

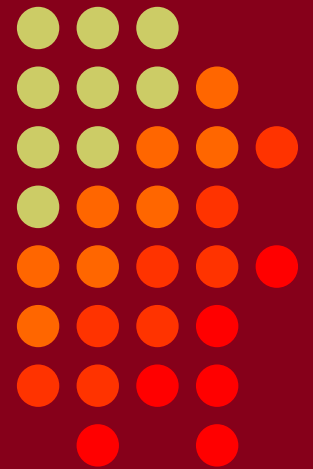
# CTU 2013 Presents

## Operating a RTTY Contest— Beginner to Expert

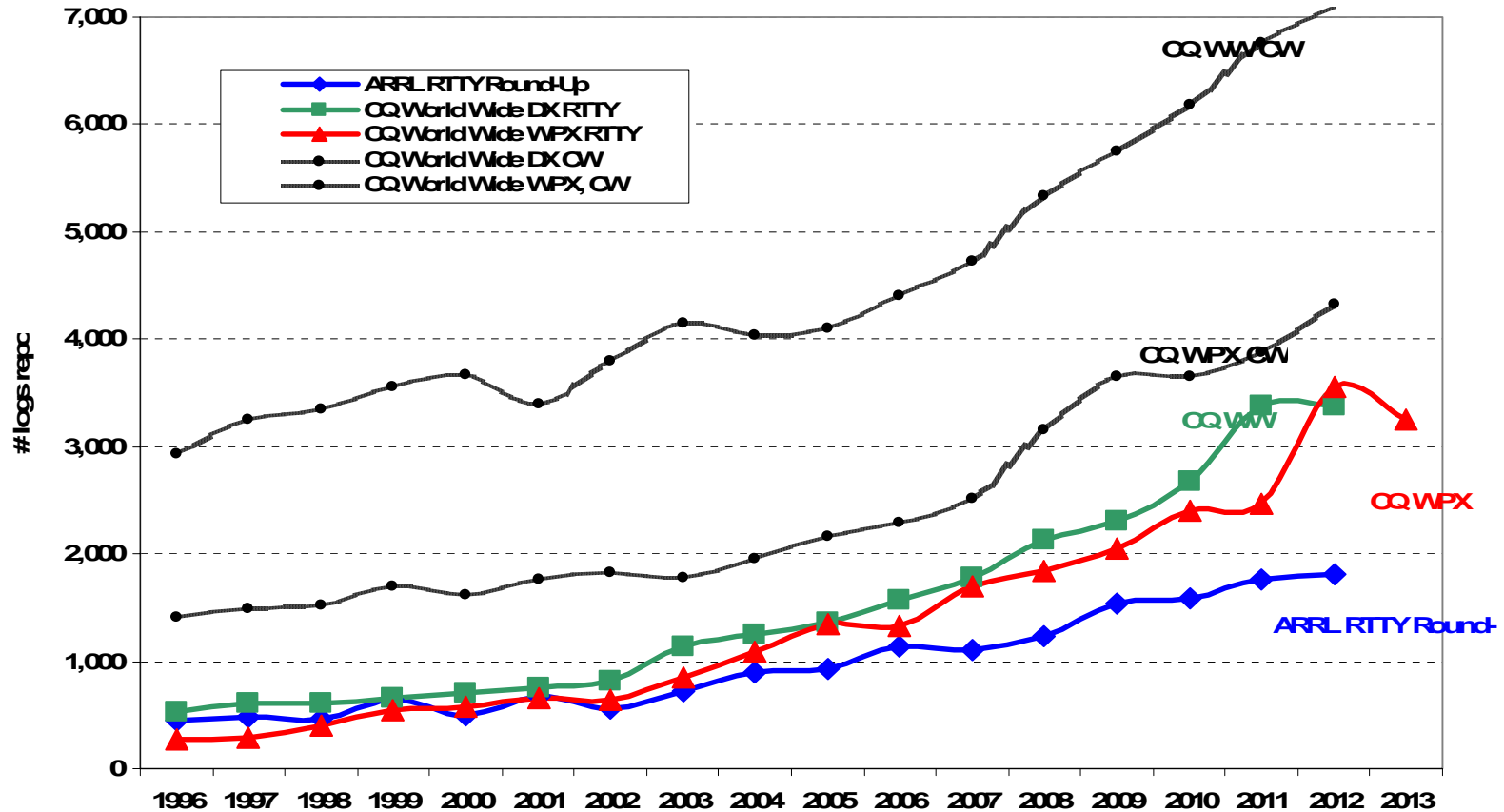
*Ed Muns, W0YK*

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# Three Largest RTTY Contests



# Lots of RTTY Contests

> *two/month*



- **Biggies (7)**

- CQ WW RTTY (last weekend in September)
- CQ WPX RTTY (2<sup>nd</sup> weekend in February)
- ARRL RTTY Roundup (1<sup>st</sup> weekend in January)
- BARTG (3<sup>rd</sup> weekend Jan, 3<sup>rd</sup> weekend March)
  - 75 Baud (April & September)
- WAE RTTY (2<sup>nd</sup> weekend in November)

- **NCJ contests (4)**

- NAQP RTTY (3<sup>rd</sup> Sat. in February, 2<sup>nd</sup> Sat. in July)
- Sprint RTTY (2<sup>nd</sup> Sat. in March & October)

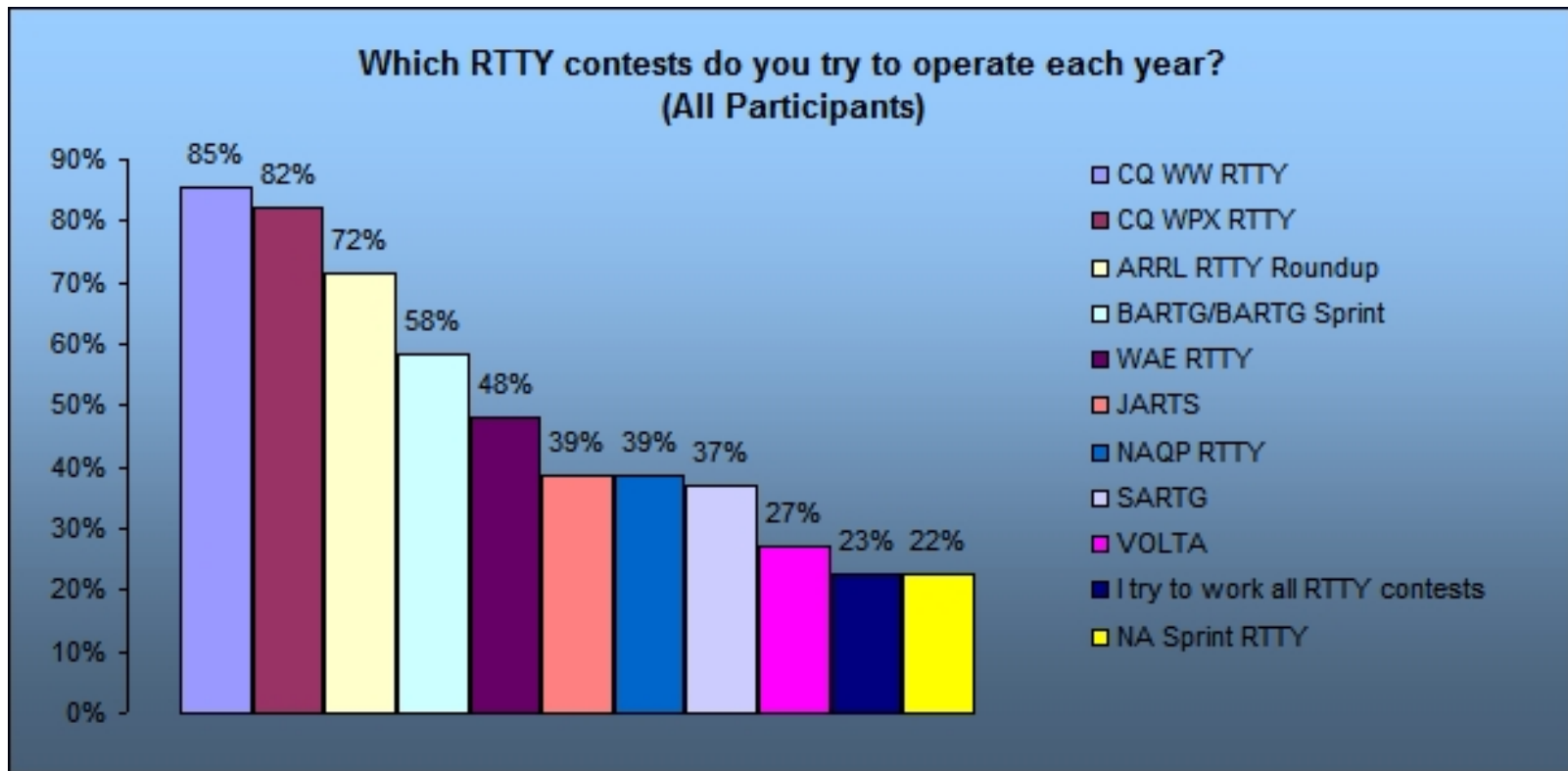
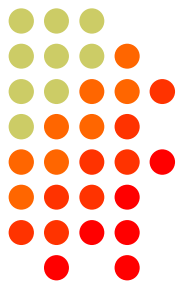
- **Other popular RTTY contests (20)**

- Ten-Meter RTTY (1<sup>st</sup> Sat. in December)
- JARTS, Makrothen, SARTG (2)
- 15 others

◦ GTU ◦

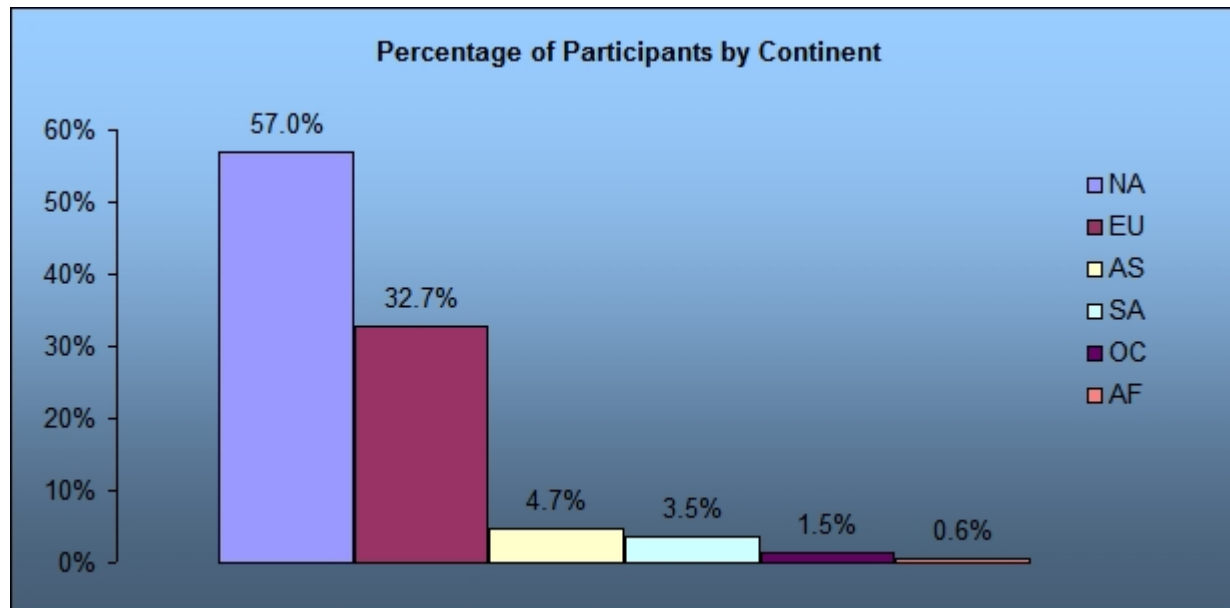
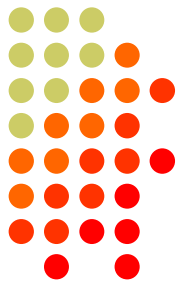
# Contest Popularity

2010 survey



# RTTY Contesters

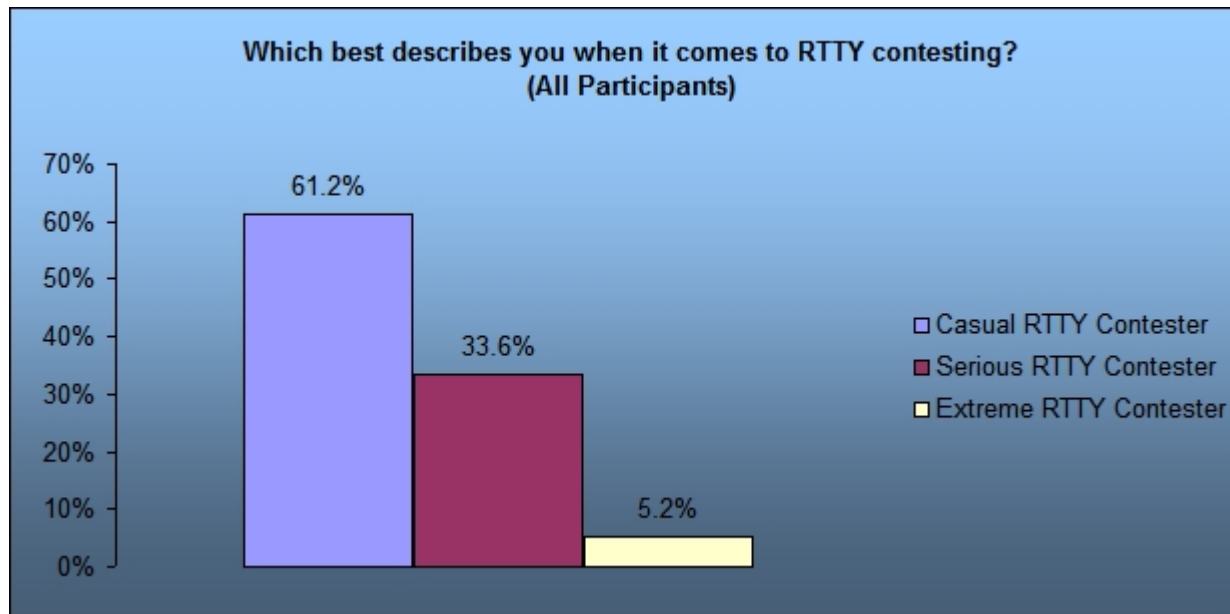
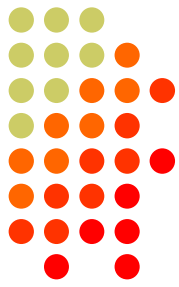
*2010 survey*



- 825 participants; 13 questions
- conducted in February 2010

# RTTY Contesters

*2010 survey*



- The percentage of Casuals is much higher than shown, because few took the survey

# RTTY Contesters

## *contester styles*



- Casual
  - New
  - Making QSOs
  - Chasing awards
  - ➔ majority of participants ... sometimes slower operators
- Serious
  - High rates; snappy QSOs; no chit-chat
  - ➔ minority of participants ... faster operators (and easily annoyed by slower operators!)

