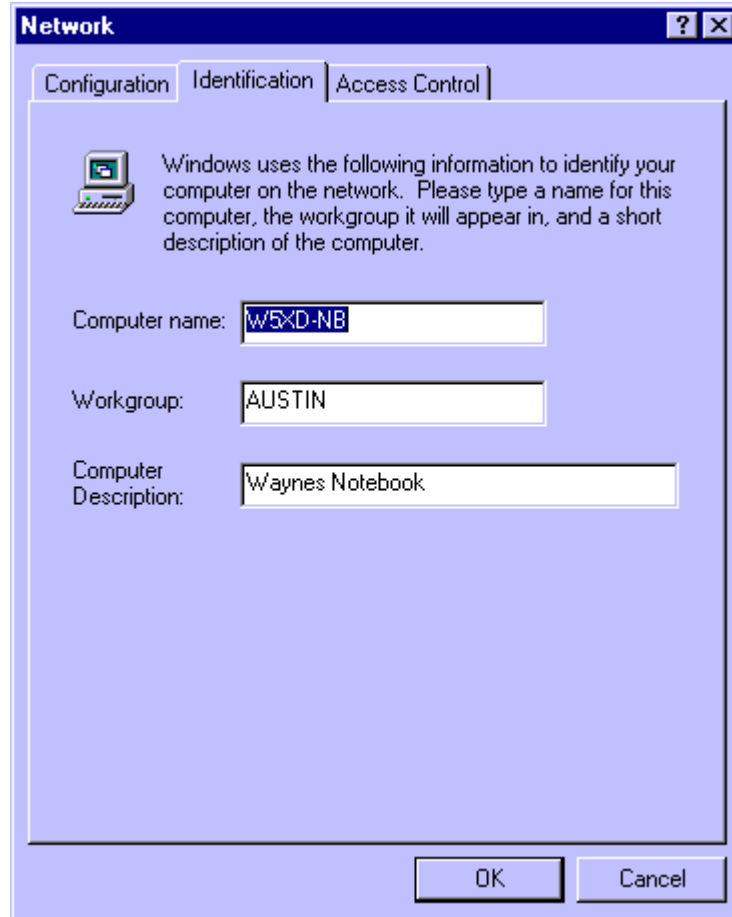
All stations participating in the network must be logging the same contest and the same exchange format. An easy way to ensure this is for at least one workstation to place a WL file in a directory shared on the network. *Important: the workstation that creates the WL file must do a Setup Register to accept network connections **before** saving the WL file.* Then a new participant should do a File Open on that WL file to get started. But it must immediately do a File Save As... to create a local copy because each WriteLog installation is designed to keep its own redundant copy of the entire log on its own disk so that it can carry on logging in the event of network failure. (Note that it is not possible for two stations to simultaneously open the same WL file over the network. So the workstation that is sharing the original WL file must not be using that file, but must be using a different file.)

WriteLog minimizes the impact of failures in individual computers or in the network by allowing individual computers to join or leave the network at any time. If a station goes down, it should recover its local copy of the log first, including any \_jou.adi file, before rejoining the network. Whenever a station joins the network, it exchanges copies of the entire log with the rest of the network so there is no need to later merge the various logs if stations fail to stay on the network for the entire contest.

### **Step 4: Invoke Setup Register to accept network connections**

Each station must invoke WriteLog's Setup Register to Accept Network Connections... menu. Enter a different letter designation for each station. It is important that each station contributing to the log have a different letter designator because WriteLog uses that letter to distinguish QSOs being logged from different stations. With this command WriteLog will also confirm that the exchange being logged has the special field labeled "NETW" which it will add if its missing.

The "computer name to be used to connect to this station" must match your Windows 95 setup. In the Windows 95 Control Panel, there is a Network icon. Click it, and look at the Identification tab. The "Computer Name" is what you must also enter to WriteLog.



If your network will have more than two stations in it, you should designate one of the computers as the “server” that will route all of WriteLog’s information to the others. This server computer can itself also be used to log QSOs, etc. and is otherwise no different from the other stations. Using this one station to route the traffic is an easy way to minimize the necessary network traffic.

***Step 5: Every station except the server does a Setup Link...***

Finally, each station should actually join the network by invoking the Setup Link To Network menu entry and link to the server station . For convenience, the dialog box lists the stations already connected, and if you are using one station as a server as suggested, only the server will show more than one station in the list. WriteLog automatically establishes a link in both directions, so in a two station network, only one of the station operators need establish the link; or, in a bigger network, the operator of the server station need not request any links as all other stations will connect to it.

As QSOs are logged, they are relayed to all stations in the network and appear in their logs as well. Editing operations in the Log Window’s Edit Tool are also relayed to all stations and any station can edit any QSO in the log. The convenience of editing any QSO from anywhere has one caveat due to the network: it is possible for two stations in the network to edit the same QSO at precisely the same time. There is no way for WriteLog to determine which change is “correct”, but it can detect the problem and logs a message to this effect in the WriteLog Network Status window when it occurs.

See Also

View Network Frequencies

Network Frequency Display Tag

Entry Send Network Gab

View Network Gab

## Band Map

WriteLog includes a spectrum display showing what stations are currently known to be operating on frequencies close to where you've tuned your rig. If you have a computer controlled rig connected to WriteLog, then the center frequency of the display scrolls as you tune your rig. You can manually control the band map's center frequency if your rig is not connected.

Stations can be entered into the band map in any of three ways:

- All stations appearing in packet spots are added to the band map. These stations are checked for dupes and are color coded appropriately: dark blue for dupes, light blue for new stations, and yellow for new multipliers.

- All stations that you enter in your log are entered as dark blue.

- You can manually enter calls using the File Add To Band Map menu from the Entry Window(these are displayed in green), or from the File menu on the band map itself (which are displayed in dark blue).

The bandmap display itself is also active. A left mouse click on a displayed station selects it. Once selected, you can tune your radio to it by typing Enter, or you can delete it from the band map using the Delete key (or use the File Remove Station pull down on the band map window). A double click on a station will tune your radio to it.

A right mouse click in the bandmap brings up the same menu as is on its File menu. You can save screen space if you use the Bandmap's File Hide Menu command and use the right mouse instead. The Bandmap remembers the last setting you had for this command the next time you run it as well.

WriteLog's ability to follow your radio as it tunes depends strongly on what kind of radio you have. Some computer-controlled radios can be queried very quickly, but others respond very slowly as you tune the dial. This behavior cannot be controlled by WriteLog. Some radios will themselves slow down as they are polled, so WriteLog includes a configuration option to allow you to slow WriteLog's polling down if you notice it is slowing down your radio. See the `RigPollInterval` in the Configuration section of `WRITELOG.INI`.

If you want WriteLog to always bring up the band map when you start it, see Setup Save Configuration. The vertical scale of the display can be adjusted using the `PixelsPerKhz` entry of the BandMap section in `WRITELOG.INI`. WriteLog normally enters stations so that they will automatically be deleted from the map in 20 minutes. You can change this number as `DefaultTimeoutSeconds` under the BandMap section in `WRITELOG.INI`.



## A word about Windows drivers

As a rule, WriteLog uses Windows interfaces to talk to peripheral equipment on your computer, and this means that using those devices depends on you having successfully installed the manufacturer's Windows 95 software driver for that equipment.

Please confirm that you have the drivers installed correctly by testing the standard Windows software with it before you blame WriteLog/Rttyrite.

Specifically:

1. If you want WriteLog to communicate with your radio or packet TNC over a COM port, then verify that HyperTerminal (Windows 95) can successfully talk to your TNC. If those applications can't then neither can WriteLog.
2. If you want WriteLog to network multiple computers over an Ethernet, then confirm that each computer in the network can see the disk drives via the standard File Manager sharing options on at least one other computer in the network. Again, if the File Manager will not work over your Ethernet, then neither will WriteLog.
3. If you want WriteLog to receive RTTY using your sound board, then run the Windows Sound Recorder tool (under Program Manager Accessories) and confirm that you can record your receive audio. If Windows Sound Recorder will not work, then neither will WriteLog.
4. If you want WriteLog to transmit AFSK RTTY using your sound board, then run the Windows Sound Recorder and use its File Open, to open a WAV file on your disk and press its Play button. If no sound comes out, then WriteLog won't work either.
5. Finally, WriteLog and Rttyrite depend very heavily on correctly functioning system support in Windows 95 and will not work if some other program you have installed has mistakenly overwritten important system files with old versions. The most common symptom of this problem is WriteLog or Rttyrite putting up a message box saying "unrecognized member name". If you see this, it is time to re-install Windows.

In **all** of the above cases, if you fail to get the standard Windows tools to work, you need to call the manufacturer of the device you are trying to use

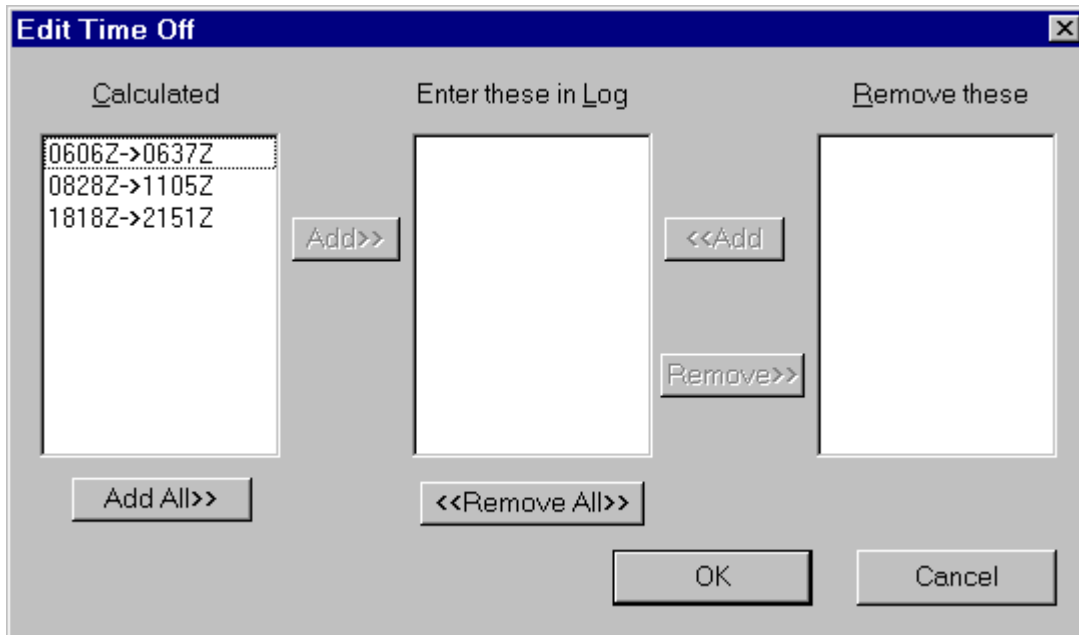
## Edit Type a Note

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This menu entry brings up a dialog that allows you to type a note which WriteLog will save to disk in a file named XXX\_notes.Txt where XXX is the name of your .WL file. The note is automatically tagged with the number of the current QSO and the current time of day. created with Help to RTF file format converter

## Edit Time On/Off

For contests that have required times off, use WriteLog's Edit Time On/Off dialog to manage how you report your time off.



WriteLog automatically calculates time on/off from the time gaps between QSOs and lists those times in the box labelled "Calculated". If you have already logged any times off, WriteLog shows how you've logged them in the box labelled "Enter these in log". To use WriteLog's calculated off times, just click on the Add All button and then click OK.

WriteLog doesn't commit any changes you make in this dialog until you click OK. That's what the "Removed" box is for. If you remove any logged Times Off from the log book, WriteLog shows those removed choices in the Removed box. You can add them back in with the Add button.

To manually enter off time for a contest, you don't use this dialog box. Just scroll to the QSO where you want to show a time off, and click in the column labelled "TIME-OFF". Type in the starting and ending times of the off period in UTC.

