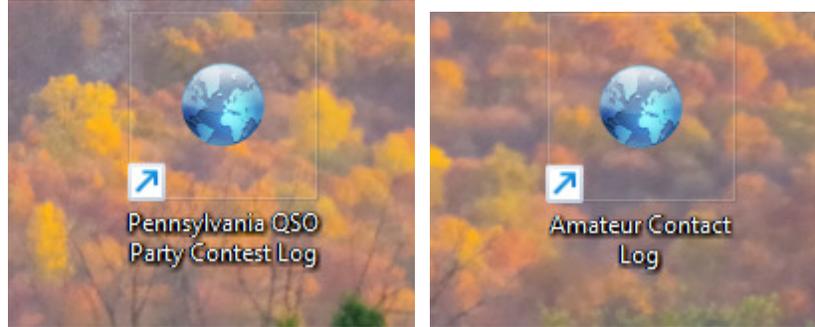


How do I?



An occasional series

This week: Multiple Contests with N3FJP Contest Logs Setting Up the Rig Interface

Long time readers of this space will see there are many articles on radios, antennas, other tips, and tricks for operating. See <https://www.radioclub-carc.com/resources/> for more articles.

We have talked about the joys of using the N3FJP Amateur Contact Log and Scott's contest logs throughout this series. Thanks to John WA3KCP and Steve AI3KS, here is a way to make contesting even more fun!

CAT control has become a must have for me in contesting. It is so cool to have the band, mode and frequency auto populate in the log. No more "%#\$%" I changed bands 15 minutes ago and forgot to change the band in the software.

Scott has a very simple rig interface built into all of his programs. It is easy to set up and very complete.

For review - there is another *How Do I...* that covers the process more thoroughly and describes in more detail what each menu setting means:

If running a solo program, whether AC Log or a contest log such as the PA QSO Party, your starting point is: **Settings >> Rig Interface**. Let's go through the questions and answers.

SELECT RIG

Scroll through the list. If the model number of your rig is not in the drop down list, others may work. The N3FJP screen offers a helpful link over at the right side: **More rig interface help and settings!** Try it. You'll like it.

For the Yaesu FTDX10, FT991A and 710 models, Yaesu Newer 2 works. The FTDX1200 uses Yaesu Newer

I don't have an Icom but I expect for the Icom 7300 you will find that the Icom2 settings work. This is what the N3FJP Rig Interface Help offers.

I would expect Kenwood 590 models use the Kenwood2. The Kenwood 570 also uses Kenwood2. The N3FJP Rig Interface Help has some comments talking about the baud rate.

COM PORT

What com port is your rig connected to? Rigs with internal sound cards and a USB port will be using 2 ports: One for sound and one for CAT. May be coincidence but the even port is CAT on my computer.

BAUD RATE

What is the speed at which the data packets move? The transceiver internal setting and the software must match. The default often seems to be 4.8 (4800). Mine is set at either 19.2 (19200) or 38.4 (38400) depending on the transceiver.

Most of the rest of the settings are determined by the rig you specified in the SELECT RIG step. You may need to change Parity, Data Bits, and Stop Bits to match the rig.

Similarly, you may need to change the Radio Polling Rate to find a good balance between a desire to have up-to-date information, and to limit the workload of servicing excessive inquiries.

When done press **TEST** and the mode and band shown on your transceiver will appear here.

Rig Interface Setup 2.8 (Ctrl R)

Select Rig:

- Kenwood
- Kenwood2
- N3FJP API
- Ten Tec Argonaut VI
- Ten Tec Eagle
- Ten Tec Frit Phil
- Ten Tec Omni VI
- Ten Tec Omni VII
- Ten Tec Orion
- Ten Tec Pegasus
- Yaesu - Older
- Yaesu 100D
- Yaesu 757 GX II
- Yaesu 890
- Yaesu 891
- Yaesu 900
- Yaesu 920
- Yaesu 920A
- Yaesu 990
- Yaesu 991
- Yaesu 1000
- Yaesu 1000 D
- Yaesu - Newer
- Yaesu - Newer 2
- Other

Com Port:

- COM4
- COM3
- COM5
- COM6

Baud Rate:

1.2 2.4 4.8 9.6 11.5 14.4 19.2 28.8 38.4 56

Parity:

Odd None Even

Connection Power:

None RTS DTR Both

Mode Determined By:

Rig Frequency Don't Use

Mode by Frequency: Return All Mapped Modes

Data Bits:

7 8 2

Stop Bits:

1 2

Radio Polling Rate:

100 ms 2 sec 10 sec

Use Frequency on Main Form Convert Command to Hex

Return LSB / USB Immediately Execute Commands

Show Frequency Change Form on Startup Clear On QSY

Don't Send CW Mode Change if on CW (so CW filters won't reset)

Don't Send Mode Change with Freq (useful when operating digital)

Add Offset to Frequency Change (CW & DIG) Offset (Hz):

Enable Ctrl Key Keyboard Tuning Invert Keyboard Tuning Up / Dn + / -

Block Band Overlap Transverter Offset (MHz):

Description:

To use the Rig Control select the appropriate for your radio and click

Be sure to select the R connection power option interface requires it. M interfaces require RTS

Icom users, after select don't forget to enter you the command strings, v find in your rig's manual control.