# RTTY Contesters

## *contester types*



- “Gentleman RTTYers”
  - RTTY is the gentleman’s *mode* (similar to 160 being the gentleman’s *band*)
- RTTY contest junkies
  - Years of experience; many different contests
- New contesters
  - Many with extensive PC skill
- Multi-Mode contesters
  - Strong growth



# What Makes a Great RTTY Contester?



- Contester who happily logs casual callers
- Uses CW & SSB techniques where useful
- Strives to exploit RTTY uniqueness
  - Auto-decode frees operator time ... use it to do things difficult with CW & SSB, e.g., SO3R!
  - Speed is ~2x CW
- Applies learning back to CW & SSB

# Giving Back



- Open logs
  - Allows others to learn
  - Raises level of competition
- Sharing
  - Improves operating quality and skill
  - Raises level of competition
- Growing the sport
  - “Lighthouse”: AA5AU & [www.rttycontesting.com](http://www.rttycontesting.com)

# The Cynics Say ...



- “RTTY is a pain to set up and get working.”  
*... it's really not too difficult! (see first presentation)*
- “The RTTY decoder/encoder does everything.”  
*however, this attribute ...*
  - frees the operator to improve other skills
  - enables more contest participants
  - provides mode diversity for contest junkies

# Operating a RTTY Contest



- RTTY considerations
- Optimize message buffers
  - UnShift On Space (USOS or UOS)
  - Space vs. Hyphen
- Accelerator keys; stateful Enter key (ESM); key re-mapping
- Super Check Partial & Pre-Fill
- Callsign stacking (“slow down to win”)
- Multiple decoders
- SO2V, SO2R-SOnR
- Logging Software: WriteLog vs. N1MM Logger vs. Win-Test
- Ergonomics

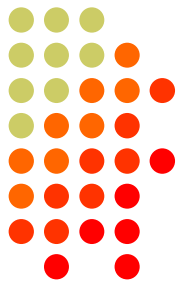
# RTTY Considerations



Much like CW and SSB, except:

- Non-human decoding implications
  - *e.g., serial number repeat, universal “fist” or “voice”*
- RTTY established practice
  - *e.g., ‘CQ’ at end of CQ message*
- Whisper-level headphone volume
  - *just to detect presence & timing*
- Avoid distraction
  - *tempting to read, do email, watch TV, etc.*
- Key-down transmission ... 100% duty cycle

# RTTY Sub-Bands



- 10 meters: 28080-28100, during contests 28060-28150
- 15 meters: 21080-21100, during contests 21060-21150
- 20 meters: 14080-14100, during contests 14060-14150
  - JA: 14070-14112
- 40 meters: 7025-7050 and 7080-7100, during contests 7025-7100
  - JA: 7025-7045
  - EU: below 7050
- 80 meters: 3580-3600, during contests 3560-3600
  - JA: 3520-3530 and 3599-3612
- 160 meters: No RTTY contesting

# RTTY Sub-Bands

*don't QRM!*



- Avoid PSK-31 operations near:
  - 28120, 21070, 14070, 7070 and 3580
- Avoid the NCDXF beacons:
  - 21150 and 14100

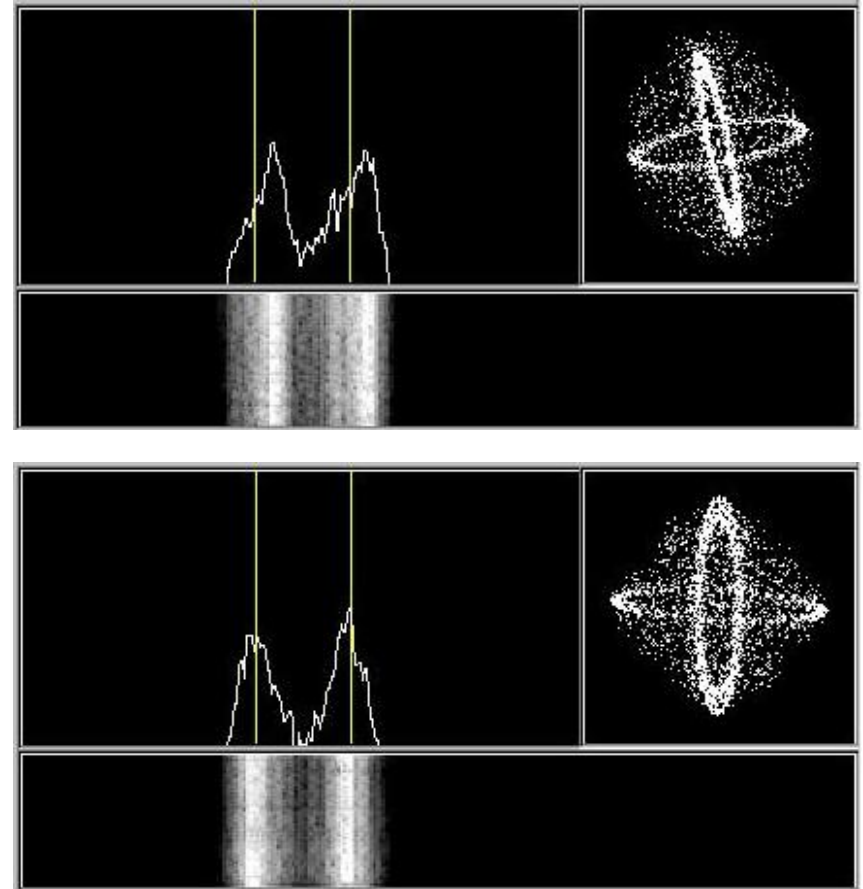
- More details:

[www.aa5au.com/gettingstarted/rtty\\_subbands.htm](http://www.aa5au.com/gettingstarted/rtty_subbands.htm)

# Receiving



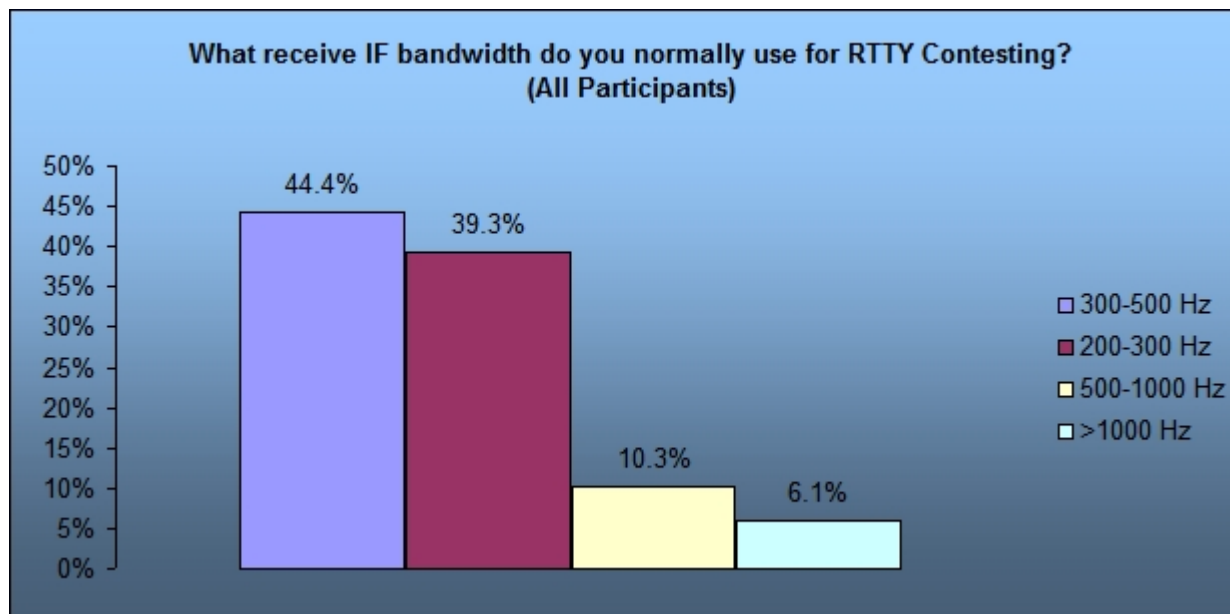
- Set RX audio level
  - noise just above baseline
- Use narrow filtering
  - CW filters < 500 Hz
- Learn to tune by ear
  - practice with eyes closed
  - get within 10-20 Hz
- Use “low tones” (if FSK)
  - less fatigue





# IF Bandwidth

*2010 survey*



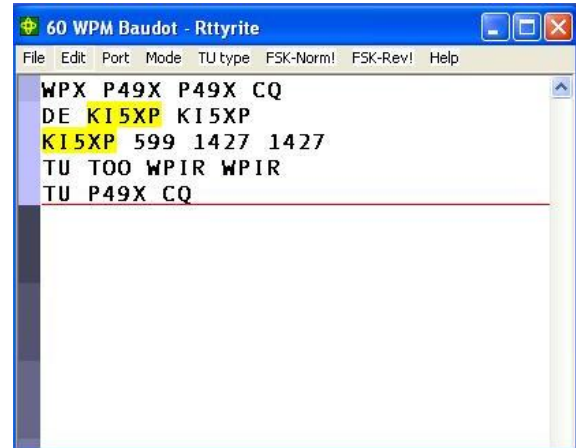
- Like FSK, narrow IF filtering for RTTY appeared in radios in the early 1990s

# Tips

*“All I receive is gibberish!”*



- “Upside-down”
  - Reverse Mark & Space in software
  - LSB vs. USB
- Figures vs. letters
  - TOO=599, WPIR=2084
  - Shift-click to convert, or
  - Look at top two rows
- Mic/Line In, level, muting, tones, flutter



# Tips

*“They never answer me!”*



- “Upside-down”
  - FSK polarity switch in radio
  - AFSK mode, LSB vs. USB
- MMTTY AFC & NET
  - AFC & NET are on by default!  
*(and every time you choose a profile!)*
  - Change defaults in USERPARA.INI
- Radio mode, tones, FSK interface,  
AFSK: Mic & SC level & speech processor

# More Tips



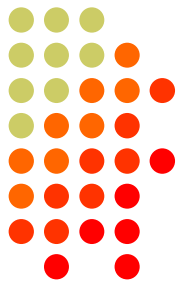
- Transmit when others stand-by
- Add his call at end of exchange in pile-ups
- Recommend RIT, but if you use AFC/NET ...
  - AFC only for running, not S&P
  - Use AFC/NET for S&P (only avail. with AFSK)
- Mode-independent skills, e.g.,
  - Bandmap usage
  - QSO ~~B4~~
  - Roving mult: “Squat & Shoot” (*Cajun-speak!*)

# and ... More Tips



- 100% duty cycle ... *caution!*
- Practice
  - During frequent RTTY contests
  - NCCC Thursday night practices
- Multi-Ops
- SO2V & SO2R
- LoTW

# Basic RTTY Contest QSO

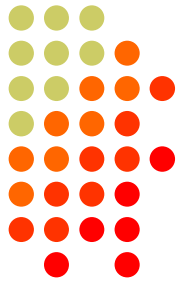


- **WPX K5AM K5AM CQ**
- **ZC4LI ZC4LI**
- **ZC4LI 599 1349 1349**
- **[K5AM] TU 599 985 985**
- **[ZC4LI] TU K5AM CQ**

*K5AM: running station*

*ZC4LI: S&P station*

# RTTY Messages



- Short, as with CW/SSB
- No extraneous info
- 599 (not 5NN) once
- Serial number twice
- Space (not hyphen)
- Omit 'DE'
- RTTY chars (%R, %E)

[www.rttycontesting.com/rttymessages.htm](http://www.rttycontesting.com/rttymessages.htm)

CW/RTTY/SSB Memory Setup

F2:	%RWPX P49X P49X CQ %O%E	Browse...
F3:	DE P49X %E	OK
F4:	P49X %E	Cancel
F5:	%R%C 599 %N %N %E	Help
F6:	%RTU P49X CQ %O%E	<input checked="" type="radio"/> Normal keys
F7:	%RQRV %ZL.1 %E	<input type="radio"/> Shifted keys
F8:	%R#P1 TU NOW %C 599 %N %N %E	<input type="radio"/> SSB
F9:	%RCALL? %E	<input type="radio"/> Shifted SSB
F10:	%R?NR? %E	
F1&F11:	%R%N %E	

CW/RTTY/SSB Memory Setup

F2:	%RWPX P49X P49X P49X CQ %O%E	Browse...
F3:	UP 1 %E	OK
F4:	%B	Cancel
F5:	%R%C %E	Help
F6:	%RKB P49X CQ %O%E	<input type="radio"/> Normal keys
F7:	%RQRV %ZR.1 %E	<input checked="" type="radio"/> Shifted keys
F8:	%R#P1 KB NOW %C 599 %N %N %E	<input type="radio"/> SSB
F9:	%RQRZ? %E	<input type="radio"/> Shifted SSB
F10:	%RAGN? %E	
F1&F11:	%RQSL LOTW OR WOYK %E	

# RTTY Messages

*optimize*



- Modular
  - Chaining
- Group logically
- Supports a cadence

CW/RTTY/SSB Memory Setup

F2:	<code>%RWPX P49X P49X CQ %0%E</code>	Browse...
F3:	<code>DE P49X %E</code>	OK
F4:	<code>P49X %E</code>	Cancel
F5:	<code>%R%C 599 %N3 %N3 %E</code>	Help
F6:	<code>%R%C TU P49X CQ %0%E</code>	<input checked="" type="radio"/> Normal keys
F7:	<code>%RQRV %ZB.1 %E</code>	<input type="radio"/> Shifted keys
F8:	<code>%R%P1 TU NOW %C 599 %N3 %N3 %E</code>	<input type="radio"/> SSB
F9:	<code>%RCALL? %E</code>	<input type="radio"/> Shifted SSB
F10:	<code>%R?NR? %E</code>	
F1&F11:	<code>%R%N3 %N3 %E</code>	