Other features of this dialog:

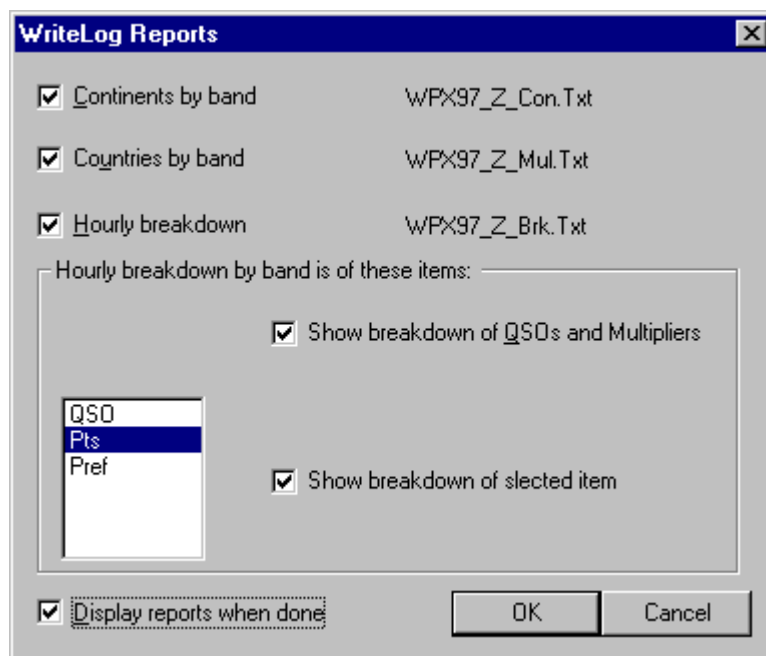
- If you double click any entry in any of the three lists and WriteLog does an Add or Remove as appropriate.
- When you Remove an off time from the "Enter these in log" box, WriteLog remembers whether it was originally a manually entered off time or a calculated one and puts it back in its original list.
- WriteLog scrolls the log to show you the corresponding QSO if you click on any entry of the three lists.

See Also

Rates

## Create Reports

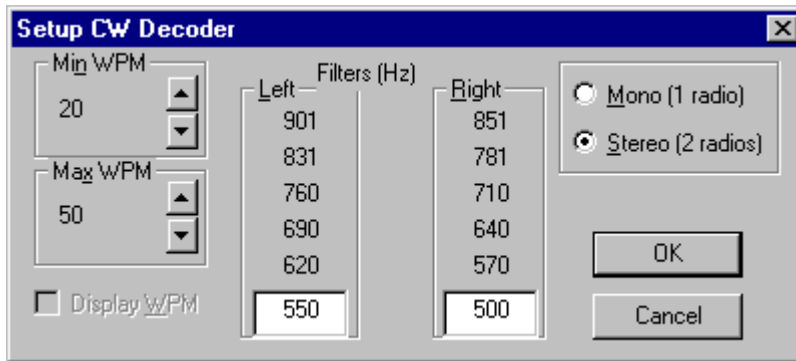
Use the Contest Create Reports to bring up the report dialog.



For DX contests you can get breakdowns by continent and by country. For all contests you can get breakdowns by QSOs and by multipliers. The Display when Done button brings up a notepad window for each selected report after you click OK.

## Setup CW Decoder

Use the Setup CW Decoder menu selection to enter your choices for setting up your sound board.



The Min WPM and Max WPM selectors let you restrict the speed ranges that the CW decoder looks for. Restricting the speed range has two advantages: (a) it makes the CW decoder run faster and (b) it reduces the number of false character detections from noise.

The Left and Right filter frequency settings allow you to adjust WriteLog's CW decoder coverage of pitches to match your preference and your radios' behavior. You set only the lowest pitch and WriteLog automatically spaces the other pitches about 70 Hz apart.

The Mono/Stereo buttons tell WriteLog to run CW decoders on just the left channel of your sound board (Mono), or both left and right (stereo). If you chose stereo, WriteLog automatically displays two CW displays.

See Also

Window CW Display

CW for RttyRite

## Window CW Display

The View CW Display menu item turns the CW display on or hides it. Note that the RttyRite screen also has a CW capability. The CW display on the main screen and RttyRite's CW screen use the same underlying sound board decoders, but *cannot* be used simultaneously. The two displays have different features. See the CW for RttyRite topic for more information.

See Also

Setup CW Decoder

CW for RttyRite

## Edit Play Audio from QSO

If you have recorded all your received audio to WAV files, WriteLog can bring up the Audio Review program and scroll it automatically to the position in the WAV file that contains the QSO for a QSO. WriteLog sets the playback audio to 10 seconds before the QSO time. This operation is also available if you right mouse click on a QSO in the Log Window.

See Also

Continuously record audio to file On/Off

## Contest Cabrillo File

For many contests, WriteLog can generate a cabrillo format file suitable for electronic submission to the contest sponsor. This menu item is grey for contests that don't support this format.

**Create Cabrillo file for log submission**

Call used:  ARRL Section:

Category:

Power:  Mode:  Band:

Club:

Name:

Address:

Calls of all operators:

Soapbox comments:

☒ Display when done

OK Cancel



## WriteLog Update History

- Version 10.23 December, 2000  
Change journaling to use ADIF format instead of TQS. There is no more support for TQS files.  
Packet spot window "Follow me" now follows the radio if the radio is under PC control.  
Escape key no longer closes the RTTY, PSK, or CW tuning windows.  
The right click menus on the band map apply to window they were clicked in.  
Support for nonstandard telnet port numbers.
- Version 10.22 December, 2000  
Bandmap window stays put.  
Still more serial number changes.  
Let AudioReview playback on different sound board than used for DVK/RTTY/CW.  
Send Parital call corrections on + key in CW mode only, and then only if INI entry says its OK.  
Add "Restart Continuous Recording" option to startup dialog.  
Speed up bandmap color updating.  
Add Sartek rotator support.  
Fix "by band" export/display bug introduced in previous version.
- Version 10.21 November, 2000  
Widen the packet local net selection dialog to 20 characters from 10.  
Move the keyboard shortcut for the "Windows" menu from W to N to avoid conflict with ALT+W.  
%C in CW memory sends previous call if currently blank.  
Add InsertOverridesCall entry to WRITELOG.INI.  
When doing an automatically timed CQ on RTTY, do not send an abort command to the TNC immediately before starting the CQ.  
Add SetAntennaAzimuth, GetAntennaAzimuth automation functions.  
Put WriteLog's type library in its resources (only programmers care).  
Fix Auto-Resume feature for "PC Generates" CW selection.  
No longer necessary to select "Sound board" for DVK in order to record.  
Add support for Yaesu rotator protocol.  
Fixed bug: editing a call did not update the dupe check.  
Remove "renumber QSOs" menu entry.  
Make the up/down arrow keys *not* circulate into the edit window if SHIFT or CTRL is being held down.  
Fix bug that would cause the program to be unable to open certain logs that were made while networked. The file was OK. This fixes the program.  
Add GetEntry(Radio) OLE Automation call.  
Add RotatorOffset to [Entry] section of INI file.  
Bandmap updates its colors by dupe checking again about once per second.  
Fix Icom 775 driver.  
Fixed problems with networking on Windows 2000.
- Version 10.20 October, 2000  
Click on a call in the RTTY window and all the other fields in the Entry window are cleared. Only the CALL is filled in.  
INSERT key does not pick up a RTTY call if the CALL field is already filled in.  
Add DCU1 antenna rotator support.  
Fix intermittent crash when recovering journal.  
Lock in serial number on any entry.
- Version 10.19 August, 2000

Fix ADIf import to be case-insensitive for tags, and to successfully import a QSO that has only a <band> tag and no <freq> tag.  
Handling of %C switches to live transmission only if you have typed the call in from the keyboard - not if you clicked it in from the RTTY window.  
When operating with 2 Entry Windows, if you have the keyboard focus on a different radio than the transmit focus (designated by the green background on the L or R), then if you type Alt+K, the transmit focus is unaffected—the transmission is on the radio with the current transmit focus. F keys do move the xmit focus, unless you put a leading %X in the buffer.  
Add DisableCommPTT INI entry.  
For two-radio operation, when two QSOs are in progress at once, assign the numbers N and N+1 to the two simultaneous QSOs.  
Add %X processing-in F keys to retain XMIT focus.  
Add Auto-Resume CQ function.  
Add Keyboard accelerators for editing old QSOs with the Edit QSO Tool.  
Add View by Network PC option.  
Most existing “View” menu options are now in the “Window” menu.  
Registration codes are now 13 characters long, have fewer troublesome characters in them, are rotating and can expire.  
Ensure COM PTT is off at startup.  
Fix crash that can happen if you edit the date of a QSO in the log.  
Make dual-sound-board support work properly for RTTY/PSK transmit as well as the other sound board functions.

Version 10.18 July, 2000

Add West Central Florida section.  
Add support for Antenna to this Azimuth.  
Put PTT signal on RTS line if using “PC Generates” CW on COMM port.  
Timed CQ will accept a decimal point and tenths of a second.  
The “Headphone Latch” command now stays on until turned off, and activates the headphone latch on all transmissions.  
File Import now reads ADIF files instead of TQF files.  
The sending of the %C message while the cursor is in the CALL field stops waiting after the call is sent.  
Fix ANARTS scoring.  
Add support for IOTA contest.

Version 10.17 May, 2000

When WL is an OLE link source, it now draws something readable.  
File Save As Ascii would put an extra space in lines with date.  
CQ WW RTTY now remembers previous zone/QTH.  
Mouse wheel tunes the rig.  
Rig driver handling modified to be must faster for most rigs.  
TenTec Pegasus rig driver support (uses existing Pegasus windows)  
Support Visual Basic GetObject(,“writelog.document”) call  
FT-100 rig driver  
CQ WW CW/SSB/RTTY summary sheets include separate zone, DX multiplier totals.  
Typing <Enter> with the keyboard focus on the RTTY/PSK/CW control dialog boxes no longer closes them.  
Enable summary sheets to specify field widths so TXT versions can print pretty.  
Fix bug in frequency/mode editing that caused band summary to be wrong after editing only the mode of a QSO.  
FT-767 rig driver.

Version 10.16 March, 2000

Super check, band map and packet spot windows all now force a dupe check if you use them to select a call for the Entry window.

Telnet packet upgrade to comply better with the telnet protocol for Linux servers.

CW Speed is set separately for L/R radios.

Rate display and graphs are now insensitive to mismatched clocks when running a multi-station network.

Report what is not liked about sound files when playing them back.

Unconditionally reset the sound board speaker mute button every message transmission for SSB transmission and sound board keyer.

Net Gab wraps text to window if it won't fit.

Rate display can be configured to show rate for last 10 QSOs/last 100 QSOs (as before) or can be set for last 10 minutes/last 60 minutes.

Give a more explanatory error message when networking can't be established.

Version 10.15 March, 2000

Fixed bug that caused sound board voice transmissions to halt forever if you ever send a message with <filename.wav> in it where filename does not exist.

Add PTT support to IC-746 and IC-756PRO.

Change use of F2.WAV through F11.WAV to MSG2.WAV through MSG11.WAV to avoid conflict that screws up sounding out calls like "F2AA". Custom sound board mixer control.. This is an updated version from what was distributed separately from WL.

Fixed problems with window focus between RTTY and main screen on Windows 2000.

Speed up super check.

Make ARRLDX remember power entry from previous QSO.

Make ARRLDX PWR column one character wider

Fixed problem with telnet packet connection when receiving large numbers of spots.

Make ARRLDX remember QTH entry from previous QSO

Version 10.14 February, 2000

Bring back the RTTY scope display.

Fix bug in PSK and FSK that would cause it to fail to transmit after switching modes between PSK and FSK several times.

Fix failure to write serial number to Cabrillo file for ARRL 10m DX entries.

Return keyboard focus to Entry Window after switching to another application.

Multi+ keyer protocol changed. New firmware required.

Added separate SSB send message buffers.

Set reasonable defaults for the programmed messages.

Add FT-757GX driver.

Sound board tone generation buffers to 400msec to prevent stuttering.

Allow PTT\_BEGIN\_HOLD and PTT\_END\_HOLD to be zero.

Fix bug in Cabrillo file that shows 432MHz QSOs in wrong band.

PTT handling of pin 16 on the LPT port was following CW rather than latching for the transmission. This is fixed.

Version 10.13 January, 2000

Ignore /QRP in country calculation.

Get rid of leading zero in zones 1 - 9 for quicker typing when zone calc is wrong.

CQ WW remembers received zone of previous QSO.

Fix KG4 processing.

