

WW2DX

- ▶1987 age 12
- ►Grew up in ME
 - ►10BDXCC 332 DXCC
 - ►WRTC 2014
 - ►CY9C x2
 - ►V26PD
 - FJ/WW2DX
 - ►J8/WW2DX
 - ►S9TM
 - ►IT9/WW2DX
 - ►TF/WW2DX
 - ►OY/WW2DX
- ►HH2/WW2DX
 - ►CY0 2021!



What we will cover

Past, present and future of contest architectures

- 1. Some history
- 2. Old school contesting
- 3. Where we are today
- 4. Where we are heading



Design

What makes up a "station"?



You may not have realized that SO2R has been around for a VERY long time.











Old School

- Paper logs
- Dupe sheets
- All manual process (band changes, amp tuning, getting both radio's on the same freq!
- No DXcluster or other "modern tools"
- Antennas in the backyard

- Radio on the desk
- Mic/Key on the desk
- Manual logging
- No automation



Modern luxuries!

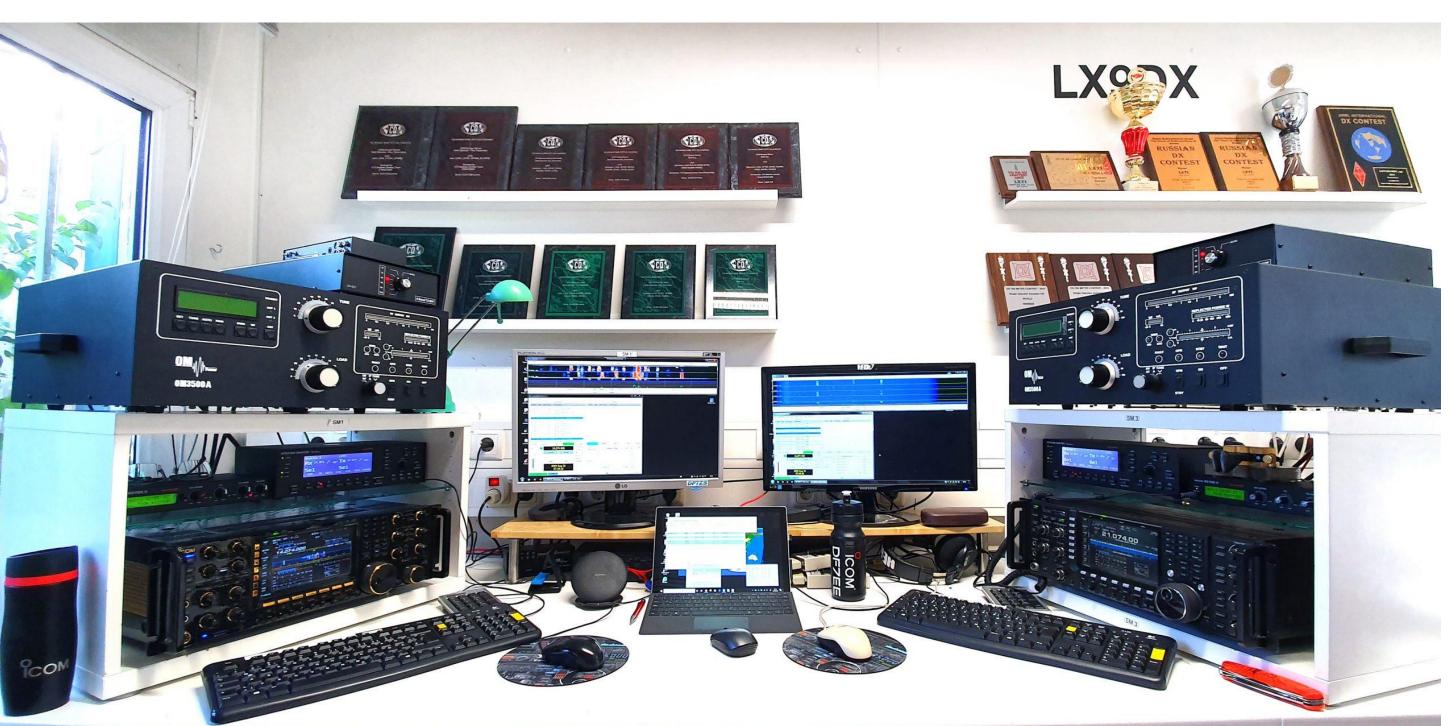
- Local PC for logging (N1MM, WriteLog, etc)
- Software to track mults, dupes, score etc.
- CW generation by computing power
- Transceiver of choice on the desk (Flex, Icom, Elecraft, etc.)