CW/RTTY/SSB Memory Setup

F2:	<code>%RCQ WPX P49X P49X P49X CQ %0%E</code>	Browse...
F3:	<code>UP 1 %E</code>	OK
F4:	<code>%B</code>	Cancel
F5:	<code>%R%C %E</code>	Help
F6:	<code>%R%C KB P49X CQ %0%E</code>	<input type="radio"/> Normal keys
F7:	<code>%RQSL WOYK WOYK %E</code>	<input checked="" type="radio"/> Shifted keys
F8:	<code>%R%P1 KB NOW %C 599 %N3 %N3 %E</code>	<input type="radio"/> SSB
F9:	<code>%RQRZ? %E</code>	<input type="radio"/> Shifted SSB
F10:	<code>%RAGN? %E</code>	
F1&F11:	<code>%RQTH? %E</code>	



# RTTY Messages

*formatting*



CW/RTTY/SSB Memory Setup

F2:	<code>%RNPX P49X P49X CQ %O%E</code>	Browse...
F3:	<code>DE P49X %E</code>	OK
F4:	<code>P49X %E</code>	Cancel
F5:	<code>%R%C 599 %N3 %N3 %E</code>	Help
F6:	<code>%R%C TU P49X CQ %O%E</code>	<input checked="" type="radio"/> Normal keys
F7:	<code>%RQRV %ZB.1 %E</code>	<input type="radio"/> Shifted keys
F8:	<code>%R&amp;P1 TU NOW %C 599 %N3 %N3 %E</code>	<input type="radio"/> SSB
F9:	<code>%RCALL? %E</code>	<input type="radio"/> Shifted SSB
F10:	<code>%R?NR? %E</code>	
F1&F11:	<code>%R%N3 %N3 %E</code>	

o GTU o

# RTTY Messages

*efficiency*



CW/RTTY/SSB Memory Setup

F2:	%RWPX P49X P49X CQ %O%E	Browse...
F3:	DE P49X %E	OK
F4:	P49X %E	Cancel
F5:	%R%C 599 %N3 %N3 %E	Help
F6:	%R%C TU P49X CQ %O%E	<input checked="" type="radio"/> Normal keys
F7:	%RQRV %ZB.1 %E	<input type="radio"/> Shifted keys
F8:	%R&P1 TU NOW %C 599 %N3 %N3 %E	<input type="radio"/> SSB
F9:	%RCALL? %E	<input type="radio"/> Shifted SSB
F10:	%R?NR? %E	
F1&F11:	%R%N3 %N3 %E	

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# RTTY Messages

*special*



CW/RTTY/SSB Memory Setup

F2:	%RWPX P49X P49X CQ %O%E	Browse...
F3:	DE P49X %E	OK
F4:	P49X %E	Cancel
F5:	%R%C 599 %N3 %N3 %E	Help
F6:	%R%C TU P49X CQ %O%E	<input checked="" type="radio"/> Normal keys
F7:	%RQRV %ZB.1 %E	<input type="radio"/> Shifted keys
F8:	%R%P1 TU NOW %C 599 %N3 %N3 %E	<input type="radio"/> SSB
F9:	%RCALL? %E	<input type="radio"/> Shifted SSB
F10:	%R?NR? %E	
F1&F11:	%R%N3 %N3 %E	

o GTU o

# Operating

*personal*



CW/RTTY/SSB Memory Setup

F2:	%RCQ WPX P49X P49X P49X CQ %0%E	Browse...
F3:	UP 1 %E	OK
F4:	%B	Cancel
F5:	%R%C %E	Help
F6:	%R%C KB P49X CQ %0%E	<input type="radio"/> Normal keys
F7:	%RQSL WOYK WOYK %E	<input checked="" type="radio"/> Shifted keys
F8:	%R&P1 KB NOW %C 599 %N3 %N3 %E	<input type="radio"/> SSB
F9:	%RQRZ? %E	<input type="radio"/> Shifted SSB
F10:	%RAGN? %E	
F1&F11:	%RQTH? %E	

o GTU o

# Interim Summary



- Predominantly casual RTTY contest participants
- RTTY sub-bands; 10-80 only; avoid PSK & beacons
- Narrow (CW) receive filtering
- Common problems
  - “Upside-down” or reversed Space/Mark (and, LSB vs. USB)
  - Figures vs. Letters
  - Audio:
    - RX audio output level and TX (AFSK only) audio input level
    - Unmuted soundcard inputs and outputs
    - Space and Mark tone consistency between decoder and radio
  - Off-frequency tuning (e.g., MMTTY AFC & NET); propagation flutter
- Messages (“macros”)
  - Short, 5NN, exchange twice, Space delimiter

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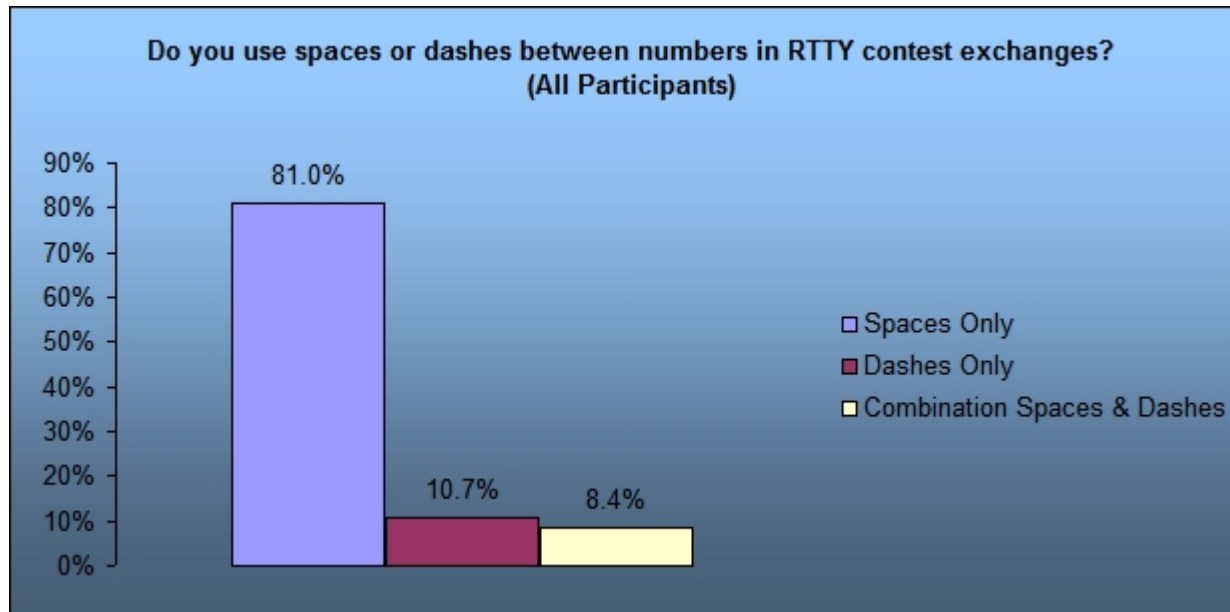
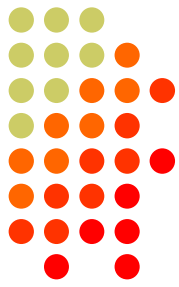
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29/92

The ICOM logo features a red circle with a white dot inside, positioned above the word "ICOM" in a bold, black, sans-serif font.

# Space Delimiters

*2010 survey*



# Space Delimiters

## UnShift On Space\*

\*UOS or USOS



<b>TX</b>	<b>RX</b>	<b>599 123 123</b>	<b>599 CA CA</b>
<b>UOS on</b>	<b>f599 f123 f123</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>
<b>UOS on</b>	<b>f599 f123 f123</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>
<b>UOS on</b>	<b>f599 f123 f123</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>
<b>UOS off</b>	<b>f599 f123 f123</b>	<b>f599 :- :-</b>	<b>f599 :- :-</b>
<b>UOS off</b>	<b>f599 123 123</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>
<b>UOS on</b>	<b>f599 QWE QWE</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>
<b>UOS off</b>	<b>f599 123 123</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>
<b>UOS off</b>	<b>f599 123 123</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>

*f*: FIGS character

*l*: LTRS character

Garbled copy

- Protocol that provides some noise immunity for shift characters by:
  - forcing the Letters set after a received Space
  - sending a FIGS character after a Space when the next character is in the Figures set
- MMTTY:
  - RX UOS and TX UOS can be independently enabled or disabled

◦ GTU ◦

# Space Delimiters

## *UOS and a noise hit*



	<b>TX</b>	<b>RX</b>	<b>599 123 123</b>	<b>599 123 123</b>	<b>599 CA CA</b>	<b>599 CA CA</b>
<i>best case</i>	<b>UOS on</b>	<b>f599 f123 f123</b>	<b>f599 f123 f123</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>
	<b>UOS on</b>	<b>xT00 f123 f123</b>	<b>f599 xQWE f123</b>	<b>xT00 CA CA</b>	<b>f599x:- CA</b>	<b>f599x:- CA</b>
	<b>UOS on</b>	<b>f599 f123 f123</b>	<b>f599 f123 f123</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>	<b>f599 CA CA</b>
	<b>UOS off</b>	<b>xT00 f123 f123</b>	<b>f599 xQWE f123</b>	<b>xT00 CA CA</b>	<b>f599x:- :-</b>	<b>f599x:- :-</b>
<i>worst case</i>	<b>UOS off</b>	<b>f599 123 123</b>	<b>f599 123 123</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>
	<b>UOS on</b>	<b>xT00 QWE QWE</b>	<b>f599xQWE QWE</b>	<b>xT00 1CA CA</b>	<b>f599 x:- CA</b>	<b>f599 x:- CA</b>
	<b>UOS off</b>	<b>f599 123 123</b>	<b>f599 123 123</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>	<b>f599 1CA CA</b>
	<b>UOS off</b>	<b>xT00 QWE QWE</b>	<b>f599xQWE QWE</b>	<b>xT00 1CA CA</b>	<b>f599 x:- :-</b>	<b>f599 x:- :-</b>

*f*: FIGS character

*l*: LTRS character

Garbled copy

Turning on UOS for both RX and TX is the best hedge:

- Most other stations will be that way
  - MMTTY default; 78% of survey respondents use MMTTY
- With only one noise hit, at least one of the important exchange elements is received properly



# Hyphen Delimiter?



UOS is defeated:  
so all four cases  
have identical  
noise results

TX	RX	599-123-123	599-123-123	599-CA-CA	599-CA-CA
UOS	on	f599-123-123	f599-123-123	f599-1CAf-1CA	f599-1CAf-1CA
UOS	on	xT00AQWEAQWE	f599x123-123	xT00A1CAf-1CA	f599-x:-f-1CA
UOS	on	f599-123-123	f599-123-123	f599-1CAf-1CA	f599-1CAf-1CA
UOS	off	xT00AQWEAQWE	f599x123-123	xT00A1CAf-1CA	f599-x:-f-1CA
UOS	off	f599-123-123	f599-123-123	f599-1CAf-1CA	f599-1CAf-1CA
UOS	on	xT00AQWEAQWE	f599x123-123	xT00A1CAf-1CA	f599-x:-f-1CA
UOS	off	f599-123-123	f599-123-123	f599-1CAf-1CA	f599-1CAf-1CA
UOS	off	xT00AQWEAQWE	f599x123-123	xT00A1CAf-1CA	f599-x:-f-1CA

f: FIGS character

l: LTRS character

Garbled copy

- Sending Hyphen instead Space “defeats” UOS and speeds up the message slightly by eliminating the FIGS character
  - However, if the first FIGS character is hit by noise, then the entire exchange is garbled
- Space with USO enabled is a slightly better hedge
  - Majority of stations use MMTTY with UOS enabled so at least one of the important exchange elements is received

# LTRS/FIGS Characters

*noise immunity*



- MMTTY Double Shift may be enabled to send two LTRS or FIGS characters instead of one
- Eliminates single noise hits on LTRS and FIGS characters
- Moderate speed penalty for all transmissions

Probably not a good trade-off

# Super Check Partial



- SCP (Super Check Partial) enables computer to pick out call signs in receive window
  - Call signs
  - New mults and double mults
  - Dupes
- Use main SCP from CW/SSB/RTTY contests
  - RTTY SCP is a subset

XYZAB	AA5AU	XYZAB
XYZAB	9Y1VC	9N8TT
XYZAB	W5UKM	XYZAB

*N1MM Logger*

# Super Check Partial

## *logger differences*



XYZAB	AA5AU	XYZAB
XYZAB	9Y1VC	9N8TT
XYZAB	W5UKM	XYZAB

*N1MM Logger*

XYZAB	AA5AU	XYZAB
XYZAB	9Y1VC	9N8TT
XYZAB	W5UKM	XYZAB

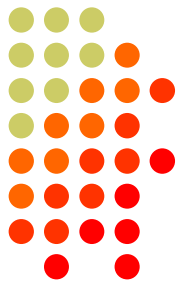
*WriteLog*

XYZAB	AA5AU	XYZAB
XYZAB	9Y1VC	9N8TT
XYZAB	W5UKM	XYZAB

*Win-Test*

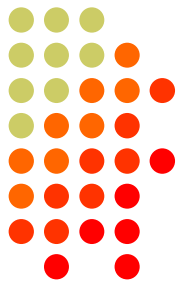
# Pre-Fill

*“Danger, Will Robinson!”*



- Pre-fill is a **typing aid** using prior log data
- Each logger is unique:
  - N1MM: Call History Lookup File (text file)
    - User-created with Excel from prior logs
  - WriteLog: Pre-fill File (ADIF file)
    - User-created with text editor from prior ADIF logs
  - Win-Test: Database File
    - Provided for specific contests by the Win-Test team
- **Log what is communicated to you!**

# Disciplined QSO Flow



- Standard keystroke (or mouse) sequences for:
  - Normal contact in Run mode
  - Normal contact in S&P mode
  - Repeats/Fills (in either mode)
  - QSO phase skip & tail-enders (in Run mode)
- Each sequence is executed the same way hundreds (thousands) of times during the contest
- Avoid deviations and special sequences

# The 4 Phases of a QSO



## ● Normal Run mode flow:

1. Enter or F1 (CQ)
  - repeat
  - AGN?
2. pile-up
3. Insert or ' (grab call sign, send exchange)
  - Send fill(s)
4. receive exchange
  - check pre-fill, click their exchange
    - AGN? or NR? or QTH? or NAME?
1. Enter or + (log contact, send TU/CQ)
  - optionally send F7 (QRV message)