Fix automation problem with FileOpen.  
Add File Export menu.  
Change "Electronic Submission" to "Cabrillo File"  
Add MRU\_LENGTH option to writelog.ini  
Fix FileClear() automation function.  
If CTCOMPATIBLEACCEL=YES, then ALT+F4 grabs packet spot (rather than program exit).  
Don't start the Auto-CQ dialog on ALT+T, and stop the Auto-CQ timer on any F key, and when switching radios.  
Fix the double-auto-CQ problem  
Update AFSK tone generation to new algorithms.  
Allow transmitted CW speeds up to 99WPM.  
Widen the FSK filter for 45&50 baud just a little.  
Improve the error reporting for sound board functions.  
The gray trace on the RTTY frequency display is now a linear amplitude trace.  
Network install for Windows 95, 98, NT and Windows 2000 is automatic.  
AudioReview can change directories.  
Fix memory allocation bug that caused RTTY screen to quit working after some number of changes between RTTY/PSK/CW modes.  
Log the mode of the RTTY screen window if there is a column named "DGTL"  
Add "DGTL" column to Round Up to make it easy to look for plaque score.  
WriteLog would override "Regional Settings, Number Digits After Decimal" to be zero. Fixed.  
Fixed bug that erroneously paused rig polling on rig #1 when switching transmission over to rig #2 in the middle of a CW transmission on #1.

Version 10.12 December, 1999

Right click "Play Audio from this QSO" now works even if the QSO is in the file currently being recorded.  
W5XD keyer in 10.11 would not resume rig polling after sending CW. Fixed.  
Sending live CW from the CALL field accepts a backspace and attempts to not send the corresponding morse character.  
Add RAC Canada Day contests.  
Support for Japan International DX Contest (Inside and outside JA)  
Support for Hungarian DX Contest  
Alphabetize HQ stations for IARU HF.  
Fix intermittent crash on exit of Rttyrite9.exe  
Convert CTY to WL no longer treats full calls as if they were prefixes  
Default Comm PTT to "YES" instead of "SYNC" at install time  
Make "SYNC" setting tolerate RTTY.  
Add OK DX RTTY contest.  
Update Microsoft files to latest rev (MFC42.DLL and MSVCRT.DLL).  
AFC (RTTY) now switches off when the CALL field has something in it.  
Support speed control knob on Multi+ keyer.

Version 10.11 November, 1999

/MM is never recorded as being in any country.  
Fixed double spacing problem in packet window.  
Fix phantom packet spot problem.  
Add "Sync" option for PTT over rig control.  
Fixed Tools Create Reports which would crash if logs had bad times (times going backwards) or bad frequencies (QSOs logged out-of-band).  
CW PTT control (introduced in previous version) now works for one radio as well as 2.  
Change registration key.

- Version 10.10    October, 1999  
Auto CQ delay now is from end of message to beginning of next *if* WriteLog can see the end of the message. Some DVK's, CW keyers, and TNCs do not support this, but most do. WriteLog automatically senses the difference.  
Support for W5XD multi-function keyer.  
Send PTT signal for all modes including CW.  
If you switch between radio L/R while a CW or SSB message is in progress, the message is aborted.  
Add a FT-900 driver separate from the FT-890 to fix lengthy poll problem.  
Fix failure of super-check to properly code already-worked calls for certain contests including CQP and PAQP.  
Fix crash in Create Reports for certain contests including CQP and PAQP.  
Fix problem with some sections missing in Cabrillo format setup.
- Version 10.09    September, 1999  
AutoSaveCount added to WriteLog.ini  
Update Cabrillo format settings  
Alt+F1/F2 band up/down go to last frequency the radio was tuned to on that band.  
Changed F12 to mean "Return to 0.0KHz". Used to mean "bring up typing window".  
Set "Return to 0.0KHz" menu item on two consecutive QSOs less than 500Hz apart.
- Version 10.08    August, 1999  
Cosmetic changes to AudioReview  
AFC is automatically turned OFF while there are letters in the CALL field.  
Support for the newly emerging electronic log submission format. Its at Contest Electronic Submission.  
Compression of continuous WAV files is supported. Rearranged the sound board setup in the process.
- Version 10.07    August, 1999  
Fix bug that made LPT/Rig control PTT mutually exclusive on SSB.  
Add menu entry to WriteLog that brings up AudioReview for a QSO.
- Version 10.06    August, 1999  
Widen the 45 baud RTTY filter.  
Added AFC to PSK.  
Added Continuously record audio to file On/Off
- Version 10.05    August, 1999  
Save/Restore window docking in the WL file as well as in the INI file. Hold down CTRL while opening a file to **not** recover the screen.  
Bandmap sets up the Entry Return to 0.0KHz menu entry.  
Bandmap separately saves/restores positions for two windows.  
Bandmap can hide its File menu—same commands are on right mouse button.  
Delete/backspace in Bandmap removes entry.  
Use ISO standard date format YYYY-MM-DD.  
Added %Mnn processing to CW/RTTY messages  
Add ability to add a file to the RTTY type ahead buffer.  
Tightened up the on-screen and print spacing and fixed some old horizontal scrolling and hit testing bugs—if you click in the log window to edit, the cursor should go very close to the character your click.
- Version 10.04    July, 1999  
Trying a different CW magnitude/frequency display.  
Add support for multiple sound boards using

- [Configuration]  
SoundBoardIndex=1  
for second board, etc.  
Update sound board RTTY functions to use frequency display for tuning and incorporate an automatic frequency control.
- Version 10.03 June, 1999  
RTTY changes that appear to give 1.5 stop bits reliably when running FSK  
Multi-pitch CW decoding
- Version 10.02 May, 1999  
Added ability to copy CW in the RttyRite window.  
Shut down LPT port pins used for CW keyer on exit.
- Version 10.01 April, 1999  
Fix failure to turn PTT off on Escape when running PSK.  
Added NET button to PSK dialog and made dialog smaller.  
Added ability to log which radio makes the QSO.  
Duping problems with networked Novice station in Field day fixed.
- Version 9.23 March, 1999  
WPX scoring update to accommodate rule changes.  
Add PK-232 and KAM support for TncInIt  
Support for PSK  
Fixed intermittent problem with network startup.  
Make network retry one time when a connection drops out.  
Add LineInIndexOverride INI entry to override WriteLog's choice of Line In for sound board mixers.  
Moved Edit Sort Order to Setup Sort order and serial numbers  
Fix failure to save summaries in TXT format in BARTG.  
Fixed clipping of left edge of multiplier names in some Contest Show Multipliers screens.  
Add LptABSense INI entry.  
Add FT-757 rig driver.  
Add FT-847 rig driver.  
Support for Texas QSO party.  
Update CTY files to match 1999-Feb-16  
New TXT templates for CQ 160 and ARRLDX  
Add an R to the Network frequency display if station is Run vs. S&P.  
Support networking Novice/Tech station in field day.
- Version 9.22 February, 1999  
Added TncInIt INI entries for STS-PC II TNC.  
Fixed: if you started a RTTY window from WriteLog and then closed it, ALT+K would not bring up a CW window anymore.  
When typing in a split frequency, validate it against band edges and refuse to set the split out of band.  
When setting a split calculated from a packet spot, validate it against band edges and don't use it if out of band.  
If a contest has per-band multipliers that don't depend on the call sign, use previously logged QSOs with that call on other bands to flag multipliers.  
Support for Minnesota QSO party.  
The reports introduced in 9.21 only totaled CW QSOs for multi-mode contests. Fixed.  
Fixed problem introduced in 9.21 that resulted in sometimes showing the serial number 65535.  
Improved WinRTTY weak signal copying ability.  
CQ 160m needs a 2 character column for points (10 point QSOs)

- Version 9.21     January, 1999
- Edit time on/off would refuse to remove a calculated time off once entered in the log.
  - The flash of the net gab display advertised in the previous release was missing and is in this release.
  - Right click on the column title buttons in the Entry Window aborts any transmission in progress.
  - Add Abort Transmission to the menu popup you get with right click in RTTY window.
  - Add support for Florida QSO party.
  - Update CTY files to Oct 27, 1998
  - In the packet spot window, selecting a spot and typing the DELETE key removes it from the window.
  - Added INI entry for reversing the sense of the PTT output on an LPT port.
  - Compute spot message using only QSOs logged from this computer—ignore networked computers.
  - Updated the Frequency Correction dialog to allow editing split frequencies.
  - Add INI entry to make the “COUNTRY” and “C” fields NOT show up in the prompt by default.
  - Setting up a timed CQ does not automatically start a CQ.
  - Correctly honor a decimal point when setting split.
  - Added ability to adjust colors in super check partial.
  - Rate window has a right-mouse pop up to allow changing between all band and single band rates.
  - For Icom rigs, set the passband width back to whatever it last was read when setting a mode and frequency.
  - Added reports.
  - WinRTTY AFSK now transmits a short (~200msec) spacing signal at startup when running stereo on NT instead of nearly 2 seconds.
  - Added INI entry for Icom rig driver that forces the rig out of split mode when WriteLog did not set it to split.
  - Update time on/off handling for NAQ for all 3 modes.
  - Fixed bug on automatically showing a time on/off when entering a new QSO after editing one more than 30 minutes old.
- Version 9.20     December, 1998
- If you edit the callsign of a QSO in the log, the country gets recalculated automatically.
  - Will not accept logging a callsign without a digit.
  - When changing modes, change the default RST without requiring the Entry Window to be cleared first.
  - Menu's completely rearranged.
  - WK1 export enhanced to support easy construction of pivot tables in Microsoft Excel.
  - Added support for managing time on/off.
  - Added TIME-OFF to ARRL file output for SS, ARRL 10M, RTTY Round up.
  - RTTY lockout last-one-wins works with CW, too. Especially good for single-op multi-radio.
  - Flash the border of the net gab display when messages are added.
  - Fix on/off time display calculation when QSOs are logged out of time order.
  - Fix W9XT card support for voice and also enable recording from within WL.
  - Disable LPT support on NT (used to crash if you tried to use it).
  - Change the color of sent serial number in Entry Window to blue. But also show it as gray if it has not been locked in for the log.
  - In two-radio operation, if an Entry Window is set inactive for 60 seconds, its serial number is unlocked.

%B processing in a message automatically adds the call to the bandmap.  
If you type a Backspace with the cursor in the left most position in the Entry Window, the serial number is unlocked.  
Support full two-radio operation on new sound boards that have separate mute switches on each input to the digitizer instead of the one-of-n multiplexer that older models have had.

- Version 9.14 November, 1998  
Add QSX to outgoing packet spots when rig is split.  
When saving the "Entry Return to Freq" from the rig, keep the old frequency if the rig is still at the location set previously by grabbing a packet spot.  
Changed "Shared Sound Board" to "Stereo Sound Board" to make it more obvious what's going on.  
Alphabetize Pennsylvania counties.  
Update CTY files to match latest CT files.  
Improve font selection in Rttyrite.  
Make packet, Rttyrite, and writelog rig control *never* use flow control.  
Fix PAQP and CQP file export to put a space between points and section.  
Add rig drivers for IC-746 and IC-736.  
Fix IC-756 handling of splits.  
Fix handling of splits for all Yaesu rigs.  
Increase network transfer speed to about 500 QSOs/sec.  
Make WAV file processing detect differing wave formats when building a call sign or number message and abort the message rather than generating scrambled audio.  
If you started the network and changed operators for the first time in a certain order, the OPERATOR column would not get repeated across the network properly.  
Icom rig drivers return split state if PC set split state until rig is retuned.  
Some Yaesu rig drivers set PKT mode instead of RTTY mode if that's what the driver read the last time it polled the rig.  
Set DVK PTT output to off on initialization.  
Add time on/off calculator and display in Rates window.
- Version 9.13F October, 1998  
Add very simple way to append to a NOTES file.  
Reduce the font size by 10% when printing.
- Version 9.13E October, 1998  
WAV file transmission for SSB: handle spelling out calls with SLASH in them.  
Handle spelling out calls with Fn in them. Allow spelling out messages with %P and %F in them.
- Version 9.13D October, 1998  
Add OPERATOR indicator to status window.  
Default timeout of spots in packet window now 20 minutes and settable from INI file.
- Version 9.13C October, 1998  
Mostly bug fixes. Added "Follow me" as an option to the band selector in the packet view so the packet window shows whatever band you are operating on. Also changes a couple of details about how the keyboard focus moves around for gab and packet spots.  
Do not accept logging a QSO with a ? in the CALL field
- Version 9.13B October, 1998  
Support logging Operator changes/wave file locations for multi-op in the new menu item Entry Change Operators.  
Added a Packet View with lots of fast features.