I have the detailed succ settings users have set many rigs here:

<http://www.n3fjp.com/he ml>

[More rig interface.h](#)

Command to Read Frequency: FA:

Command to Read Mode (if required): MD:

Frequency:

Mode:

Ok, but it's a QSO Party weekend and I might find some Parks on the Air (POTA) or DX (foreign) stations and want to work those also.

Let's say we have N3FJP Amateur Contact Log set up for rig interface. We just need to enable the desired QSO Party application.

Go to **Settings >> Application Interface** in N3FJP AC Log application
When you arrive, the “out-of-the-box” screen probably looks like this:

N3FJP API 2.1

Server API - Allow any properly coded program to connect

API Server Functionality - Use this section to enable other programs, including other N3FJP Software programs, to connect to this one.

I often receive requests from folks who would like to interface their digital or logging programs with my logging software. To accommodate those requests, I have added easily implemented Application Program Interface (API) functionality, to enable any other program to do just that!

If you have a program that you would like to see interfaced with my software, please contact the developer(s) and refer them to this page:

<http://www.n3fjp.com/help/api.html>

[Please click here for the detailed API specifications.](#)

TCP API Enabled (Server) Port

Server Running = False Port = 1100

WSJT-X Interface

Listen for WSJT-X

To color WSJT, in WSJT click Settings > Reporting > Check Accept UDP Requests.

Client - Only used from N3FJP contest software to AC Log

API Client Functionality - Use this section to enable N3FJP Contest Software to connect to Amateur Contact Log, to see if the entity you are working in the contest software is confirmed in AC Log.

To use this function:

Host Port

Enable Entity Confirmation Check via API

Disconnected

Put a **Check Mark** in front of the **TCP API Enabled (Server)** and make note of the port number.
Click DONE.

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TCP API Enabled (Server) Port

Server Running = True Port = 1100

WSJT-X Interface

Listen for WSJT-X

To color WSJT, in WSJT click Settings > Reporting > Check/Accept UDP Requests.

API Client - Only used from N3FJP contest software to AC Log

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To use this function:

Host Port

Enable Entity Confirmation Check via API

Disconnected

Now install and launch the other contest program that you wish to run.
Go to **Settings >> Application Interface**

Scroll down to the bottom part where you see CLIENT,
Make a Check Mark in the box: **Enable Entity Confirmation Check via API.**
Then click **DONE.**

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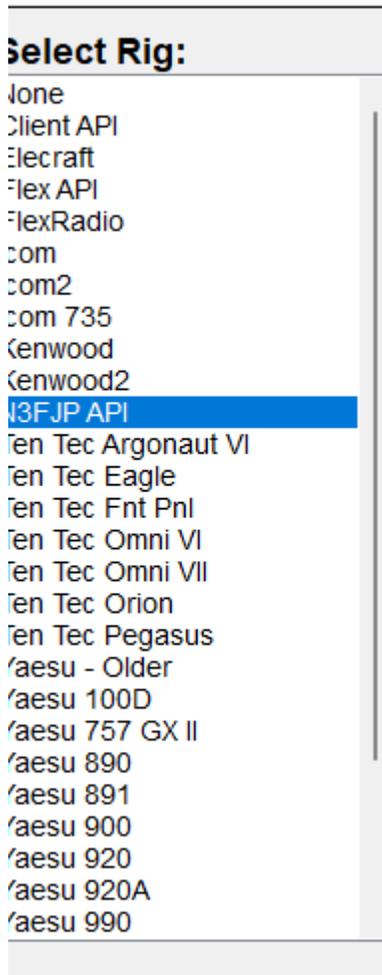
Enable Entity Confirmation Check via API

Disconnected

Go to **Settings >> Rig Interface**

Get into the **Select Rig:** box and select **N3FJP API**

You may need to click DONE.



When done, click the **TEST** button and confirm it works as expected.

At this point the band, mode and frequency will populate in both programs.

I don't have the N3FJP Amateur Contact Log running on my PC but I have two N3FJP contest logs. Can I do this?

Yes. You need one server and you can have multiple clients.

- Configure your first N3FJP contest log application using the instructions given for the AC Log in the first example above.
- Configure your second N3FJP contest log application using the instructions given for the QSO Party log in the second example above.

But there are even more contests this weekend! Can I configure more than one?

Yes, once you have one log configured as a server and one log configured as a client, you can add more clients. I have tested this to a total of one server and 3 clients. I do not see why you cannot add more clients.

Wait. I am working a contact in the DE QSO Party. If I also have the 7th-Call Area QSO Party application open won't the contact log there in error?

No. If you have the DE QSO Party application open on top, and you type the callsign and exchange into DE QP, the contact will only log there.

If you have multiple PC screens, just make sure you have the log you want to use at that moment on top.

I find it helpful to put one log on each PC screen if running two contest logging programs. For more than two contest logging applications, or if you are using only one PC screen, minimize the logging application(s) you are not in.

Suggestions:

You may wish to consider dedicating an otherwise unused application to be the Server. For example: N3FJP Amateur Contact Log. Minimize that app so that it will be less vulnerable to accidents.

You may wish to consider adjusting the sizes and positions of the various Client applications on the PC screen. Your Editor likes to stagger the apps so that any given app is not completely covered-up by another app. For example: one app flush left and perhaps an inch below the top; another app centered and perhaps a half-inch below the top; and a third app flush right and flush against the top edge. Familiarize yourself with the position of each contest app. Consider having a graphic "cheat sheet" near your PC screen to serve as a reminder.

Catch 'ya on the air!