## ● Normal S&P mode flow:

1. CQ
2. Enter or F4 (mycall)
  - repeat
3. receive exchange
  - check pre-fill, click their exchange
    - AGN? or NR? or QTH? or NAME?
4. Enter or F5 (send exchange)
  - send fill(s)
1. find next CQ

# Callsign Stacking

*“Slow Down to Win”*



- Sailboat racing analogy:
  - Pinwheel effect at mark-rounding
- Let pile-up continue 1-3 seconds after getting first call sign
  - Increase chance for another call sign or two
  - Increase chance for QSO-phase-skip
- Apply same tactic for tail-enders ... pause before sending TU/CQ message



# Callsign Stacking

*skip 2 phases*



## Normal

1. WPX P49X P49X CQ, or  
TU P49X CQ
2. K3LR K3LR K5ZD K5ZD
3. K3LR 599 2419 2419
4. TU 599 842 842

## Shortened

1. (skip CQ)
2. (skip pile-up)
3. K3LR TU NW  
K5ZD 599 2420 2420
4. TU 599 1134 1134

# Callsign Stacking

*tail-ender*



## Normal

1. WPX P49X P49X CQ, or  
TU P49X CQ
2. K3LR K3LR
3. K3LR 599 2419 2419  
K5ZD
4. TU 599 842 842

## Shortened

1. (skip CQ)
2. (skip pile-up)
3. K3LR TU NW  
K5ZD 599 2420 2420
4. TU 599 1134 1134

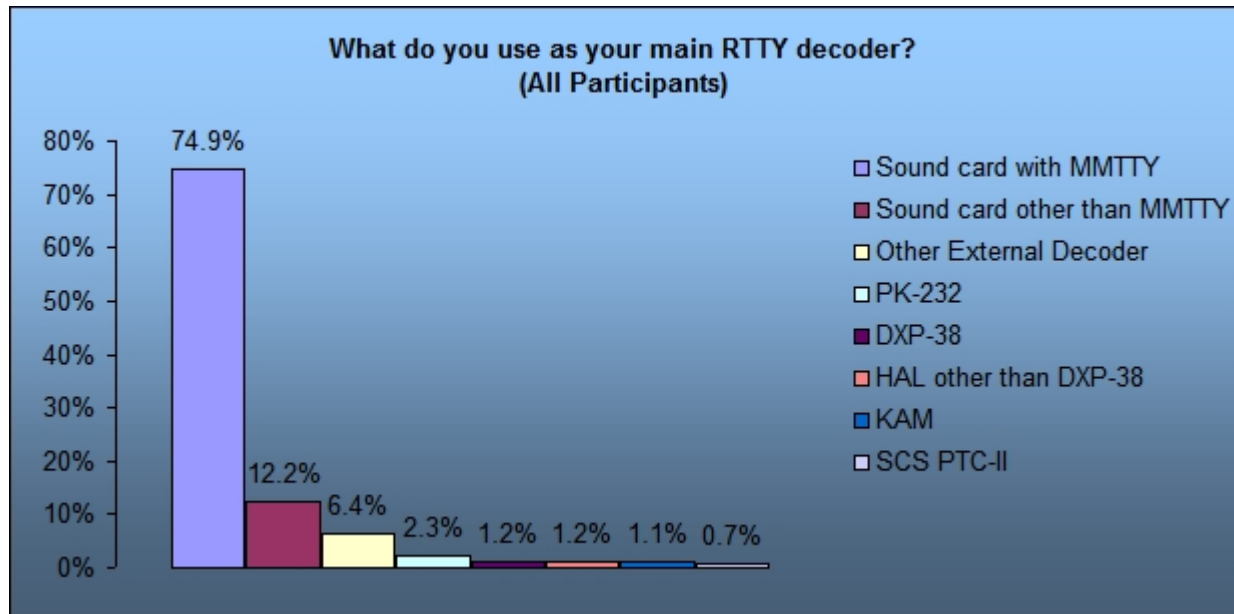
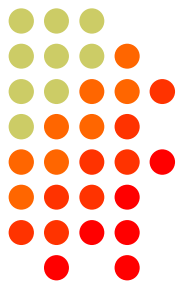
# Callsign Stacking



- Efficiently work:
  - multiple callers in a pile-up, and
  - tail-enders to a completing QSO
- Calls **pushed** onto the stack as they arrive
- Message parameter **pops** call off of the stack into the Entry window
- Eliminates 2 of 4 QSO phases, which doubles rate

# RTTY Decoders

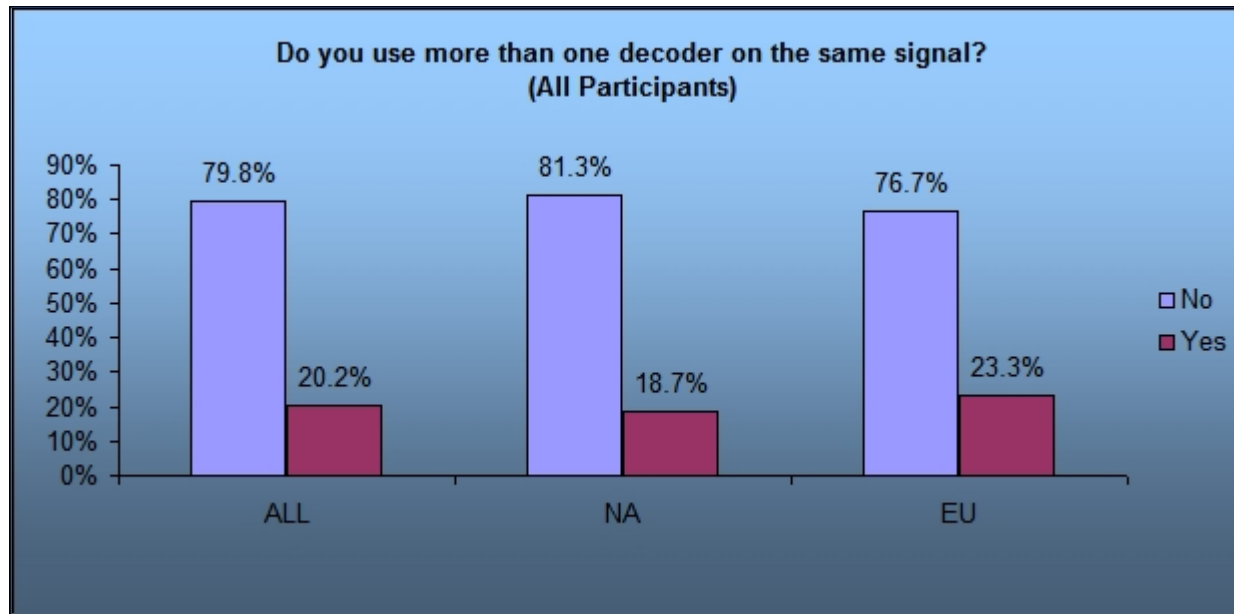
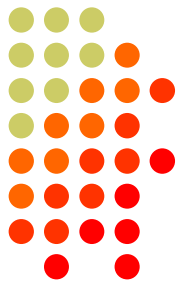
2010 survey



- 87% use soundcard decoding/encoding
- 86% of soundcard users run MMTTY

# Multiple RTTY Decoders

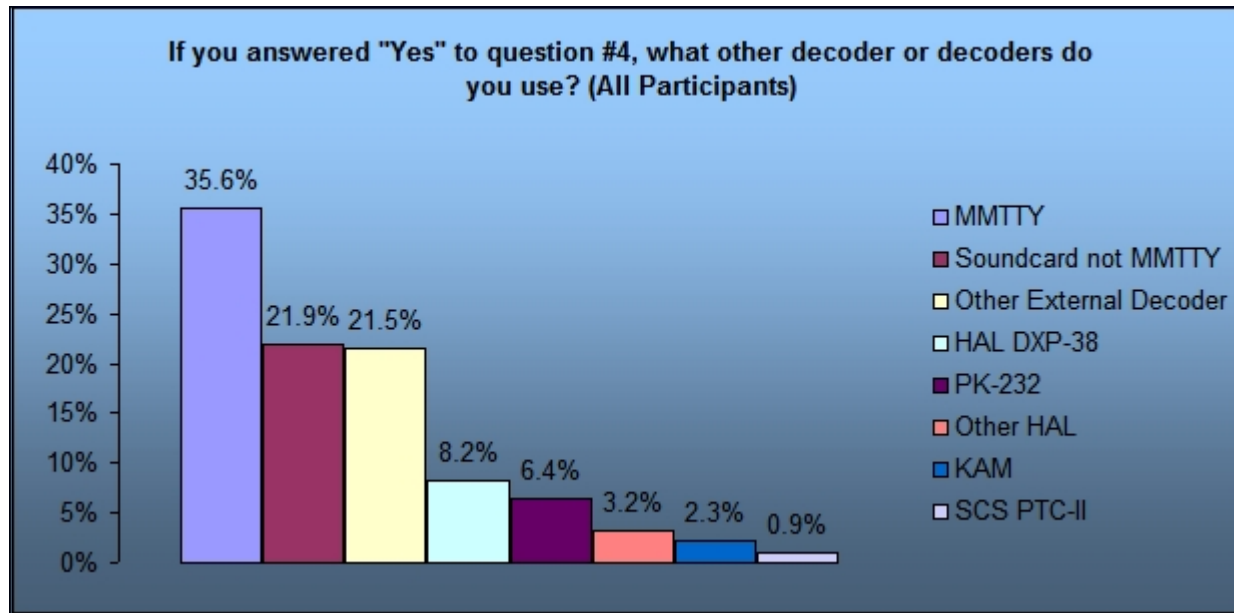
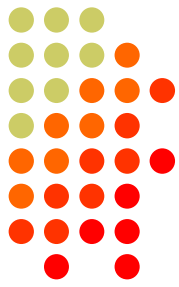
*2010 survey*



- 20% use multiple decoders

# Multiple RTTY Decoders

*2010 survey*

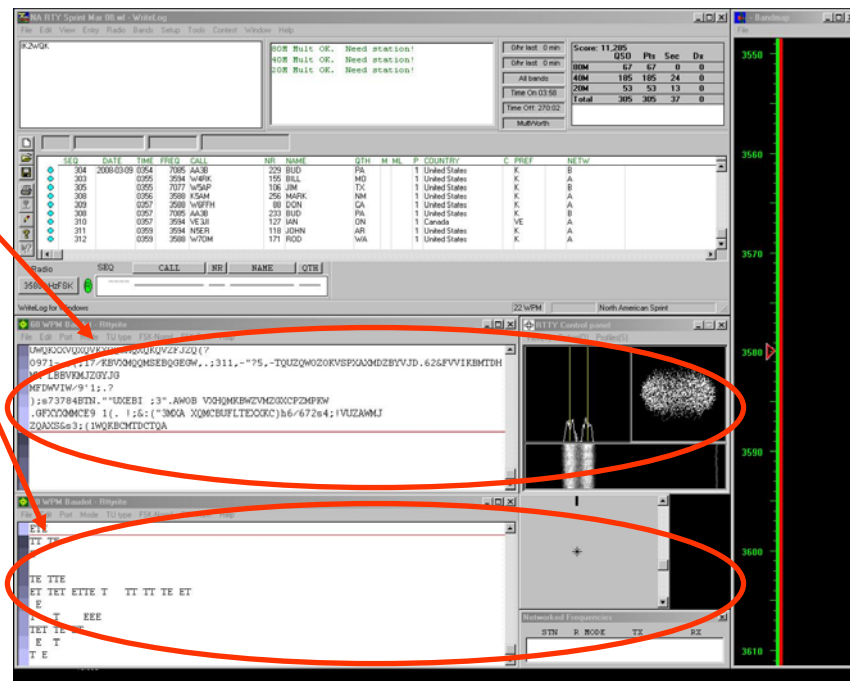


# Multiple RTTY Decoders

## *MMTTY & DXP38-WriteLog*



- Parallel decoding
  - Software, e.g., MMTTY
  - Hardware, e.g., DXP38
- Diverse conditions
  - Flutter
  - Multi-path
  - QRM, QRN
  - Weak signals
  - Off-frequency stations

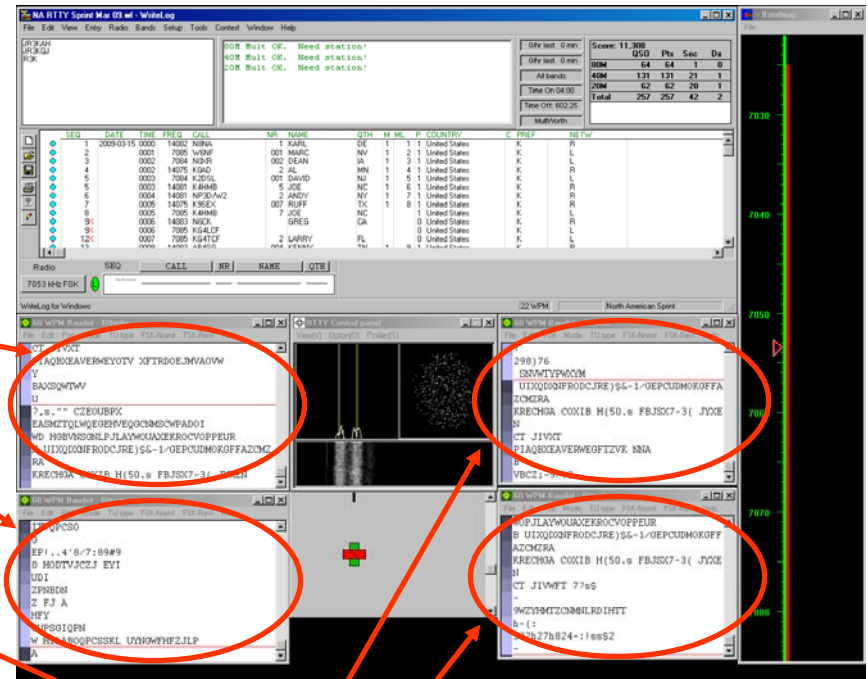


# Multiple RTTY Decoders

*multiple MMTTY profile windows*



- Parallel decoding
  - same audio stream
  - switching takes too long
- Multiple profile windows
  - Standard
  - Fluttered signals
  - Fluttered signals (FIR)
  - Multi-path
  - hyper sensitive
  - EU1SA
  - AA6YQ-FIR-512
    - weak signals in QRN