- Version 9.13    October, 1998  
Dumb TU was not working properly on Windows NT.  
Multi-transmitter lockout was not working properly on 2 radio w/1 computer.  
Network frequency display. A new view allows each station to see the frequency of all the other radios on the network. Each station can also add a display string for its radio.  
The Entry Window responds to right mouse click with a menu.  
Network gab.  
Bandmap knows about stations working split.  
Fix bug in both California QSO Party and Pennsylvania QSO party for out-of-state entries. If you do a File Save and then later File Open the file, it has forgotten what contest it was for.
- Version 9.12E, F, G, H    September, 1998  
Diagnostics and bug fixes.  
If you edit a QSO time while multiple QSOs are selected, offer to apply the time shift to all selected QSOs.  
Also fix bug that sometimes caused a crash in WriteLog when running RTTY.
- Version 9.12D    September 1998  
More bugs. Fix %l handling in messages  
Fix “creeping windows” problem: every time you exit and restart the windows were growing one pixel.  
Save configuration had a selection box for starting a packet window on startup. That box was being ignored.  
Throttle the use of SuperCheck for slow computers.
- Version 9.12C    September 1998  
RTTY: fix crash that happens intermittently as RTTY exits.  
RTTY: Speed up the use of the super check database for color highlighting.
- Version 9.12B    September 1998  
RTTY: If a call is not preceded by “DE”, then highlight it only if it appears in the super check database.  
Highlight and click properly on calls that get wrapped around the edge of the window.
- Version 9.12    September 1998  
All resizable windows now resize both when they are docked and when they are floating.  
Finally found the problem with rigs that won’t work unless you do a Port Setup every time you start.  
Ask the mode on “start a new log” and restrict the rig modes for: SS, NAS, NAQP, CQ160, ARRLDX.  
Added Create Summary Sheet menu item for SARTG, JARTS, and VHF.  
Added BARTG RTTY Sprint support.  
Eliminated need to copy “ DE “ to detect call signs.  
Updated the online help topics.
- Version 9.11    August 1998  
Packet connect with Telnet  
Packet QSX handling  
Packet fix selecting CW spots in mixed mode contest.
- Version 9.10D    August 1998  
Still trying to get WAE just right. This one makes the receive QTC dialog box more tolerant of typing ENTER at the wrong time.  
Restore behavior changed in 9.10C to previous behavior: Rtty window closes

when the log window closes.

- Version 9.10C August 1998  
Count multipliers right for PA-to-PA QSOs when one is on county line.  
Default the county files for PAQP and CQP to overstrike.  
For WAE QTC dialogs, make the ENTER key commit everything in the dialog.  
Make TAB/SPACE in the entry window skip over any fields that you can't edit (like the QTC field in WAE)
- Version 9.10B July 1998  
Pennsylvania QSO party added.  
Improved support for multi-mode contests, including CQP.  
Band up/down, Mode up/down now work better for multi-mode contests.  
More effective startup dialog.
- Version 9.10 July 1998  
Supercheck no longer updates when the callsign doesn't change.  
Great Circle display shows blank when sunrise/sunset are unknown.  
AFSK transmission on a sound board would crash because of a bug in some sound board drivers especially on Windows 98. This update works around the driver bug.  
Update WL\_CTY.DAT to divide IARU zones up in W/K, VE, UA0.  
Support SCS TNC.  
Fix ADIF export problem for IARU, CQWW, ARRL DX (dx).  
Support WAE contest for phone/CW for inside/outside EU.  
IARU multiplier display upgrade.  
NAQP menu items fixed.  
Check call formatting in columns  
Guess modes for frequencies in VHF bands by band plans.  
Fixed bug where STO/RCL would save the transmitted serial number. It shouldn't.  
Fixed bug where RST would not be set to default if the RST field was set to be not visible in the Entry Window prompt.  
Added right mouse click setup to search and pounce window.  
Fixed merge running on a single machine.
- Version 9.09 June 1998  
Display score using localized display settings (puts commas/periods in big scores).  
Add sunrise/sunset to great circle bearing calculator. Also use left and right mouse buttons to customize bearing display.  
Rearrange supercheck geometry—fit more calls. Make a bit faster.  
Add FT-920 rig driver  
When typing in a frequency, don't change the mode if can't figure it out.  
Throttle timed CQ to the rate requested.  
Forbid saving files to .WL extension unless its a file format WriteLog can read.  
Add right mouse button processing to log view.  
Fix WPX prefix calculation routine.
- Version 9.08 June 1998  
Fix crash in CQ WW DX  
Fix problem with duping a call after it is edited  
Make editing window waste less space  
Creating a new document automatically prompts for a contest type

Put the COM1:= port setup in WriteLog.ini because putting it in win.ini doesn't work for Windows NT.  
Fix problems reading/writing comm ports for rig control, packet and RTTY on Windows NT.  
Fix awkward way of entering new grids when running a VHF contest as a rover.

## About RttyRite

RttyRite Contesting software for Windows has all the features you need for a winning contest effort, and it helps you have fun along the way. With WinRtty software, you don't even need any external hardware to run RTTY. The sound board in your computer functions as a terminal unit.

See also

Getting Started with Rtty

Port

Mode

TU Type

WinRtty

Left Mouse Click

Right Mouse Click

Special Keys

Call Capture

Force LTRS

Low Tones and High Tones

FSK Polarity

## Getting Started with Rtty

This chapter (by K5DJ) is for those who just received their copy of WriteLog for Windows. If you were to read the whole manual before trying the program, you might think the program is difficult to use because of all the **options** available.

This part of the manual is for the ones that load WriteLog thirty minutes before the contest and hope to use it thirty minutes later. (If you can read fast enough it just might be possible. hi ) I shall try to make that possible. WriteLog is a user friendly program. Since it is a Windows based program it has tons of help files for everything. (Please consider reading them. They will save you lots of aggravation and time spent on the phone or sending e-mail.)

I will get you started with the most important features you will need. WriteLog has Super Check Partial, The largest Name File (HI File) in any RTTY contest software, Beam direction heading, Rate window, Check Call window, Summary window, Auto CQing, and much more . All or any of these windows can be up and running at all times if you want them. After you have installed the program (see install chapter) here is what you do.

I'm assuming your using WriteLog for the first time and using Win95, also using only one radio. (More about two radio use in another chapter.) My computer is running Win95 and has an icon on the main screen, You may want to put one there first. Click the icon saying Writelog.

You now have the basic WriteLog screen running.

Lets say you're wanting to participate in ARRL's Roundup contest. Click Contest Select, you will see a list of all contests (even contests for other modes, this software does all modes as well.) Click ARRL RTTY Roundup, click Ok at the bottom of the window. Now Roundup contest is selected, you won't see much of a change to the screen as yet. Nothing saying Roundup is showing right now. Click File in the Writelog window (The contest log, or Log Window). Click save in the same window. Writelog File Selection will appear on screen, type in what you want to name the contest (Example would be ARRL98) in the File Name box, after naming the file click Ok, you will see Writelog File ARRL98 in the logging window, the Roundup contest is now saved. If you want to check on it, click File in the Writelog File: ARRL98 Window. You will see (arrr98.wl) in larger box under Files in C:\ham\Contest. At this time click cancel since arrr98 is already running. Go through the same steps to set up each contest in the future.

You have three windows showing, the call window at the bottom of your screen says 3500 Khz CW (AUTO) (make sure it is high lighted, you do this by clicking anywhere in that window), now you need to have FSK and the proper band, in that window click bands Click Previous mode or (CTRL+F2 ) you will see it changed to FSK now click bands again and click Band up or down to select the proper band or (ALT+F2 or F1). This changes the bands.

### Entry Window (or call window—labeled 3500KHzCW)

The call window has several functions within itself. When you go through the steps and select a contest (In this example Roundup) all the slots (or fields) are listed that you will need to do the Roundup contest. When you go to the call window always make sure it is selected. (by clicking anywhere in the window) the display will be highlighted when it is selected. Here are some little extras that go along with the Call window. If your looking at the screen now Shift Click on CALL: you will see a new window pop up that can have any type of message or exchange you want in it. You activate it during a contest by simply clicking CALL. Same thing goes for RCV, QTH, COUNTRY and C, in the window. You have five extra memory keys that can be activated by mouse if you should want them. To see what's in each pop up window Shift Click any of them. To get out, press Esc or Enter. After you have filled all you want to use and press Esc, Click File under (Writelog File) and click Save. Then and only then will it be saved if you should have to get out of the program. If you have radio control the exact frequency will be displayed where the Frequency is in the Call window. After you get set up

for a contest (if on 20m) it will display the frequency as 14000 KHz FSK, it's good practice to type in the frequency where you want to start the contest in the call window and press enter. Your rig and the display will change to that Frequency.

### RTTY Screen (labeled Rttyrite 60 WPM Baudot)

The neatest thing about this viewing screen is that all incoming information doesn't enter from the bottom of the screen. It starts at the top and goes down the screen like you normally read. The red line moves down as the print comes in. Calls and exchanges stay where they were printed until over written. If you have ever chased a new callsign up the screen and have had a hard time trying to click on the call or exchange while it's moving up the screen, you will learn to **love** this feature immediately. All incoming print is colored Black, all outgoing print is colored Blue. Another neat feature, you can go the Rttyrite screen (a mouse click on the caption bar for the windows does this) and type in practice call etc. you can type in: DE OH2LU 599 001 DE SM5FUG 599 010 DE TY1PS 599 039. After each (DE Callsign) and a space you will see all the calls get a yellow back ground which means a new mult. (There has to be a DE in front of any call.) If the call you type is a new call, you can use on the band your on, but not a mult, the back ground turns Green. If the call you typed was a dupe the back ground will turn Red. After you have typed in a few calls return to the call window. (click anywhere in the Call window) now you can bring down call from the Rttyrite screen to the call window, along with any other parts of the exchange you typed in. Remember, in this program the Enter Key logs the contact, use space bar or tab to move from slot to slot, not the enter key.

### The Log Window

The logging window has some real nice features also. You can have the log full screen at any time, Home, End, Page up and Page down keys moves you up and down the log very quickly, Editing the log after a QSO has been logged can be done very quickly right on the screen where the contact is listed.

Editing the Log: Editing the WriteLog log is as easy as pie and very quick. If you have WriteLog program running right now, log TY1PS 599 001 and press enter. Lets just say the time and frequency were logged wrong. In the Log Window, click the time 1350 (what ever time yours says.) The whole line will become highlighted. Click the time and then click the up/down arrows under hour box, change that to 14, now change the minutes the same way, also the day-month-year, click ok, you will see it changed on screen. If you're not running Radio control your frequency will be 14000,7000, 3500 etc. if you want to change that and you're on 20m, click 14000, the box colored green is flashing, press back space and type in the exact frequency 14080 and click ok, you will see it changed to 14080. Click TY1PS, backspace and change it to TY1RY and press Enter, it also changed. You can do the same to any and all boxes. Now log KC4AAC or any KC4-call 599, CA and press Enter. You will see it logged Antarctica, well he was in California. There are parts of the log you can't see right now. Click the right arrow at the bottom of this window until it get to CE9 under C PREF, this is the **only** place you can change a country, click CE9, backspace or replace CE9 with a "K" and press Enter. You will see it changed from CE9 to K and Antarctica changed to United States. Log is corrected.

If you want to delete a contact from the log, you can, but not if you are networked to another computer. It is much easier to not claim a QSO by highlighting the appropriate line with a click and then press "X" it marks the contact and doesn't count any points or mults etc. If you decide to keep the contact later on simply highlight the contact and press the spacebar, it is now un-deleted, if the score didn't change automatically click multipliers next to Help above and click Recalculate. The log is now updated. All this will become second nature very quickly I assure you.

### Important Menu items and Dialogs:

The most important menu entry for RTTY contesting is Edit CW/RTTY messages.

In this window you can set all your memory keys F2 through F11 and Shift F2 through F11. You can make them anyway you want them, long -short, it's up to you. There are a few thing you need to know here. A percentage sign goes in front of all the special control characters.

%R means, Carriage return.

%D means, The station's call you have in the window will be sent.

%E means, Return to receive mode.

%H means, Name (Hi) file.

I would set my buffers up something like this.

F2 %RCQ CQ ROUNDUP TEST DE K5DJ K5DJ %R%E

F3 %R%D %H UR 599 TX/TX %D DE K5DJ %R%E

F4 %R%D QSL DE K5DJ QRZ %R%E

Another very important window for contesting is on View Check Call. If you have this window open on each contact that you log it will show all the bands you have worked this call on and what bands you haven't

If you still have time please read the remainder of the help files. The files are very good, and will help you through getting started with WriteLog. Once you have learned WriteLog you will never want to use anything else. Like anything it takes a little time and practice before your a master user.

I know most of this was put in front of you real fast, I think you will see that 30 minutes isn't exactly adequate time to learn this program. However I wish you luck in the contest. :-)

---

created with Help to RTF file format converter

## **File View Wide Band Decode**

When running WinRTTY on your sound board, Rttyrite can display an alternate decoding of the incoming RTTY. This alternate decoding comes from wider Mark/Space than the normal ones and under some circumstances the wider filters print better than the narrow. When the received signal is badly mis-tuned, or when the signal has been subjected to flutter or other propagation characteristics that spread it out from the normal 170 Hz.

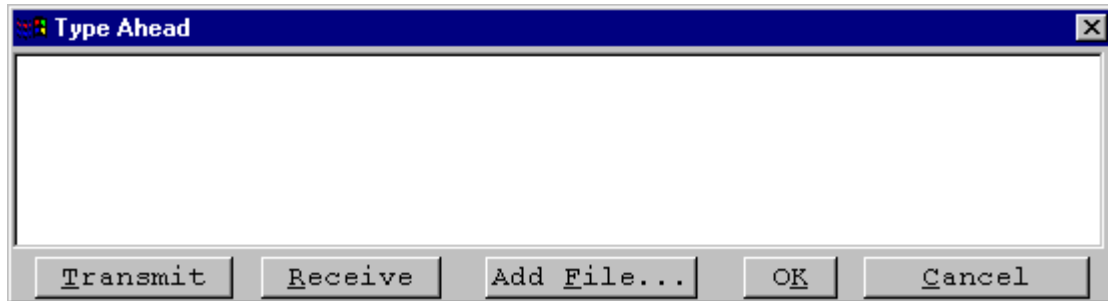


## File Font

Use this menu entry to adjust the font size for your own comfort. WriteLog remembers the settings automatically.

## File Type ahead

This window is especially useful for ragchewing. This is activated from the Rttyrite Window by clicking on File, Type Ahead.



Text typed here will not be transmitted until you click on transmit, so you can make corrections. Notice that when you reach a point in your typing where you wish to place your transceiver back to receive, click on receive (this produces the deferred receive character, \$, which looks like a large S). The message may be sent by clicking on transmit, and when the deferred receive character is reached, the transceiver is placed back into receive. To close this box, click on Cancel.

The Add File... button allows you to add an entire file to your type ahead buffer.

## Edit Copy

If you wish to save any text, you must do so while the text is still on the screen, because you cannot retrieve it once it has been erased. To save any text, click on Edit on the Rttyrite window, then Copy. The text on the Rttyrite window is Copied to the clipboard, from which it may be Pasted into a file for permanent storage.

## Port

If you're running a TNC that requires a COM port, then select one using this menu. HAL boards and running AFSK with a sound board do not need one. The RTTY screen cannot share a COMM port with either the Packet screen or the main WriteLog Setup Ports.

## Mode

Select one of the baudot speeds, 60WPM through 100WPM, or ASCII at 110 baud. Or select one of the PSK modes. The PSK modes are enabled only if you're running a sound board TNC.

See also

PSK for RttyRite

## TU Type

Rttyrite supports numerous TNCs. Just select the one you have.

Don't forget to also select a COM port if your TNC requires one. Except for the "Dumb Terminal Unit" setting, Rttyrite needs to know how to setup the COM port to talk to the TNC. It gets this information from WRITELOG.INI.

It is necessary to edit WRITELOG.ini directly. Here is what you look for:

```
[Ports]
COM3:=1200,n,8,1,
```

For most TNCs (KAM, PK-232, DSP-4100, SCS PTC-II) the setting shown here will work. Just substitute the name of the COM port that you are using, and be sure your TNC is also set to run at the same baud rate.

If you are running a HAL board using a port address *other than the factory default*, then you must edit WRITELOG.INI:

```
[Rttyrite]
P38_PORT=0X360
PCI4000_PORT=0X360
PCI3000_PORT=0X260
```

For the SCS PC II TNC, for the KAM, and for the PK-232 TNC, Rttyrite reads the TncInit1, TncInit2, etc. entries in WRITELOG.INI as long as it continues to find commands and sends them to the TNC. (For the PK-232 and KAM, these are HOST mode commands.)

```
[Rttyrite]
TncInit1=your favorite custom command
TncInit2=your second favorite custom TNC command
TncInit3=
...
```

If you run Rttyrite for two TNCs at once, the second Rttyrite window uses the ini section named **[Rttyrite2]** instead.

See also

WinRtty

Low Tones and High Tones

FSK Polarity

## WinRtty Tuning

WinRTTY's tuning indicator gives you a frequency display of the received signal along with an indication of the optimum tuning position to receive the signal.

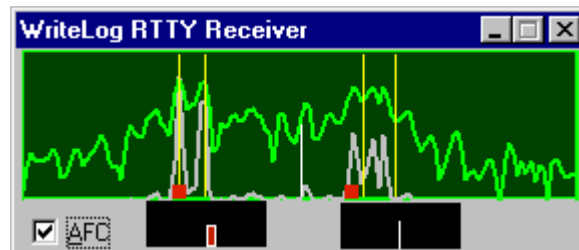


The picture is 500Hz wide and the two yellow vertical lines show you the mark and space tones. The space tone is on the left (lower frequency) and the mark is on the right unless you select FSK Reverse. The two red boxes show the frequencies of the loudest tones being received.

*Tune until the red boxes line up with the yellow lines.*

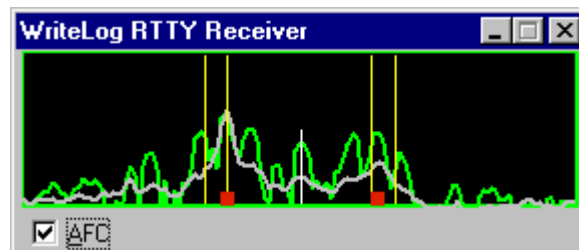
For most receivers, turning the tuning knob clockwise moves the red boxes to the right, and counterclockwise moves the boxes to the left.

If you turn the AFC button on, then WinRTTY automatically tracks the loudest signal within +/- 60Hz of the mark and space. It tracks the mark and space separately. Here's a picture of what it looks like with AFC on, and with the RTTY tones too low:



*Important: if you are operating search and pounce in a contest do **not** turn the AFC on! Doing so will make you off-frequency from the CQing station and make it harder for you to make QSOs!*

You can see the shift of the incoming signal on the tuning display. For example, a narrower-than-170Hz signal looks like this:



## WinRtty

Rttyrite can transmit and receive RTTY on your Windows sound board. For receive, simply connect your receiver audio to your sound board's line input. Use the Windows Sound Recorder to confirm that received audio is available and that the level does not overdrive the sound board. The Windows Sound Recorder makes a nice graphical display of the incoming signal that you can use to set the level. Use the LEFT channel Line In and speaker out (or line out) to connect if you have only one radio.

WinRtty automatically produces a scope display to aid in tuning that you may size and place on the screen where you like.

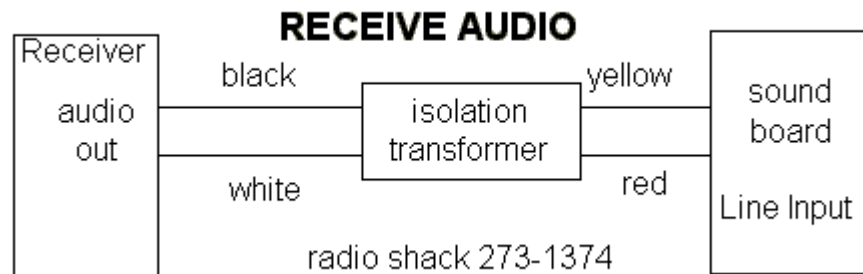
### WinRtty Transmission

You may use either FSK transmission or AFSK transmission. Use the Rttyrite TU Type menu to select your choice. FSK transmission requires a COM port. WinRtty asserts DTR and RTS to transmit, and puts the outgoing RTTY FSK on COM port.

AFSK transmission does not require a COM port, but instead produces audio on your sound board's speaker (or line out) terminal. WinRtty's output level is fixed. Use the Windows control panel to set the audio level.

### Connecting your sound board to your rig

You need signals going in two directions. The signal from your receiver needs to make it to your sound board, and the PC needs to be able to somehow key your transmitter and make it put FSK (frequency shift keying) on the air. For the receive side, you don't have a choice: the receiver audio must somehow make it to the sound board's input.

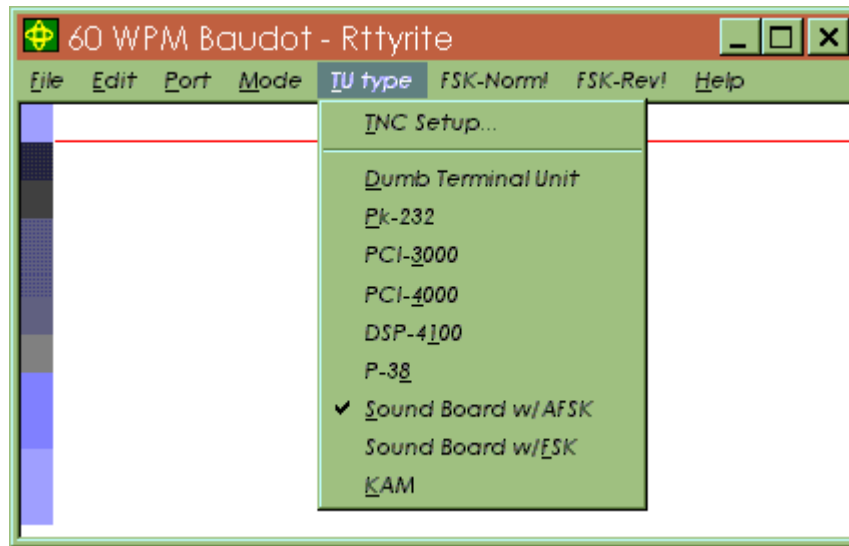


While the isolation transformer is optional, it is highly recommended as a precaution against introducing ground loops that get 60Hz hum into the signal. With this connection, you have enough to do receive only RTTY.

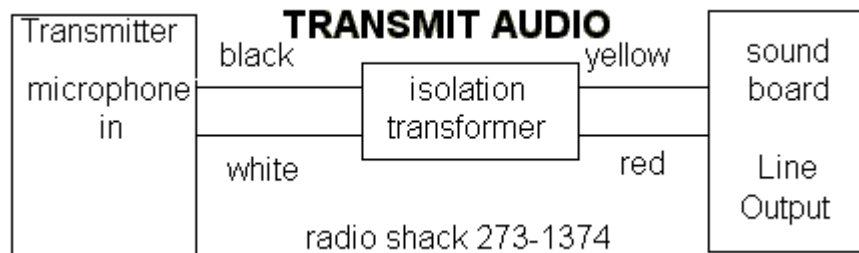
### Transmit connections-AFSK

For transmitting RTTY, you have a choice to make. You can either run AFSK (audio frequency shift keying) tones from your sound board to your rig's microphone input jack, or, if your transmitter supports FSK, you can add additional hardware to connect a COM port on your PC to your rig's FSK input. You tell RttyRite you want to run in this mode by selecting the TU Type "sound board w/AFSK":





Running AFSK requires a connection that looks like this.