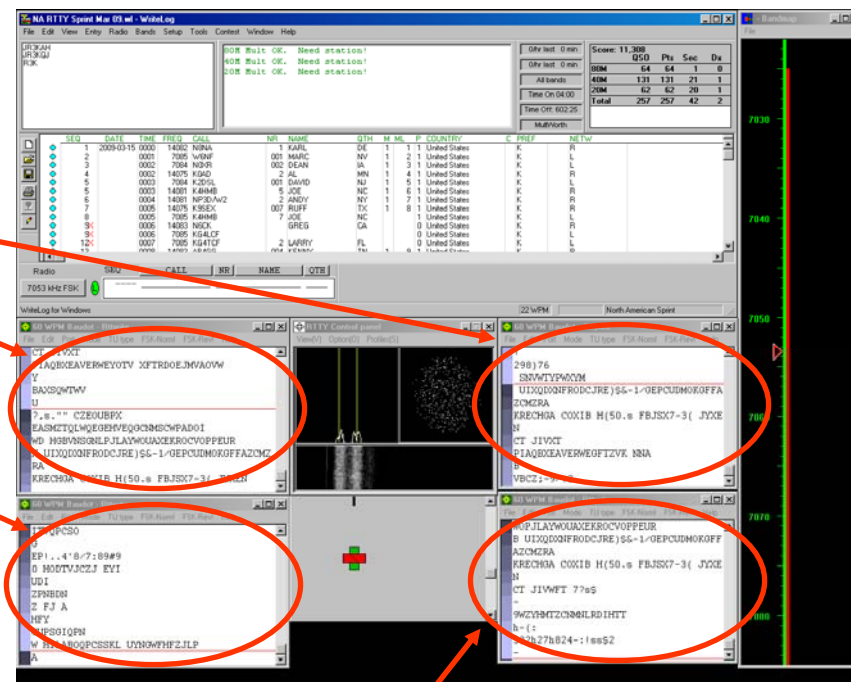


# Multiple RTTY Decoders

## *two IF bandwidths*

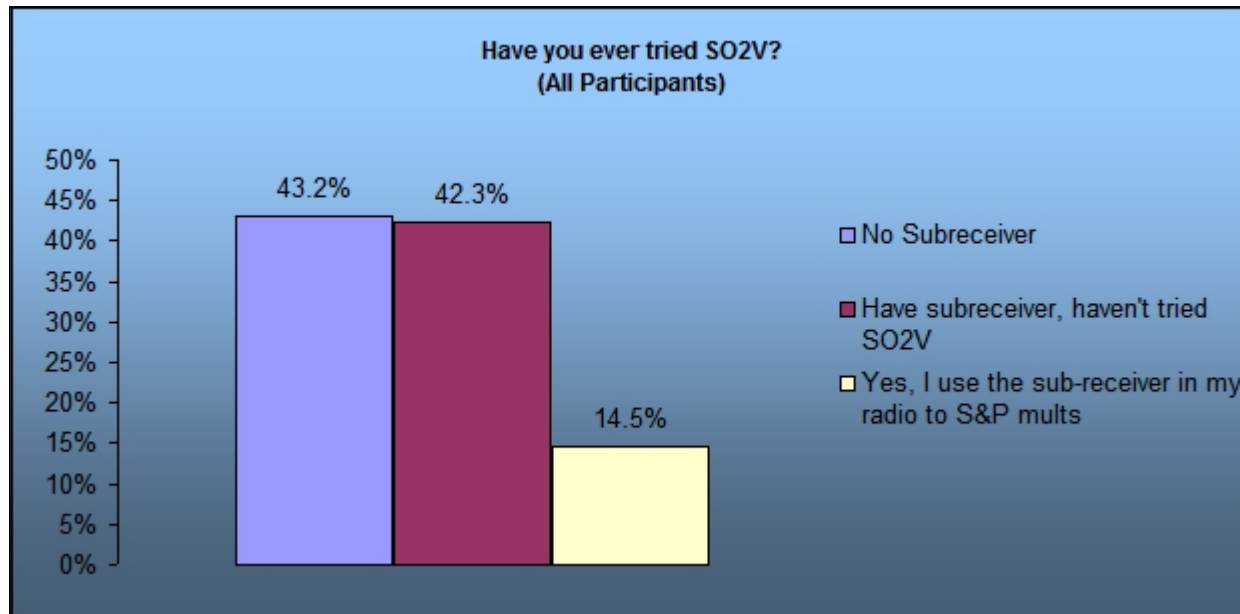


- Narrow IF filtering (main RX)
  - Hardware modem, i.e. DXP38
  - MMTTY profiles
    - Standard
    - Fluttered signals
    - Fluttered signals (FIR)
    - Multi-path
    - hyper sensitive
    - EU1SA
- Wide IF filtering (sub RX)
  - MMTTY profiles
    - AA6YQ-FIR-512
      - Dual Peak Filter
      - "Matched filter"



# SO2V

*2010 survey*



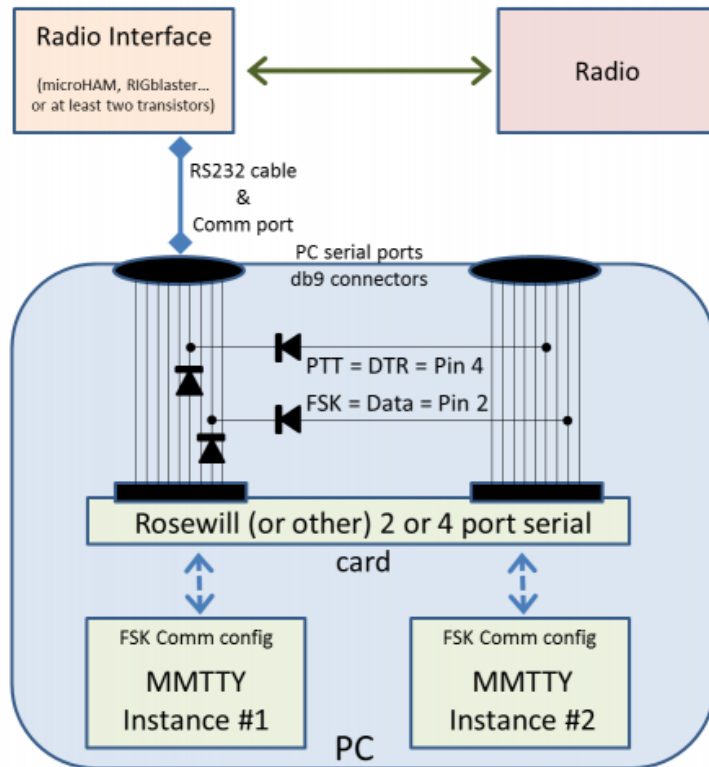
- Almost 15% have tried SO2V

# SO2V

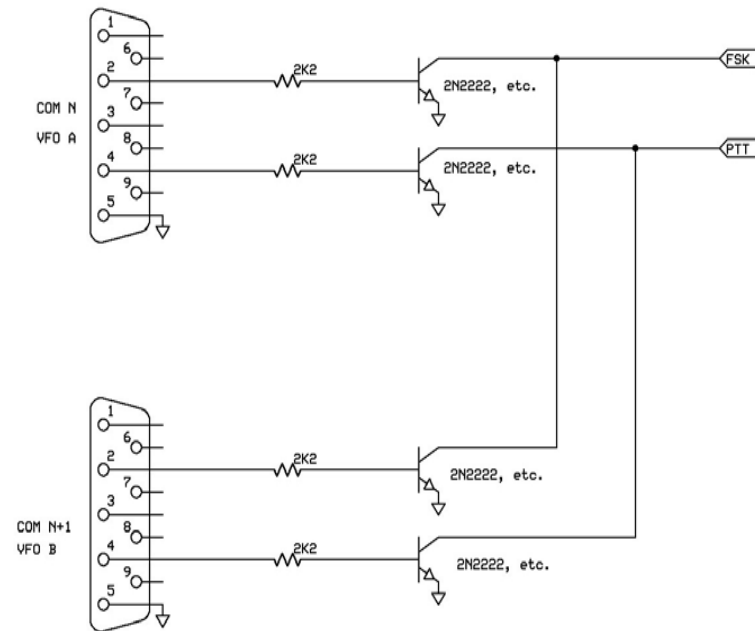


- If Assisted and running on VFO-A, then
  - A<>B
  - Click spot, tune, ID station, work station
  - A<>B, resume running
- Or, setup decoder windows on A and B
  - Radio must have two true receivers
  - Monitor both frequencies simultaneously with right/left channels of sound card
    - Right-click call from 2<sup>nd</sup> RTTY window into VFO-B Entry Window
  - Two ways to transmit on VFO-B:
    - A<>B, work the mult, A<>B
    - SPLIT, work the mult, SPLIT, resume running
      - Requires “wire-OR’d” FSK or AFSK and two transmit RTTY windows
      - K3/WriteLog invokes SPLIT when call is right-clicked

# SO2V Wire-OR FSK/PTT

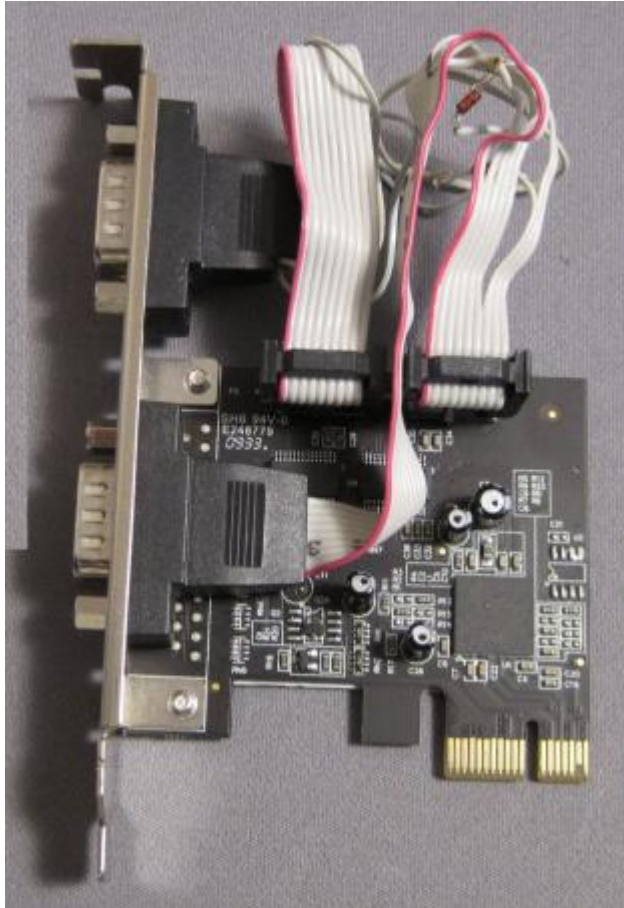


Serial Signals (K8UT)



FSK/PTT Signals (W0YK)

# SO2V Wire-OR FSK/PTT



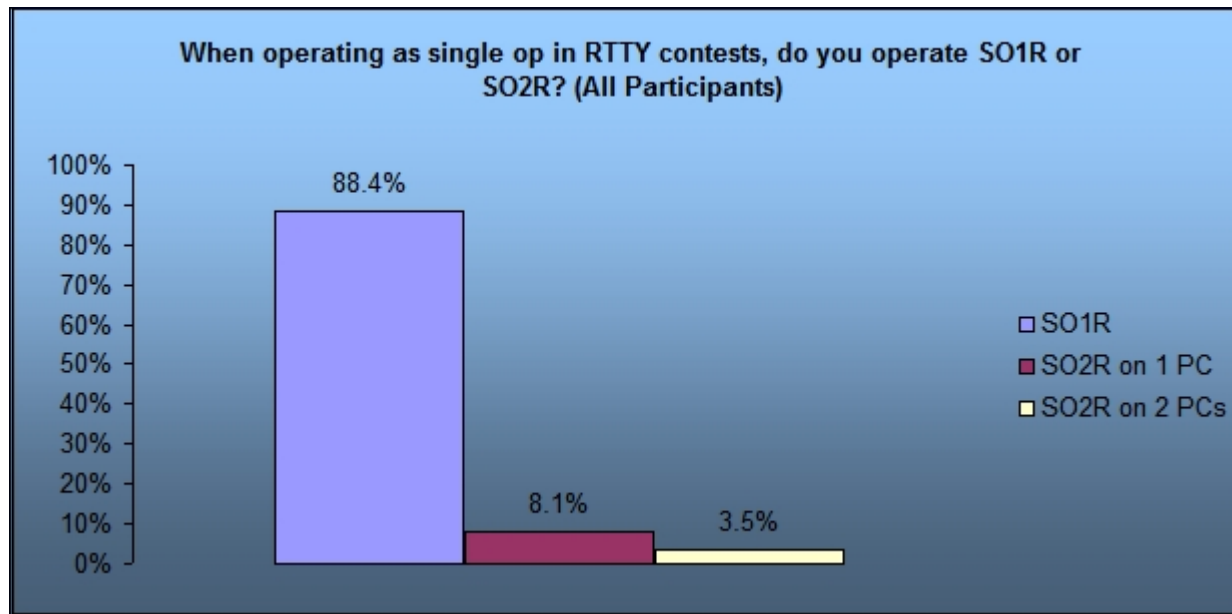
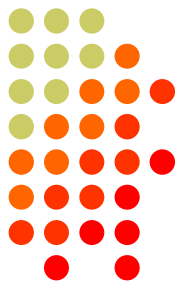
Serial Signals (K8UT)



FSK/PTT Signals (W0YK)

# SO2R

*2010 survey*



- 12% operate SO2R
- 30% of SO2R users use 2 PCs

# SO2R



- Eliminates SO1R RTTY boredom
- Think beyond run and S&P:
  - Dueling CQs; run on two bands simultaneously
  - S&P on two bands simultaneously, esp. w/Packet
  - SO2V on one or both radios (SO4V!)
- Two networked computers:
  - Eliminates PC focus swapping
  - RTTY doesn't require much typing
    - Mini-keyboards ideal for RTTY
  - 2 x SO2V=SO4V for picking up mults on both run bands
  - Easily extendible to SO4R

*No time to watch TV or read spy novels!*



# SO2R



## *M2 configuration*



Left-hand  
Trackball

Right-hand  
Trackball

Right-sized  
Keyboards

56/92



# SO2R in the NA Sprint



- Set VFOs at least 10 kHz apart on both radios
- Find a clear spot on one radio and CQ while you tune the other radio for a station to work
- If you don't find a station to work quickly (within a minute), find a clear frequency and duel CQ
- After a QSO swap VFOs on that radio, search for up to a minute, then resume dueling CQ
- Don't waste time trying to work the "couplet" ... CQing is OK in Sprint!