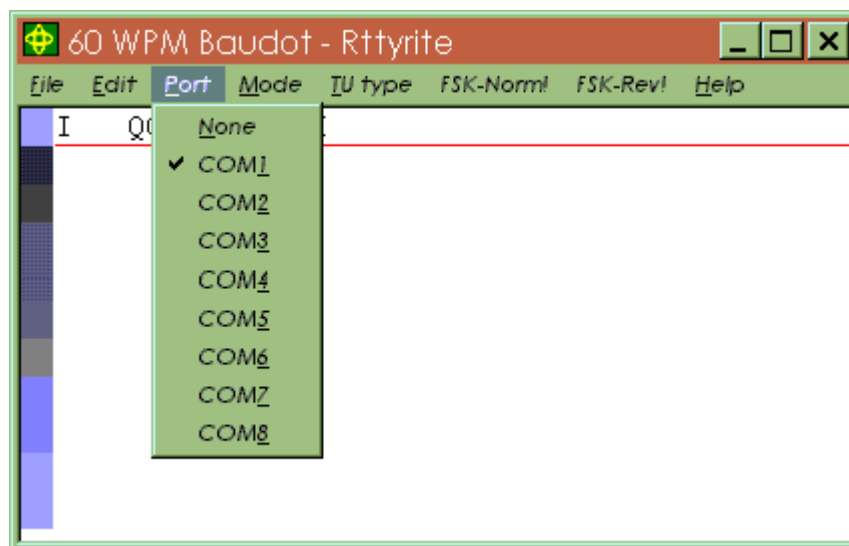


Your sound board might not have a line output, so the speaker output can be used instead. As with the receive case, the isolation transformer is optional, but recommended. No PTT (push to talk) connection is necessary because RttyRite is designed to key your transmitter's VOX (voice operated transmission). If for some reason you decide you must have a PTT activation instead of VOX, then RttyRite supports that too, but you have to construct an appropriate interface. Look at the PTT connection in the next section

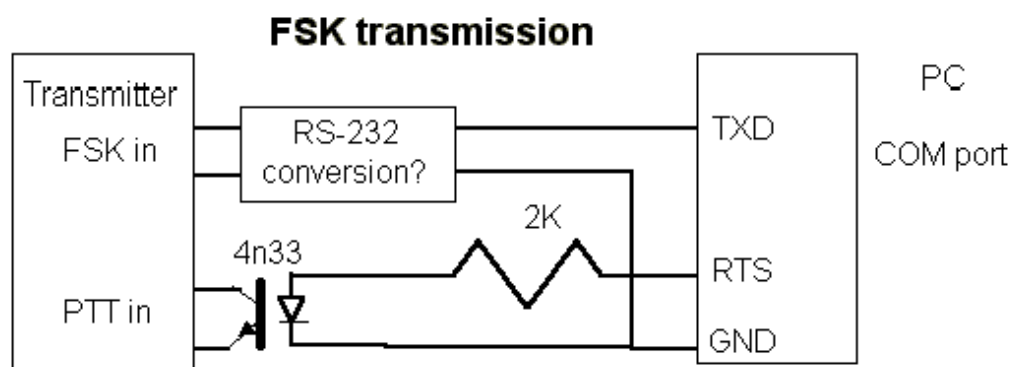
If your rig supports PTT operation over its rig control port, then WriteLog will control the rig that way.

### Transmit connections-FSK

If your transmitter has an FSK input, then RttyRite can be configured to product an FSK and a PTT signal on one of your PC's COMM ports. Use RttyRite's TU Type menu to select "sound board w/FSK". And also use the Ports menu to select a COM port:



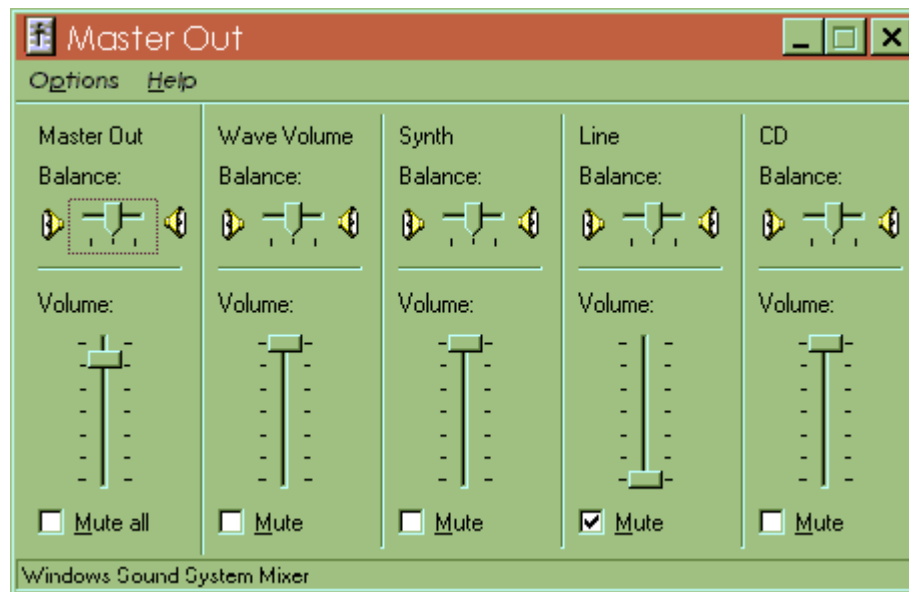
Connect your transmitter to your PC this way:



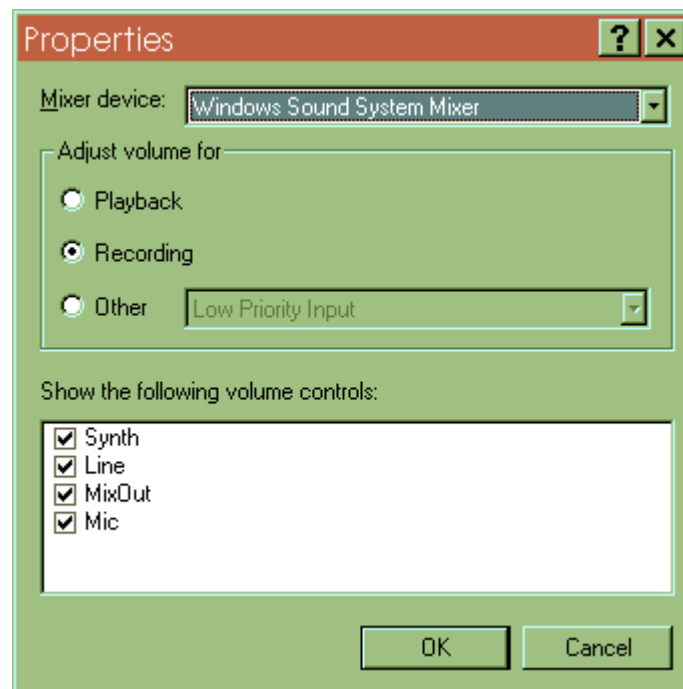
What goes in the "RS-232 conversion" box depends on your transmitter's FSK input. Odds are, it can be exactly the same as the circuit shown for the PTT connect: use an opto-isolator with a series resistor to convert the RS-232 levels to open/close keying.

### Setting the levels

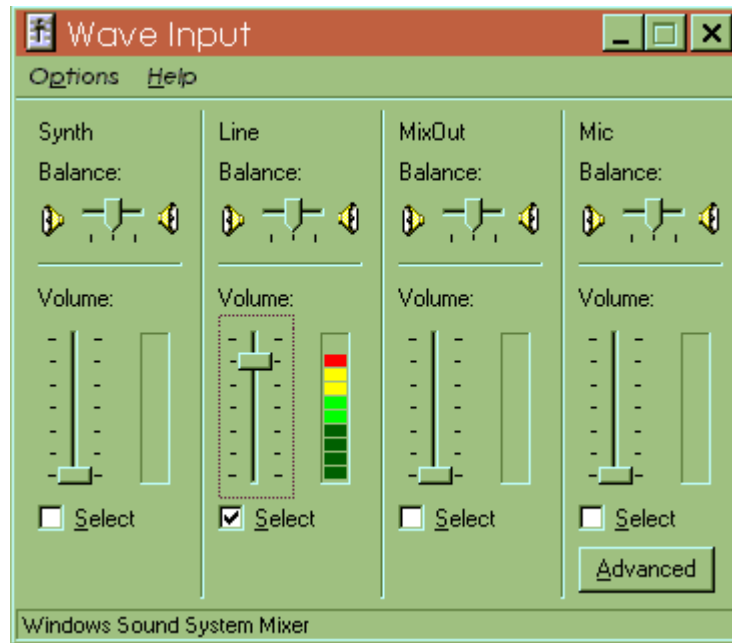
Windows 95 has all the tools you need to set the transmit and receive levels for RTTY. They're just not labeled for RTTY work. Use the menu entry Start/Programs/Accessories/Multimedia/Volume Control (or else double click on the little speaker icon on the task bar tray). The volume control comes up configured to set your output levels, and looks like this:



The "Wave Volume" control is the one that controls the AFSK output level (and so does the Master Out). Don't overlook the other controls! Be sure to turn off the Line control-that is the Line *in* and the audio from your rig. You don't want it tripping your VOX. To set the receive levels, use the Options Properties menu command and you get this dialog:



Click the "Recording" button under "Adjust volume for" and turn on the "Line" (or "Mic") buttons and click OK. You get the next picture:

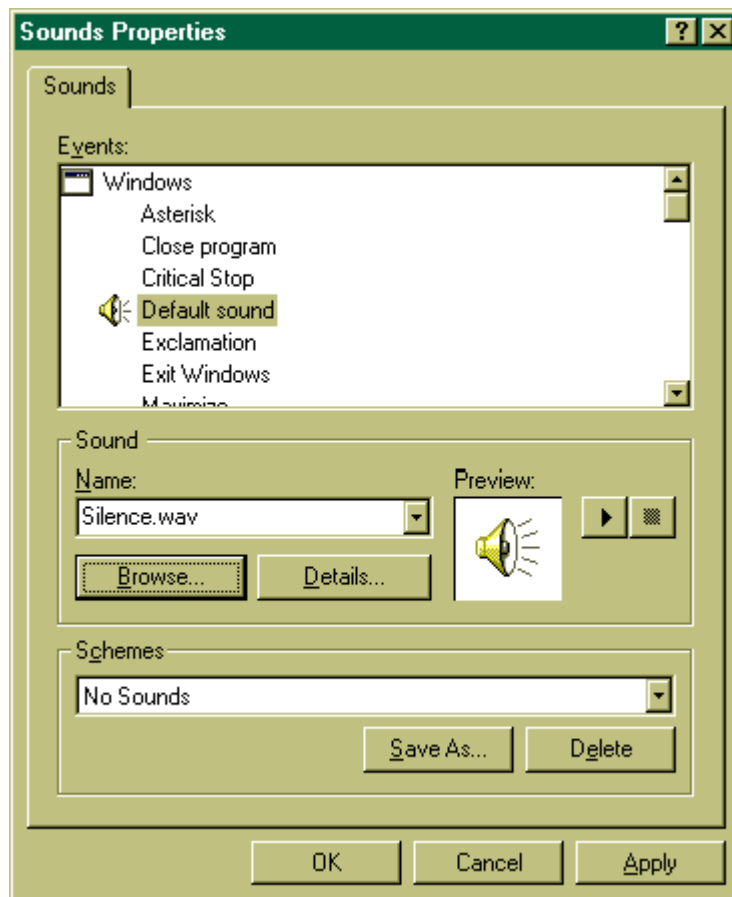


If you want to see the display with the color coded level meters as shown here, then you need to be running RttyRite in receive mode (or run the Windows Sound Recorder and press its Record button). You want to not see any red indicators as shown in this picture. That means the receiver audio is overloading the sound board's receive input. Lower the slider position until you see only green and yellow peaks.

The "Select" buttons in this picture enable/disable the corresponding input to the sound board, so if you have your receive audio connected to the connector on the sound board labeled "Mic" then you need to turn the Mic control on. And the same for the Line control. The Line input is preferred because its input impedance and sensitivity are more suited to direct connection to receiver audio.

### Turning off the system sounds

It is necessary to prevent the Windows system from using the sound board while running Rttyrite and you have to use the Windows Control Panel to set this up. From the Start menu, chose Settings and Control Panel. Double click the Sounds icon to get this panel:



- . At the bottom, use the "Schemes" selector to select "No Sounds".
- . Then click on the "Default sound" in the top window, select Browse, and then "c:\ham\programs\silence.wav".

This last step may seem redundant if you're a Windows sound expert, but it may be necessary on machines that have no standard PC speaker built in (e.g. notebooks). On those machines, the PC speaker beeps appear at the sound card output even with the "No Sounds" scheme.

The same connections can be used for both SSB and RTTY.

See Also

RTTY in Stereo

WinRTTY Tuning

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## RTTY in Stereo

If you've configured WriteLog to use your sound board as a Digital Voice Keyer, then you can also run RTTY separately in its left and right channels just like you can in SSB. You can transmit on only one rig at a time, but the other rig continues to receive during the transmission.

Just select the TU Type "Stereo Sound Board Afsk" or "Stereo Sound Board Fsk". Just like the non-stereo options for TU Type, Afsk generates RTTY tones in your sound board's speaker output, while the FSK option uses a COM port to generate RTTY instead.

### Setup

Running RTTY in stereo requires the cooperation of the logging program and the RTTY screen, so there are several steps to telling software everything it needs to know to route your sound board's left and right channels to the right destinations:

1. In WriteLog Port Setup, set the "DVK Type" to Windows sound board
2. In WriteLog use Radio Number of Radios to set the number to two (or more)
3. Click in the WriteLog Entry Window for the left radio to highlight it
4. In WriteLog use Radio This is Radio Left for the left radio.
5. In WriteLog use View RTTY Window to start the left RTTY screen (Or right mouse click in the Entry Window for the Left radio)
6. Click in the WriteLog Entry Window for the right radio to highlight it
7. In WriteLog use Radio This is Radio Right for the right radio
8. In WriteLog use View RTTY Window to star the right RTTY screen (Or right mouse click in the Entry Window for the Right radio)
9. In the left RTTY screen, use TU Type Stereo Sound Board AFSK (or FSK)
10. in the right RTTY screen use TU Type Stereo Sound Board AFSK (or FSK)
11. You now have two Tuning windows on the screen (one for each RTTY screen.)
12. In WriteLog use Setup Save Configuration and all the above will be saved.

See Also

Two Radio Contesting

Tools Recording Loop On/Off

Tools Recording Loop Stops During Xmit

Tools Save Audio Snapshot

Tools Echo Microphone

Sound Board Interfacing (transmitting)

Setup Port Setup

How WriteLog sets up sound board mixers

## FSK Norm/Rev

These menu entries take immediate action. Note that some TNCs (a dumb terminal in particular) do not support this operation. Both transmit and receive are switched to reverse together, except for the sound board FSK option can switch only its receive to reverse.

## Show Menu

To save screen space, you can turn off the Rttyrite menu display. This menu entry is not on Rttyrite's main menu but on its Windows System menu. Click in the uppermost and leftmost corner of the Rttyrite Window to access the System Menu.



## Left Mouse Click

Rttyrite copies the text under the mouse click into WriteLog's Entry Window. Exactly what gets copied depends on several things:

Special feature: if you hold SHIFT when you click, Rttyrite inverts the FIGS/LTRS settings for the characters as it copies them. No need to remember what TOO means!

If Rttyrite has highlighted the letters you clicked, then the entire callsign is copied regardless of the position of the click. You can override this behavior by holding down CTRL when you click, which will cause Rttyrite to ignore its highlighting.

Otherwise, Rttyrite copies the letters and figures going to the right from the one directly under the point you click. Where the characters arrive in the Entry window depends on what contest you have selected. If you have selected none at all, then the characters go into the field that currently has the blinking cursor.

## Right Mouse Click

A right mouse click in the Rttyrite screen pops up a convenient context menu that can launch two of your preprogrammed messages, or log the QSO or clear the Entry window, or add the call sign you last clicked into the band map.

## Special Keys

WriteLog sends Alt+L to Rttyrite to force baudot copy to LTRS case.

Alt+K (or F12) brings up the “talk” window that allows you to send RTTY directly from the keyboard.

Alt+C Brings up the Call Capture window.

ESCAPE aborts any transmission in progress.

## Call Capture

Call-capture means "calls" are recorded automatically as they are received without having clicked on them. The call-capture feature of WriteLog is used like this: with the entry window active, press Alt+C. This brings up the Call Capture window with a list of "calls" which have been recorded (captured) by the DE(space) method. If you wish to work a "call" in the list, click on it, placing the "call" in the entry window, and the "call" is automatically dupe-checked. "Calls" which are dupes are *not* captured, but a "call" is not removed from the list after the "call" is worked (so some dupes are in the list).

## Keyboard Transmission

Alt+K brings up the keyboard type ahead window. If you type fast enough to get ahead of the transmission, you can delete mistakes and retype them, but WriteLog knows how far along it is and blocks you from deleting characters it has already sent.

## Force LTRS

---

If the LTRS (unshift) character is missed in a long word, the print will come out as figures (numerals and special characters. Typing Alt+L immediately shifts to LTRS (for those TNCs that support this feature.) As an additional tool for dealing with characters in the wrong case, Shff+left mouse click copies the characters to the Entry window inverted as well. created with Help to RTF file format converter

## Low Tones and High Tones

While the most common setup for sending and receiving RTTY on an HF rig is with the 2125Hz, 2295Hz tones, some rigs perform better when setup to send and receive at audio tones closer to middle of the passbands normally used for voice communications, so Rttyrite supports the use of the so called "low tones", 1275Hz, 1445 Hz tones for those TNCs that support it. For the TNCs that support low tones, you can set up Rttyrite to run them using the "TU Type menu TNC Setup... entry".

Note that the choice between high tones and low tones affects **only** the way your TNC and rig communicate and do **not** affect your ability to work people on the air running the other tone pair because on the air, only the 170Hz difference between the two is significant.

However, there are some issues running low tones that **will** affect your ability to get on frequency with other stations, and whether or not your tones are upside down. If you are running AFSK, getting on frequency is not a problem if you simply tune in the other station until he prints correctly. However if you are meeting on a frequency by dial setting, then you have to know how to calculate your actual frequency: your signals on the air differ by your dial setting by the frequencies of your tones.

Another problem getting on frequency with low tones is when you're running a rig that has built in FSK. You have to setup both your TNC receive side and the rig's transmit FSK for low tones or both for high tones, else you won't be able to get on frequency with stations on the air. You will be off frequency from stations you call by the 850Hz difference between high and low tones.

Also, some TNCs are setup to run low tones with your rig in upper side band. If you run such a TNC with Low Tones and LSB you will be upside down.

## FSK Polarity

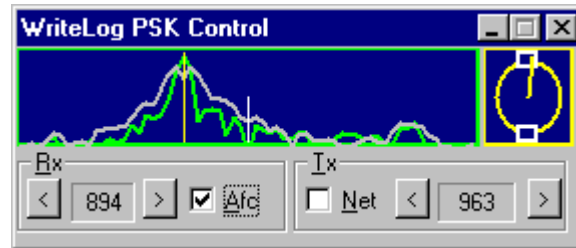
While many HF rigs have built-in support for FSK, there is no standard for how the TNC is to tell the rig to shift to mark or to shift to space. Because of this, when you are running FSK it is very easy to get setup backwards: you print stations rightside up, but when you transmit you are on frequency with them but they tell you that you are upside down.

Rttyrite supports getting on frequency with these TNCs using the TU type, TNC Setup menu entry. Because there is no standard, there is no way to say what distinguishes "FSK polarity A" from "FSK Polarity B", but all you need to do is choose the one that works with your rig. Rttyrite remembers your previous setting the next time you run it. Note that this command has no effect when you are running AFSK.



## PSK for Rttyrite

Rttyrite can send and receive G3PLX's PSK mode on the sound board TNCs. Just use the Mode menu to select one of the PSK modes. BPSK is the same whether your radio is configured for USB or LSB operation, but QPSK operation requires you to select the appropriate side band.



The WriteLog PSK Control screen automatically appears when you select the PSK modes. The frequency display is the top left panel. It always displays the frequency ranges  $\pm 250\text{Hz}$  from your transmit frequency. The light blue vertical bar in the very center is your transmit frequency. The yellow vertical bar shows your receive frequency.

You can tune your receive frequency with a coarse adjustment with a left mouse click in the frequency display. The yellow bar will move to the frequency you click. Fine tune your receive frequency with the arrow buttons to the left and right of the Rx display.

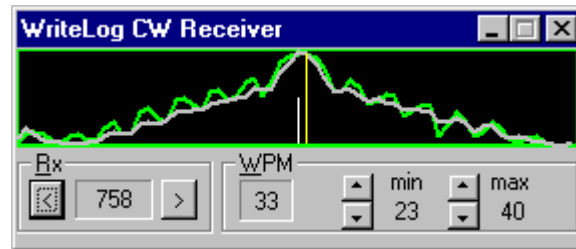
Use the phase scope, the yellow circle at the right, to know which way to find tune your receive frequency. The phase indicator is mostly vertical when properly tuned. Straight up indicates an inphase signal and straight down is 180 degrees out of phase. For practice, tune in the WWV carrier. You have it properly tuned with the scope is straight up. And idling PSK signal is continuously switching phases, and so gives a straight down indication.

The Net button forces the transmit frequency to match the receive. You should turn this button on when you search and pounce and turn it off when you are calling CQ.

The AFC button causes WriteLog to automatically tweak the receive frequency to compensate for drift. The AFT and the NET buttons may not both be on simultaneously.

## CW for Rttyrite

Rttyrite can copy CW on the sound board “TNC” settings. Just use the Mode menu to select CW. Here is the CW receive control panel.



The WriteLog CW Receiver screen automatically appears when you select the CW mode. The frequency display is the top left panel. It always displays the frequency ranges +/- 250Hz from a center frequency shown by the light blue vertical bar in the very. The yellow vertical bar shows your receive frequency. You can set the center (transmit) frequency in WRITELOG.INI using the CW\_XMIT\_FREQ setting.

```
[Rttyrite]
CW_XMIT_FREQ=750
```

You can tune your receive frequency with a coarse adjustment with a left mouse click in the frequency display. The yellow bar will move to the frequency you click. Fine tune your receive frequency with the arrow buttons to the left and right of the Rx display.

### WPM controls

The CW receiver tracks and displays the speed of the CW currently being decoded. You can control the limits of how fast and slow it will track using the “min” and “max” controls on the CW receiver screen. Making the range narrower results in fewer false detections and also has a lower CPU load.

### Two different ways to receive CW

WriteLog has two ways to receive/view CW. It can display decoded CW on the RTTY screen, which does super check partial, and allows you click on call signs. The main WriteLog screen also has a View CW Display command which adds a CW pane to the main WriteLog screen (or two panes if you tell it to run your sound board in stereo).

The differences are:

	Rttyrite CW display	Main WriteLog View CW Display
Can copy more than one CW signal in the passband	no	yes
passband frequency amplitude display	amplitude/versus frequency graph	highlighting of loudest pitches in the passband
can click on calls to copy to Entry Window	yes	no
can resize the screen area for CW reception	yes	no

*The two different display modes cannot be run simultaneously.*

### How WriteLog receives CW

WriteLog’s CW receiving functions are optimized for contesting operations where:

Most CW is machine-sent and has accurate dot and dash timing.

The speed range of interest is fairly narrow (25 to 40 WPM).

Transmissions are very short.

You are expected to copy calls and the exchange the first time.

To work under these conditions, WriteLog employs a three stage decoding technique. (1) the audio is filtered to a 120Hz bandwidth. Then (2) detection is done simultaneously for all speeds (you select how many speeds it tries—up to 25) and all Morse symbol lengths (Morse code has 10 different character lengths: the letter E is length 1 and the digit zero is length 10) which totals to as many as 200 different detectors. The detectors send all detected characters along with a quality estimate for each symbol to a final (3) sorting stage that combs through the characters and their quality estimates to deduce the CW speed rate. The final stage sends only the highest quality characters for printing on the screen.

The controls WriteLog puts on the screen are only for the center frequency of the bandpass filter (stage 1) and for the speeds of the detectors (stage 2). The rest is automatic.

This scheme allows WriteLog to adapt instantly to changes in speed. No training sequence is necessary as a transmission begins like in RTTY and PSK. WriteLog decodes the first character in the transmission as well subsequent ones.

WriteLog's CW decoder:

- is insensitive to changes in speed *between* characters

- is insensitive to variations in spacing *between* characters

- is sensitive to the accuracy of the timing of the dots/spaces/dashes *within* a character. The closer these ratios are to 1:1:3, the better it will decode the character. These ratios are also called weighting.

- has two separate detection stages. One is optimized for detection in noise, but does not tolerate fading within a character very well. The other is optimized for detection during severe fading within a character, but is disrupted by noise. They work better on the low HF bands and the high HF bands respectively.

- makes a larger CPU load for a wide speed range setting than a narrow. Roughly 8% of a 350MHz Pentium II is required for detecting 20 speeds simultaneously. When running two radios in stereo, the load is double.

See Also

[View CW Display](#)

[Setup CW Decoder](#)



## OLE Automation

WriteLog exports its functions for OLE 2.0 programming tools, allowing you to customize it and integrate it with other applications. These section documents the WriteLog automation interface for customization by OLE programmers:

Writelog.file Object

Entry Object

Writelog.packet Object

Writelog.bandmap Object

## Writelog.document Object

The WriteLog Setup programs registers the object named "writelog.document" in the Windows system registry. Using an OLE Automation tool to create an object of this name will launch the WriteLog program (unless it was already running). The object properties are:

### Visible

A value of zero is invisible, and one is visible. The object is created invisible

The OLE Automation methods on this object are:

### Activate

Takes the keyboard focus.