# SOnR

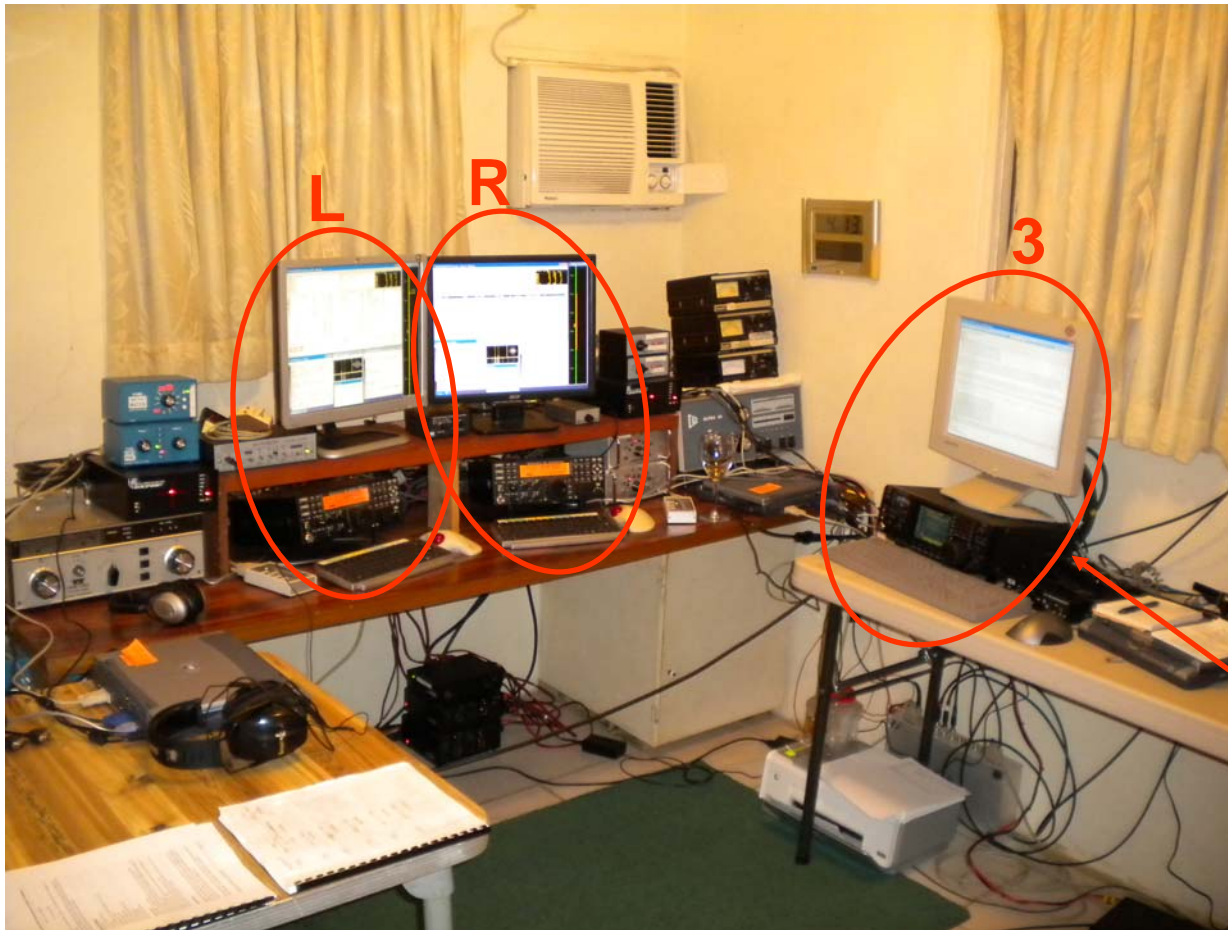
> 2 radios



- Simplify antenna/filter band-decoding:
  - Dedicate a band/antenna to the 3<sup>rd</sup> (or 4<sup>th</sup>) radio
- Networked PC/radio simplifies configuration
- RTTY (vs. CW or SSB) easier for operator
  - PC decodes for operator
  - Low tones & high tones allows two radios per ear
    - Classic audio headphone mixer provides radio 1, radio 2 or both

# SO<sub>n</sub>R

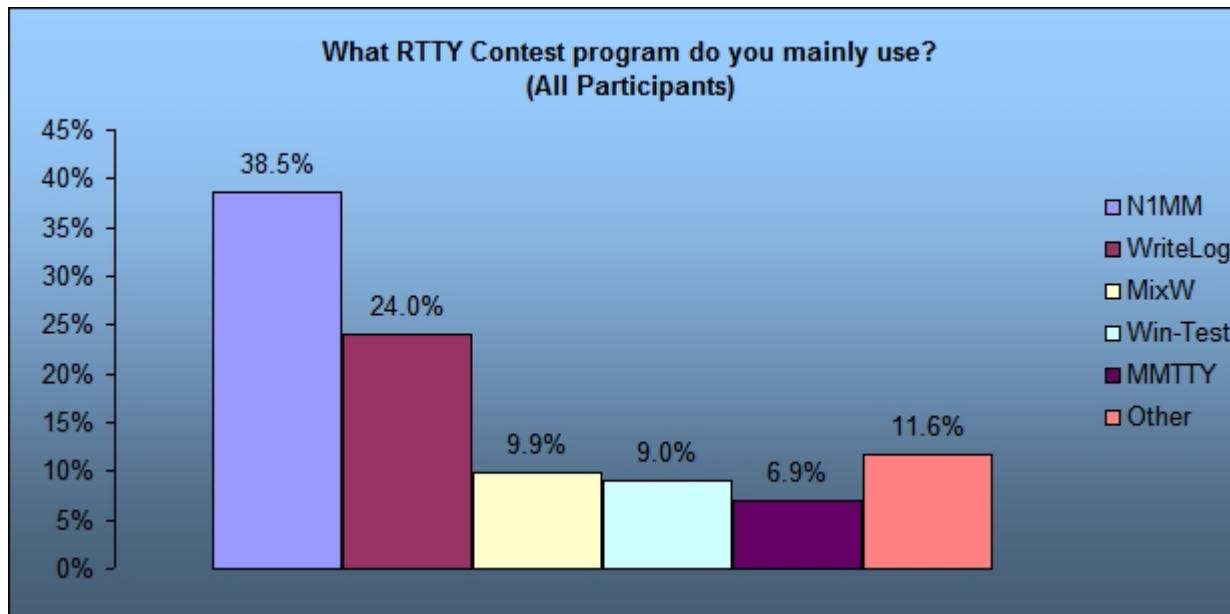
## *Multi-Multi configuration*



dedicated  
to 10 meters

# Logging Software

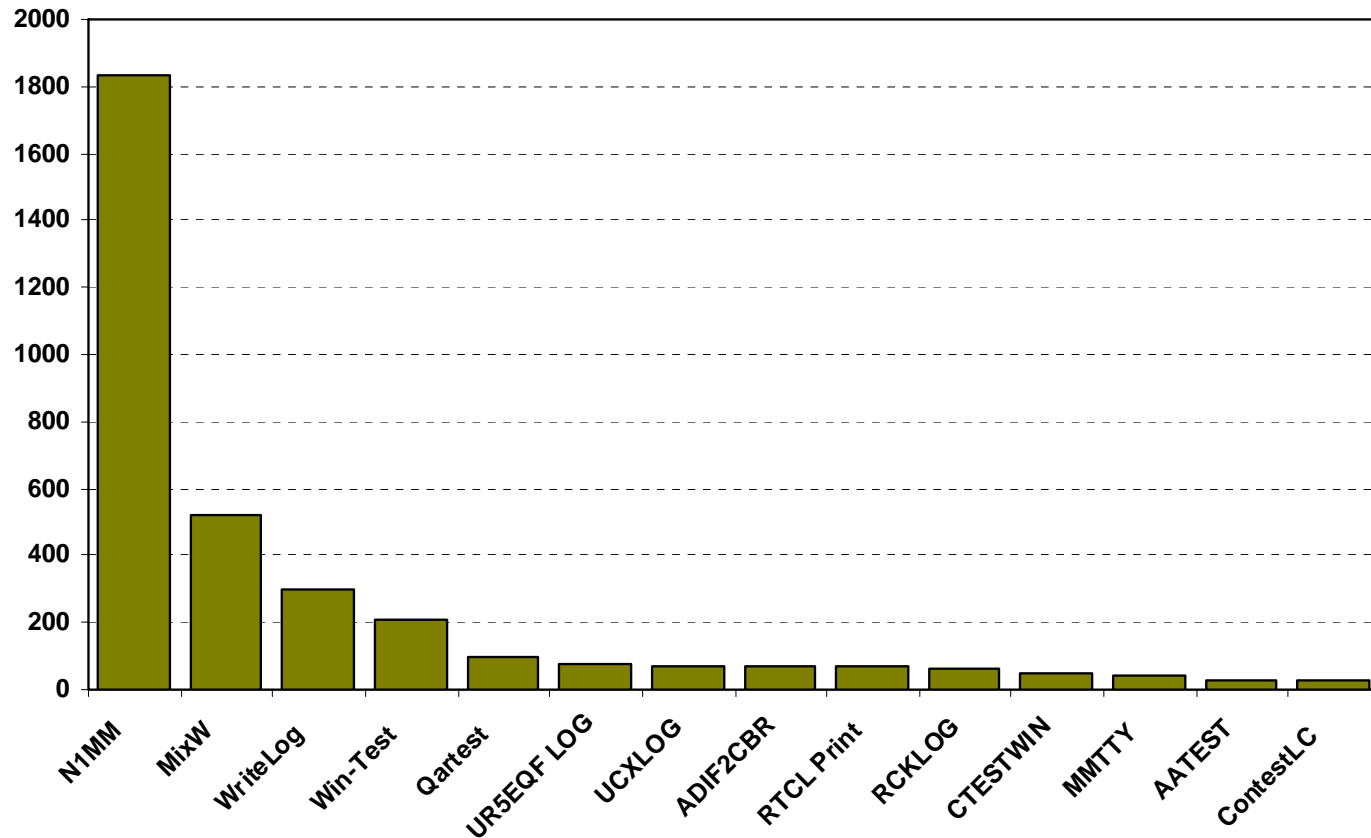
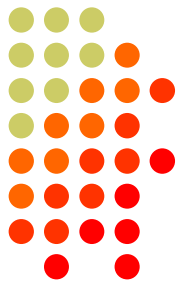
*2010 survey*



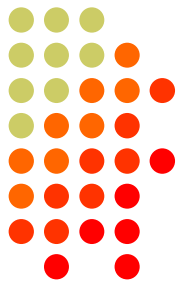
- MixW still ahead of Win-Test
- MMTTY used stand-alone

# 2012 CQ WPX RTTY

*3550 submitted logs*



# Logging Software



- N1MM Logger *(2000; dedicated RTTY software designer)*
  - Free
- WriteLog *(1994)*
  - created for RTTY *(CW & SSB came later)*
  - [www.rttycontesting.com](http://www.rttycontesting.com) web site
- Win-Test *(2003; RTTY is low priority)*

*All three integrate MMTTY and have similar functionality for basic RTTY contesting.*

# RTTY Contest Loggers



	WriteLog	N1MM	Win-Test
MMTTY	😊	😊	😊
2Tone	😊	😊	-
other decoders	😊	some	none
Call sign acquisition	😊	😊	😊
Contests supported	😊	😊	fewer
Advanced RTTY	😊	😊	none

- *All three are entirely adequate for basic RTTY contesting*
- *Use the logger you are already familiar with for CW & SSB*

# Logging Software

## *N1MM Logger, WriteLog, Win-Test*



- 13 features compared
  - Simplifying assumption: features equally weighted
  - Rated 0 to 5
- All three score '5' on:
  - MMTTY integration
  - Stateful Enter key (ESM: Enter Sends Message)
  - Accelerator keys
  - QRV message parameter
- Another 9 advanced RTTY features distinguish these loggers



# Logging Software

## *MTTY integration*



- Install free MMTTY software
- Logger integrates MMTTY
  - WriteLog requires additional MMTTY plug-in SW
- All three loggers
- Integrated excellent encoder/decoder

# Logging Software

## *stateful Enter key*



- Stateful **Enter** key (ESM=Enter Sends Message)
  - Cursor in call sign field:
    1. Sends CQ if Call Sign Window empty, else
    2. Sends call sign & exchange
  - Cursor in exchange field:
    3. Sends TU/CQ
- N1MM Logger highlights active key(s)
- All three loggers
- Efficient keyboarding

# Logging Software

*accelerator keys*



- **Insert** grabs call sign & sends exchange
  - **+** logs QSO & sends TU/CQ
- 
- All three loggers
  - Saves keystrokes

# Logging Software

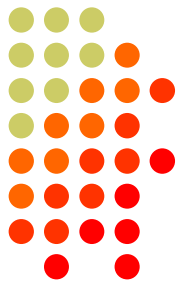
*automatic QRV*



- *QRV 28079.3*
- Message parameter for other radio's VFO
  
- All three loggers
- Efficient QSY, mult move or “self-spotting”

# RTTY Contest Loggers

*relative ratings*



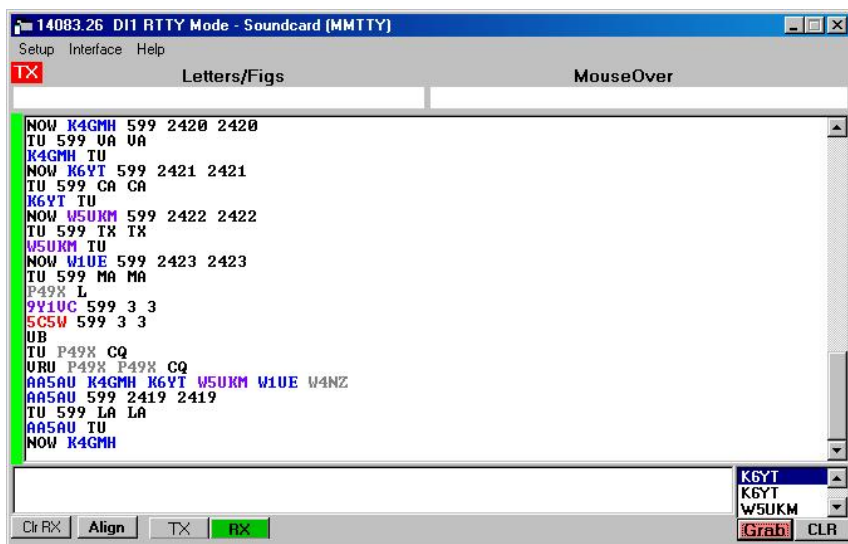
<b>WL</b>	<b>N1</b>	<b>WT</b>	<b>Logger</b>
5	3	4	● RTTY window readability
5	4	0	● Multiple decoders
5	4	0	● multiple MMTTY or 2Tone
0	5	3	● ESM mouse ctrl & Sprint mode
5	5	0	● SO2V
5	3	3	● M2 SO2R configuration
5	4	5	● Re-mapped keys
5	5	3	● Call sign stacking
5	3	5	● AFSK/FSK flexibility
<b>40</b>	<b>36</b>	<b>23</b>	<b>Overall</b>