### CreateEntry

This method creates a new Entry Window and returns a WriteLog Entry object (described in the next section) which has its own properties and methods

### GetMemMsg(MemoryNumber)

This method takes an integer argument and returns a string indicating the value of the corresponding CW/RTTY memory. An argument of 2 returns the string corresponding to the memory at F2, a 3 argument gives the F3 string, etc.

### FileClear

Removes all QSOs from the log.

### FileSave

Saves the current file in the current format (either WriteLog or Paradox).

### FileSaveAs(FileName, Format)

Saves the current data as FileName. The Format argument results in a file:

- |    |   |
|----|---|
| 1  | WriteLog compound file format                 |
| 2  | not used                                      |
| 3  | WriteLog 6.0 binary format                    |
| 4  | ASCII formatted for printing                  |
| 5  | QSO data in DIFF format                       |
| 6  | QSO data in WK1 format                        |
| 7  | QSO data in ASCII, no formatting              |
| 9  | QSO data in comma delimited ASCII             |
| 10 | minimal data per QSO in comma delimited ASCII |

### FileOpen(FileName, Format)

Reads FileName. The Format means:

- |   |   |
|---|---|
| 1 | Read a .CNT file (either compound file or binary) |
| 2 | not used  |
| 8 | Read a CT Version 8 BIN file                      |

### GetParent

Always returns zero

### GetCurrentEntry

Returns the WriteLog Entry Object for the Entry window that currently holds the keyboard focus, if there is one.

### GetFocusEntry

Returns a WriteLog Entry Object that is attached to the Entry window that has the keyboard focus, and switches among entry windows following the keyboard focus.

**GetEntry(Radio)**

Returns the WriteLog Entry Object for the corresponding Radio, where Radio = 0 means the top Entry window, Radio = 1 is the second one (and 2 and 3 are for the third and fourth).

**Copy**

Does the same as Edit Copy view to clipboard.

**SelectAll**

Selects all QSOs in the log and highlights them.

**Paste**

Does the same as Edit Paste.

**PasteLink**

Does the same as Paste Link.

**SetRig(CommIndex, Mode, Transmit, Receive, Function, Split)**

If rig control is currently enabled this function sets the rig to the state given:

**CommIndex**

An integer from 0 through 3 corresponding to the rig on COM1 through COM4.

**Mode**

The mode is an integer from 1 through 6 corresponding to: LSB, USB, CW, FM, AM, and FSK, in order.

**Transmit, Receive**

The frequency, in Hertz.

**Function**

An integer. Zero means do the operation on VFO A, otherwise VFO B.

**Split**

Nonzero means set the rig for split frequency operation

**GetMultiModule**

Returns the OLE Automation object for the currently selected multiplier module. Returns zero if there is no multiplier module currently selected, or if there is one, but it does not support OLE automation

**SendProgramMsg(MemoryNumber)**

Sends the CW or phone message (depending on the current mode) corresponding to MemoryNumber where 2 means F2, 3 means F3, etc

**void NewSpot(BSTR Call, double Rcv, double Xmit, short Mode)**

Tells WriteLog to add a spot to its spot list. The frequencies are in KHz. The mode is an integer from 1 through 6 corresponding to LSB, USB, CW, FM, AM, FSK, in that order.

## Entry Object

This object corresponds to an Entry Window. Its properties are:

### Callsign

This property corresponds to the string in the CALL field in the Entry Window. Note that the SetFieldN and GetFieldN methods (below) can also set and return the Callsign field by using the correct value of FieldNumber for the contest.

### CurrentFieldNumber

An integer corresponding to the field number that currently has the caret in the Entry Window.

### Value

The Value property is identical to the Callsign property.

### Field(integer num)

is the string value of the "field" in the entry window. "Num" can be from zero the total number of fields in the exchange. This includes fields not in the prompt set in the Entry Window (which distinguishes this property from the SetFieldN/GetFieldN capability below).

The methods for the Entry object are:

### Activate

Takes the keyboard focus.

### GetParent

Returns the corresponding Writelog.file object

### Dupe

This method takes no arguments. It runs a dupe check, updates the Entry window display line for dupes, and returns a value of 1 if the Callsign is a dupe of one already in the log, and a 0 otherwise.

### ClearEntry

takes no arguments and clears all the fields in the Entry window.

### EnterQso

takes no arguments and enters the QSO in the log. Its exactly like typing ENTER-the Log window is updated with the new QSO, the Entry window is cleared, and its ignored if the CALL field is blank.

### GotoQso

looks for a QSO in the log with a call sign containing the characters in the CALL field of the Entry Object. The QSO is highlighted

### SetFieldN(FieldNumber, Value)

puts the Value string argument into the Entry window field indicated by FieldNumber, and returns FieldNumber on success, or 0 on failure. The first field (the CALL field in many contest exchanges) corresponds to a value of 1 for FieldNumber.

### SetCurrentField(Value)

puts the Value string argument into the Entry window field that currently has the caret, and returns FieldNumber on success, or 0 on failure.

### PutBestField(Value)

puts the Value string argument into the Entry window field best fits the current



contest, and returns FieldNumber on success, or 0 on failure. WriteLog must have a multiplier module loaded to select the best field. Otherwise the Value goes in the current field.

**GetFieldN(FieldNumber)**

returns the string in the Entry window field corresponding to FieldNumber. A fieldNumber of 1 is the first (left most) field in the display. It returns a 0 on failure. Note that a zero length string is different, and is a success return indicating the requested field is empty.

**GetFieldWidth(FieldNumber)**

returns the number of characters in the field numbered GetFieldWidth.

**SetLogFrequency(Mode, Frequency)**

Sets the frequency and mode for subsequent QSOs logged from the Entry window. Returns the mode number actually set, or -1 on an error. The mode numbers are integers from 1 through 6, as in SetRig, above. The parameters are

**Mode**

An integer from 1 through 6 for LSB through FSK as in SetRig, above, or 0 if the mode is to be read from the rig (for DupeMode equals 3) or calculated from the Frequency parameter (DupeMode equals 1 or 2).

**Frequency**

The frequency in Hz to be logged for subsequent QSOs.

**SetLogFrequencyEx(short Mode, double ReceiveFrequency, double TransmitFrequency, short Split)**

Sets the frequency and mode for subsequent QSOs logged from the Entry window. Returns the mode number actually set, or -1 on an error. The mode numbers are integers from 1 through 6, as in SetRig, above. The parameters are

**Mode**

An integer from 1 through 6 for LSB through FSK as in SetRig, above, or 0 if the mode is to be read from the rig (for DupeMode equals 3) or calculated from the Frequency parameter (DupeMode equals 1 or 2).

**ReceiveFrequency**

The frequency in Hz to be logged for subsequent QSOs.

**TransmitFrequency**

The frequency in Hz to be logged for subsequent QSOs.

**Split**

Non zero means log as split frequency.

**GetLogFrequency(short \*Mode, double \*ReceiveFrequency, double \*TransmitFrequency, short \*Split)**

Returns the frequency and mode for QSOs logged from the Entry window. Returns the mode number, or -1 on an error. The mode numbers are integers from 1 through 6, as in SetRig, above. The parameters are

**Mode**

An integer from 1 through 6 for LSB through FSK as in SetRig, above, or 0 if

the mode is to be read from the rig (for DupeMode equals 3) or calculated from the Frequency parameter (DupeMode equals 1 or 2).

ReceiveFrequency

The frequency in Hz to be logged for subsequent QSOs.

TransmitFrequency

The frequency in Hz to be logged for subsequent QSOs.

Split

Non zero means log as split frequency.

IsNewMultiplier(FieldNumber)

Returns one if a multiplier check based on the Entry field FieldNumber is a new multiplier, zero if that multiplier has already been worked, or minus one if the multiplier module could not determine the multiplier.

MapStation(Time, Status)

Causes WriteLog to forward the contents of this Entry Window to the Band Map with Time seconds of timeout, and color determined by Status.

Time

Number of seconds to remain in the map

Status

determines what color the Band Map shows.

SeenThisContest()

returns 0 if the station in the CALL field has not been worked before in this contest, 1 if it has been worked on the current band, and 2 if it has been worked on any other band.

CalcLineStatus(Line)

returns an array of unsigned characters corresponding to the string argument "Line". A non zero value in the returned array indicates that the multiplier module has flagged the corresponding character in "Line".

GetBand()

returns the band number of the current band for the entry window, starting with zero. Returns -1 on error.

SetQsoTime(short Year, short Month, short Day, short Hour, short Min, short Sec)

Sets the time/date of the QSO to be logged when you call EnterQSO. Year is full year (1999, 2000, etc.) Month starts with 1 for January.

SetAntennaAzimuth(short Azimuth)

Turns any antenna under WriteLog control to the desired Azimuth. If Azimuth is specified less than zero, then the azimuth WriteLog uses is that of the callsign currently in its CALL field.

GetAntennaAzimuth()

returns the great circle bearing to the callsign currently in the CALL field.

## WriteLog.pkt Object

The Packet capabilities in WriteLog are provided through an OLE automation object of class writelog.pkt. This object provides the following methods:

SendSpot(SpotMessage)

Sends SpotMessage to the connected TNC

SetWLObject(WLObject)

The packet window may use the WLObject to .

If you are a programmer, you can replace the packet object and have WriteLog use yours instead of its own. The ProgId WriteLog uses to create its packet object is stored in the WRITELOG.INI file [OBJECTS] section using the keyword "pktObject". If you modify the line in writelog.ini to name the ProgId of some other object, WriteLog will create it on a Tools Packet View... command. Your object must provide the two OLE automation methods as above, SendSpot, and Activate.

---

created with Help to RTF file format converter

## WriteLog.rttyrite Object

The RTTY capabilities in WriteLog are provided through an OLE automation object of class writelog.rttyrite. This object provides the following methods:

### SendMessage(Message)

Sends Message via RTTY. Rttyrite immediately goes to transmit mode and sends the message. It does not, however, automatically go back to receive. You should program the message with a deferred receive character at the end in order to make it go back to receive at the end.

### SetWlEntry(Object)

Tells RttyRite which Entry Window to connect to.

### Show

The rtty window takes the keyboard focus, and, if iconized, expands itself.

### DoTalk

A dialog box pops up, the transmitter is activated, and any characters typed are sent via RTTY.

### AbortMessage

Any pending transmitted characters are cancelled and the rig is forced back to receive mode.

If you are a programmer, you can replace the rtty object and have WriteLog use yours instead of its own. The ProgId WriteLog uses to create its packet object is stored in the WRITELOG.INI file [OBJECTS] section using the keyword "rttyObject". If you modify the line in writelog.ini to name the ProgId of some other object, WriteLog will create it on a Tools RTTY View... command. Your object must provide the four OLE automation methods as above.

## WriteLog.bandmap Object

The BandMap in WriteLog is an OLE object that is created using the class writelog.bandmap. It contains the list of stations in the map. To actually see the bandmap on the screen, you must use the GetView or NewView methods to get a bandmap view object (below). This object has the following methods:

NewStation (Call, Frequency, Timeout ColorIndex)  
Adds the station to the band map.

Call	The name that appears on the band map
Frequency	The frequency of the station's display. In KHz.
Timeout	The number of seconds until the station is automatically removed from the display.
ColorIndex	control the color of the station's display in the bandmap.

RemoveStation(Call, Low, High)  
searches the BandMap's station list and removes the station anywhere it appears between frequencies Low and High.

Call	Station call sign
Low	Low frequency edge of search. In KHz
High	High frequency edge of search. In KHz.

ClearAll  
Removes all stations from the BandMap.

GetView  
Returns the bandmap view object created automatically with the bandmap object. This object is invisible when it is created.

NewView (Visible)  
Creates a new bandmap view and returns a new bandmap view object. If Visible is zero, it is created hidden. All bandmap views created from a bandmap object have the same station list, but each has its own CenterFrequency.

## bandmap view object

This object is only available by calling GetView() or NewView() on the writelog.bandmap object. Each bandmap view object has its own window on the screen. It has the following properties

CenterFrequency  
Sets the center of the band map view. In KHz.

Visible  
Set to zero to hide the view, or any other value to display it on the screen.





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