# Logging Software

## *RTTY Window Readability*

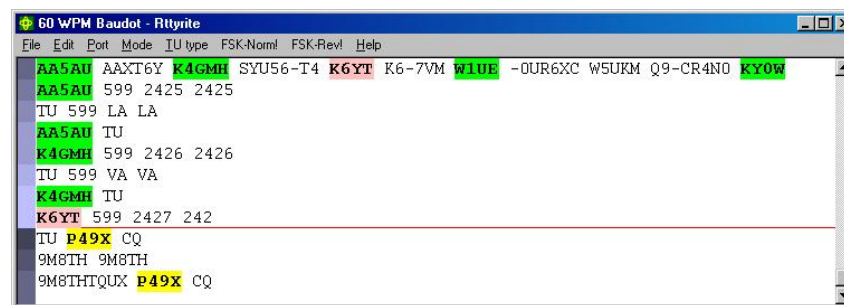


### N1MM Logger



Colored text is difficult to read, especially the dark blue (unworked call) which has negligible contrast to black text or black background. The dark blue cannot be changed by the user. ***HOWEVER ...***

### WriteLog



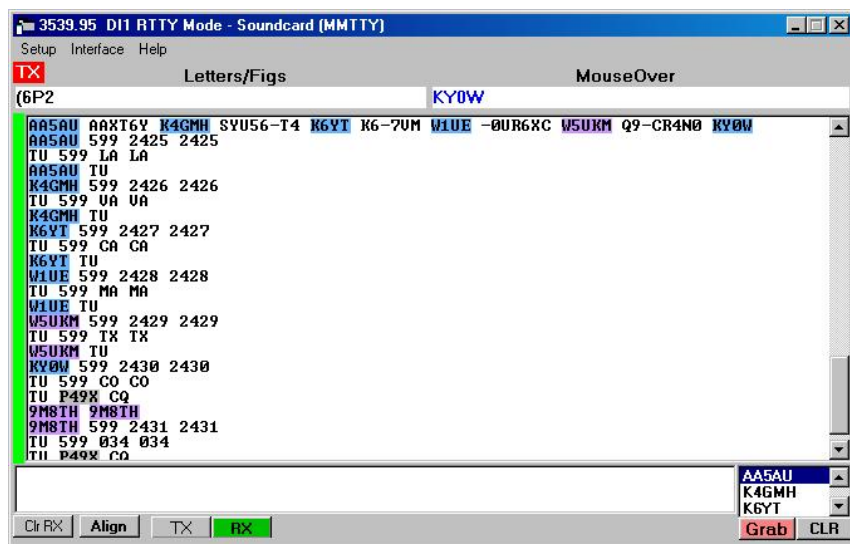
Colored highlighting has outstanding readability. The text all remains black for maximum contrast and the highlighting does not detract. Rather the large highlight area around the text make it extremely easy to zero in on the call sign of interest, especially when quickly moving one's eyes between multiple windows.

# Logging Software

## RTTY Window Readability

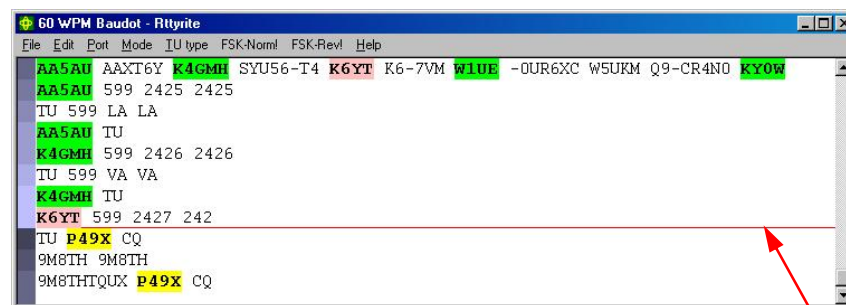


### N1MM Logger



Colored text is difficult to read, especially the dark blue (unworked call) which has negligible contrast to black text or black background. The dark blue cannot be changed by the user. **HOWEVER, there is now an option for highlighting like WriteLog and WinTest.**

### WriteLog



Colored highlighting has outstanding readability. The text all remains black for maximum contrast and the highlighting does not detract. Rather the large highlight area around the text make it extremely easy to zero in on the call sign of interest, especially when quickly moving one's eyes between multiple windows.

**WriteLog is unique in having a NON-SCROLLING RTTY window, so you don't have to chase text up the screen!**

# Logging Software

*multiple decoders*



- N1MM Logger limited to 4 total, but has best DXP38 support
- WriteLog has 10 additional decoders per rcvr and the most hardware MODEMs
- Win-Test only supports one instance of MMTTY
- WriteLog & N1MM Logger only
- Multiple parallel decoders for marginal copy



# Logging Software

## *ESM mouse control*



- Left-click enters call sign or exchange
  - Right-click (ESM) sends exchange or TU/CQ
  - QSOs can be worked entirely with mouse action, except for the rare instance where a call or exchange must be typed in
  - Particularly suited to unique non-prefillable exchanges such as serial numbers
- 
- N1MM Logger only
  - Eliminates keyboard for efficiency

# SO2V



- Basic capability with two VFOs
- Advanced capability with two receivers
  - Requires second receiver in radio
  - Independent RTTY window for second receiver
  - radio/logger SPLIT mode
- N1MM Logger & WriteLog
- Interleave S&P QSOs on Run band

# SO2R

## *M2 configuration*



- PC & UI per radio; networked
  - Single signal interlock
  - Extendible to SOnR
- 
- Only WriteLog
  - Another user preference alternative; SOnR

# Logging Software

## *key re-mapping*

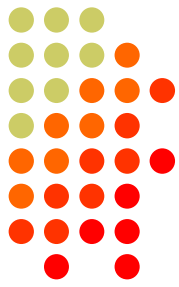


- Soft re-definition of keyboard keys
- Examples:
  - Insert → ‘
  - = → PopCallFromStack
- WriteLog provides a rich built-in function set for key shortcuts
  
- WriteLog & Win-Test remap keys and functions
- N1MM Logger uses HotKeys
- Relocates keys for efficiency



# Logging Software

*callsign stacking*



- N1MM Logger can automatically fill stack
  - WriteLog has convenient stack management
  - Win-Test script can use partner stack
- 
- All three loggers
  - Doubles rate by skipping CQ & pile-up

# Logging Software

*callsign stacking*



- **N1MM Logger** automatically pushes calls into the Grab window.
  - It can also explicitly push calls onto the Call Stack (like WriteLog and Win-Test)
  - There is a rich list of stack functions and ESM integration
- **WriteLog** explicitly right-clicks calls onto the call stack
- **Win-Test** requires a LUA script to push calls onto the Partner Stack

*Automatic vs. explicit pushing is personal pref.*

# Logger Software

## *callsign stacking: N1MM Logger*

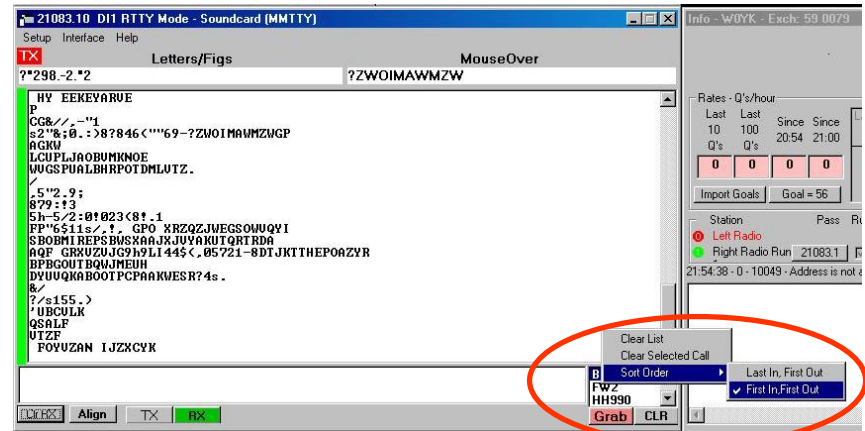
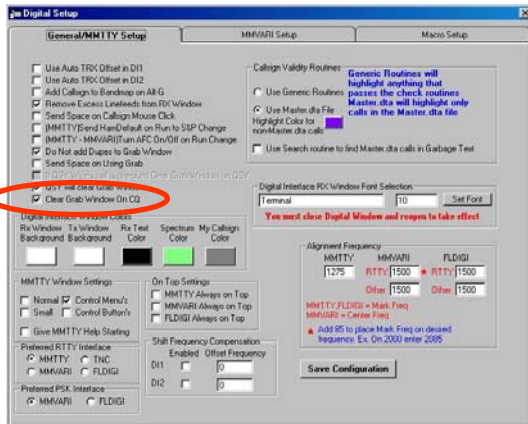
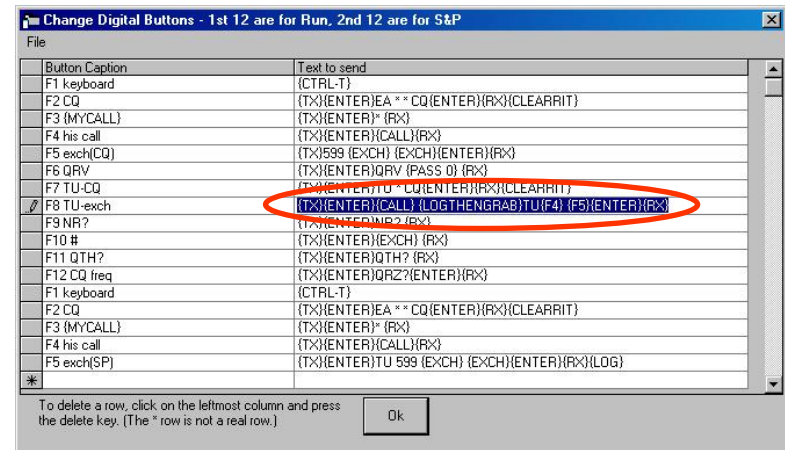
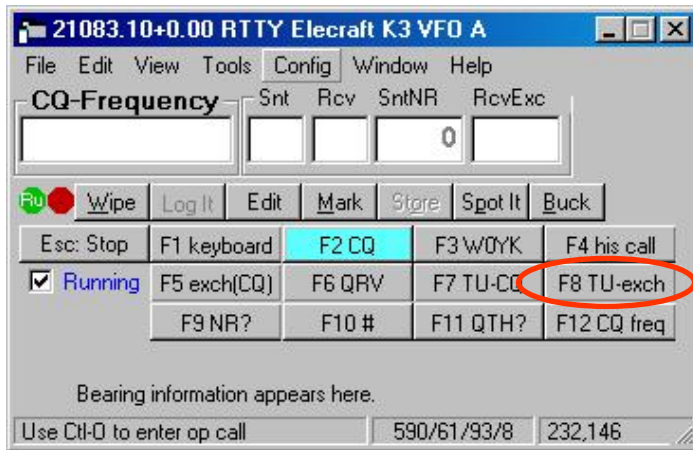


- Setup:
  - Create a F8 message (macro):
    - {TX} ! {LOGTHENGRAB}TU NOW {F4}{F5}{RX}
    - ! or F4: his call; F5: CQ-exchange ... your choice of Fn
  - Configure the Grab window:
    - Choose “Clear Grab window with CQ” (on DI tab of Configuration window)
    - Choose “First In, First Out” (right-click Grab window)
- Operate:
  - Each highlighted call in DI window automatically goes into Grab window
  - Send this macro in place of TU/CQ macro when you want to work the next call in stack
  - Sending the CQ message clears the Grab window
  - Delete calls from stack by right-clicking and choosing “Delete”



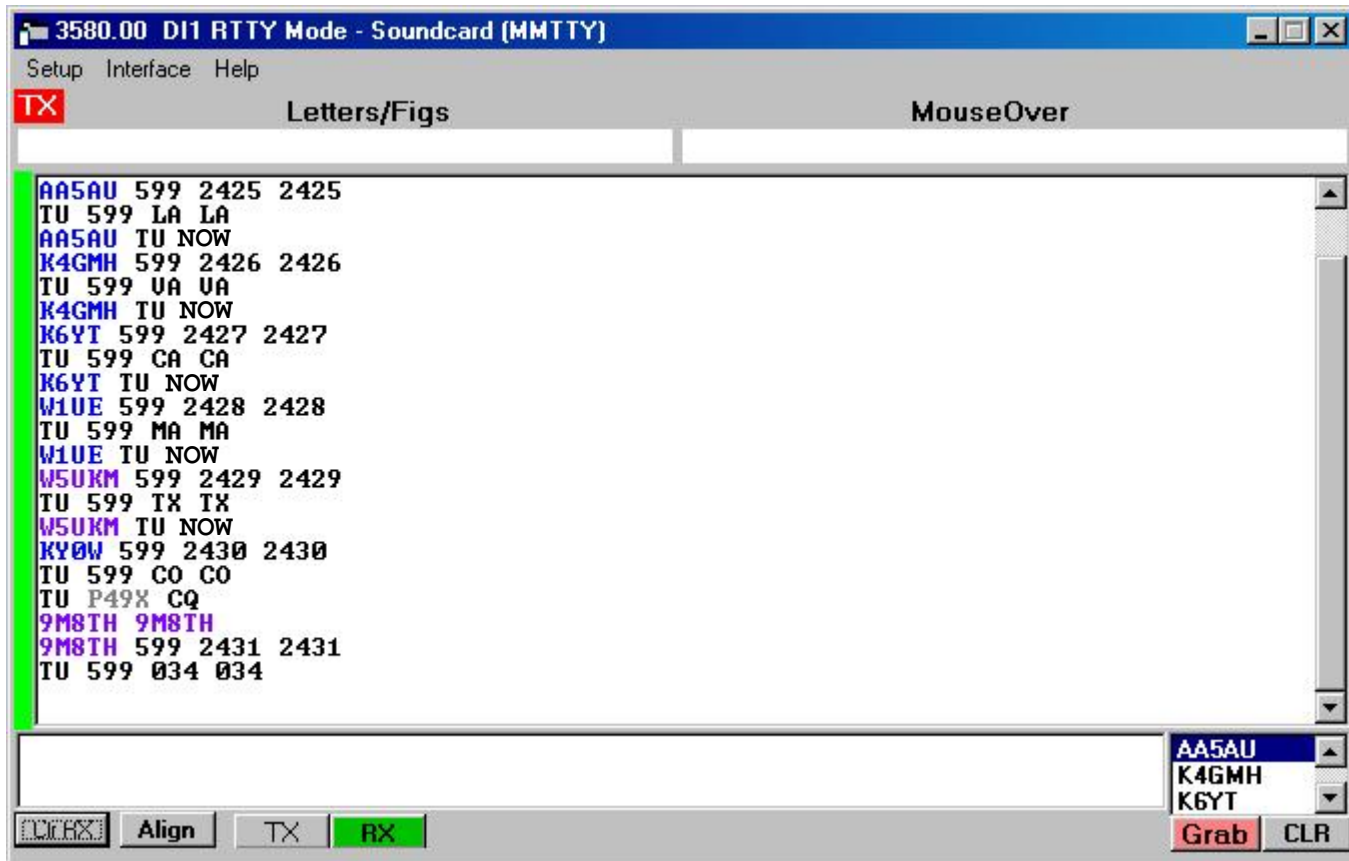
# Logging Software

## callsign stacking: N1MM Logger - 2



# Logging Software

## *callsign stacking: N1MM Logger - 3*



# Logger Software

## *callsign stacking: N1MM Logger - 4*



Alternatively, the Call Stack may be used:

- **Setup:**
  - Create a F8 message (macro):
    - {TX} ! {LOGTHENPOP}TU NOW {F4}{F5}{RX}
    - ! or F4: his call; F5: CQ-exchange ... your choice of Fn
- **Operate:**
  - Alt-click a callsign to push it onto the Call Stack
  - Send this macro in place of TU/CQ macro when you want to work the next call in stack
  - Sending the CQ message clears the Call Stack
  - Delete calls from the Call Stack by right-clicking and choosing “Delete”

# Logging Software

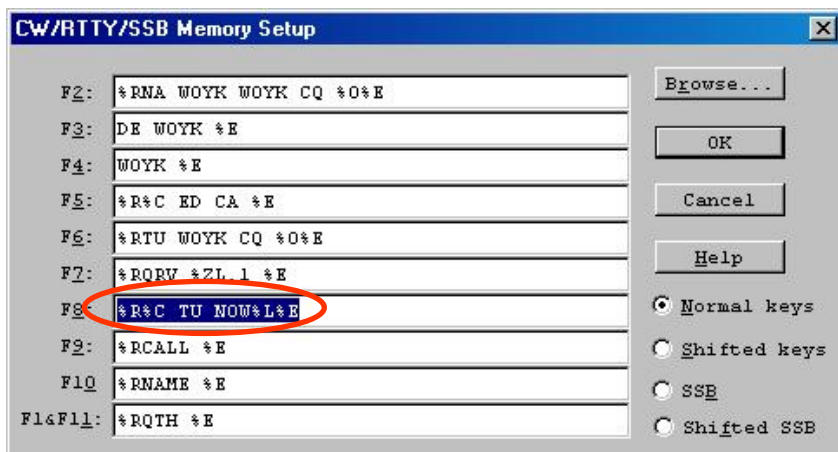
## *callsign stacking: WriteLog*



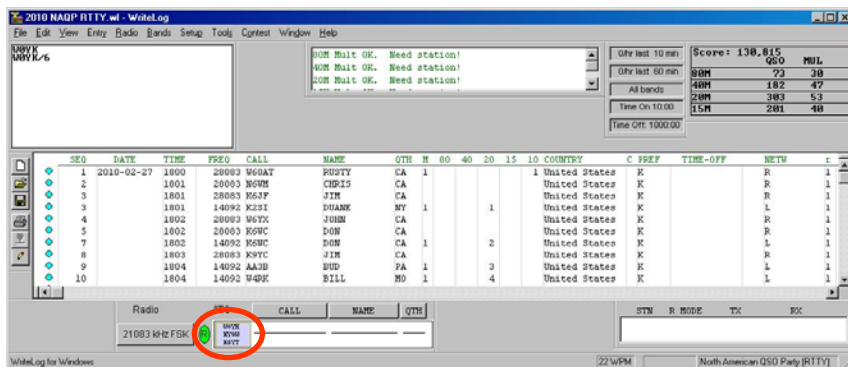
- Setup:
  - Configure right-click for Push-only in writelog.ini:
    - [RttyContextMenuEntries]
    - 1=PUSHCALL
  - Define Push and Pop keys, using the Keyboard Shortcuts feature:
    - Push Call on the Graves (~) key
    - Pop Call on the Equals (=) key
  - Create <TU NOW msg>
    - %R%C TU NOW%L
- Operate:
  - Push calls onto stack
    - configure right-click for single menu item
    - right-click call in Rttyrite window
  - At the end of the current QSO, press <TU NOW msg> followed by the Insert key or Enter key (the normal CQ-exchange msg)
  - Press TU/CQ msg (rather than + or Enter) when you don't want to pop the stack for your next contact
  - Pop/Push to rotate the desired call into Entry window without losing others (replace Push with Alt-W to delete a call, or do another Pop)

# Logging Software

## callsign stacking: WriteLog - 2



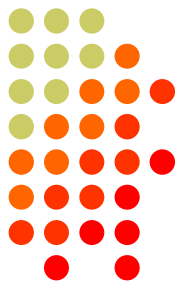
- Create Fn macro
  - %R%C TU NOW%L%E



- Push calls onto stack
  - Right-click call in Rttyrite window

# Logging Software

## *callsign stacking: WriteLog - 3*

A screenshot of the WriteLog software interface. The window title is "60 WPM Baudot - Rttyrite". The menu bar includes "File", "Edit", "Port", "Mode", "IU type", "FSK-Norml", "FSK-Revl", and "Help". The main display area shows a log of callsign stacking with the following text:

```
AA5AU AAXT6Y K4GMH SYU56-T4 K6YT K6-7VM W1UE -OUR6XC WSUKM Q9-CR4NO KYOW  
AA5AU 599 2425 2425  
TU 599 LA LA  
AA5AU TU NOW  
K4GMH 599 2426 2426  
TU 599 VA VA  
K4GMH TU NOW  
K6YT 599 2427 242  
TU P49X CQ  
9M8TH 9M8TH  
9M8THTQUX P49X CQ
```

# Logging Software

## *AFSK & FSK flexibility*



- WriteLog has built-in AFSK & FSK
  - N1MM relies on MODEM for AFSK or FSK
- 
- WriteLog
  - Independence from MODEM for transmit

# RTTY Contest Loggers

*relative ratings*



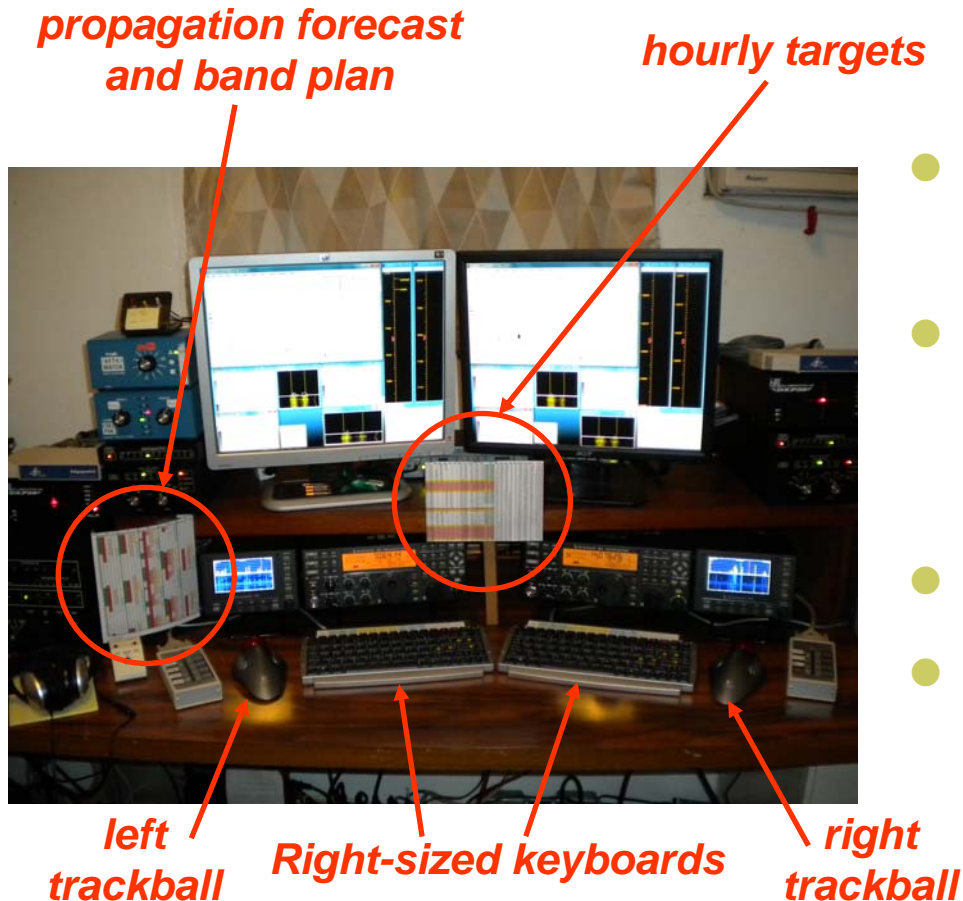
<b>WL</b>	<b>N1</b>	<b>WT</b>	<b>Logger</b>
5	3	4	● RTTY window readability
5	4	0	● Multiple decoders
5	4	0	● multiple MMTTY or 2Tone
0	5	3	● ESM mouse ctrl & Sprint mode
5	5	0	● SO2V
5	3	3	● M2 SO2R configuration
5	4	5	● Re-mapped keys
5	5	3	● Call sign stacking
5	3	5	● AFSK/FSK flexibility
<b>40</b>	<b>36</b>	<b>23</b>	<b>Overall</b>



# Ergonomics



## *user interface*



- Comfortable heights, reaches, layout
- Right-sized keyboard
  - Fn keys template
  - Label re-mapped keys
- Right & left trackballs
- Bose QC2 phones
  - Minimal volume
  - Stereo

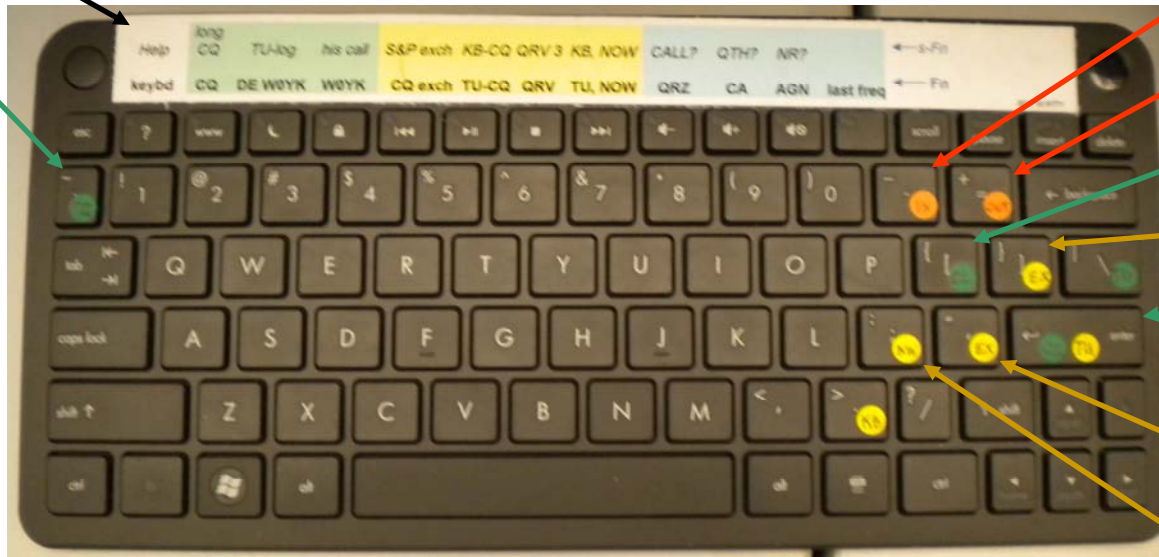
# Ergonomics

## *right-sized keyboard*



Fn key labels

long CQ



Push to Stack

Pop from Stack

mycall

Sprint S&P exch

Stateful Enter

- CQ  
- hiscall/exch  
- TU/log

Insert ...  
hiscall/exch

c1 TU NOW

Full-size QWERTY keyboard; no number pad; integrated cursor keys

# Ergonomics

## *keyboard or mouse?*



- Keyboard – minimal typing in RTTY
  - Either:
    - F1, Insert and + ... or,
    - Enter, Insert and Enter (ESM – Enter Sends Message)
    - Plus Fn keys or re-mapped Fn keys
  - Mouse click received exchange, if not pre-filled
- Mouse/trackball
  - 100% (N1MM Logger)
  - 80% (WriteLog and Win-Test)

# Resources



- [www.rttycontesting.com](http://www.rttycontesting.com)
  - Tutorials and resources (beginner to expert)
  - WriteLog/MMTTY
- [rtty@contesting.com](mailto:rtty@contesting.com)
  - Email reflector
  - RTTY contester networking
  - Q&A
- Software web sites
  - [mmhamsoft.amateur-radio.ca/](http://mmhamsoft.amateur-radio.ca/) (MMTTY)
  - [n1mm.hamdocs.com/tiki-index.php](http://n1mm.hamdocs.com/tiki-index.php) (N1MM Logger)
  - [www.writelog.com](http://www.writelog.com) (WriteLog)
  - [www.wintest.com](http://www.wintest.com) (Win-Test)
- Software Reflectors
  - [mmtty@yahoogroups.com](mailto:mmtty@yahoogroups.com) (MMTTY)
  - [N1MMLogger@yahoogroups.com](mailto:N1MMLogger@yahoogroups.com) (N1MM Logger general)
  - [N1MMLogger-Digital@yahoogroups.com](mailto:N1MMLogger-Digital@yahoogroups.com) (N1MM Logger RTTY & PSK)
  - [writelog@contesting.com](mailto:writelog@contesting.com) (WriteLog)
  - [support@win-test.com](mailto:support@win-test.com) (Win-Test)

o GTU o