- Antennas in the backyard
- Automatic band/antenna switching
- Auto-tune amplifiers
- High performance transceivers
- Modern "net" tools like DXcluster, PSK reporter, skimmers, etc

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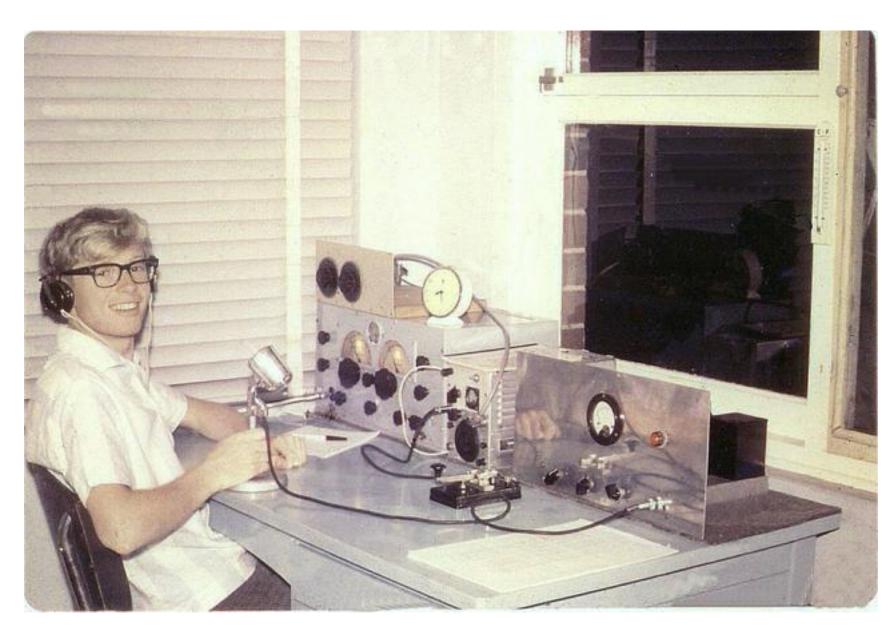
Still the "basic" hardware

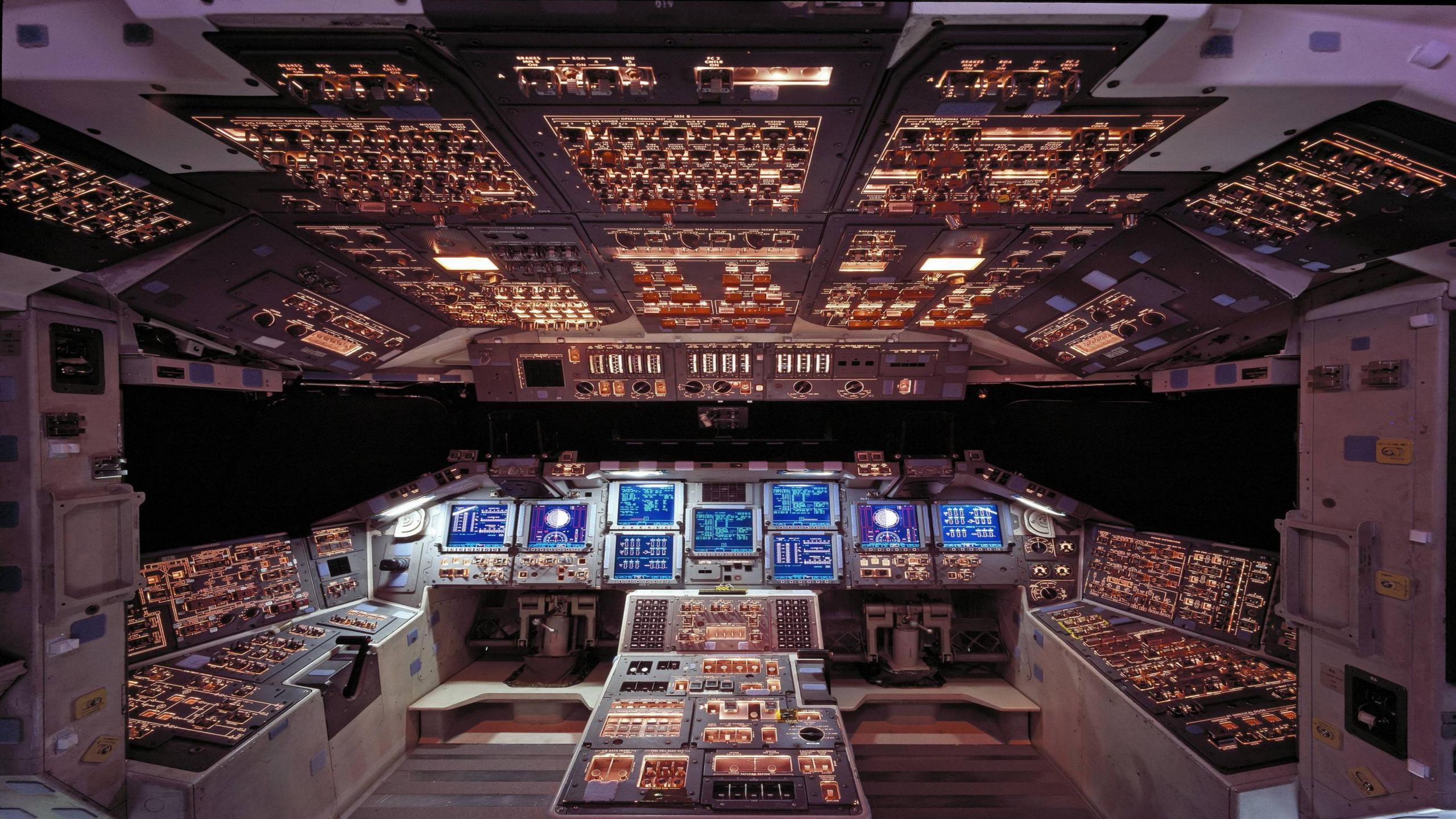










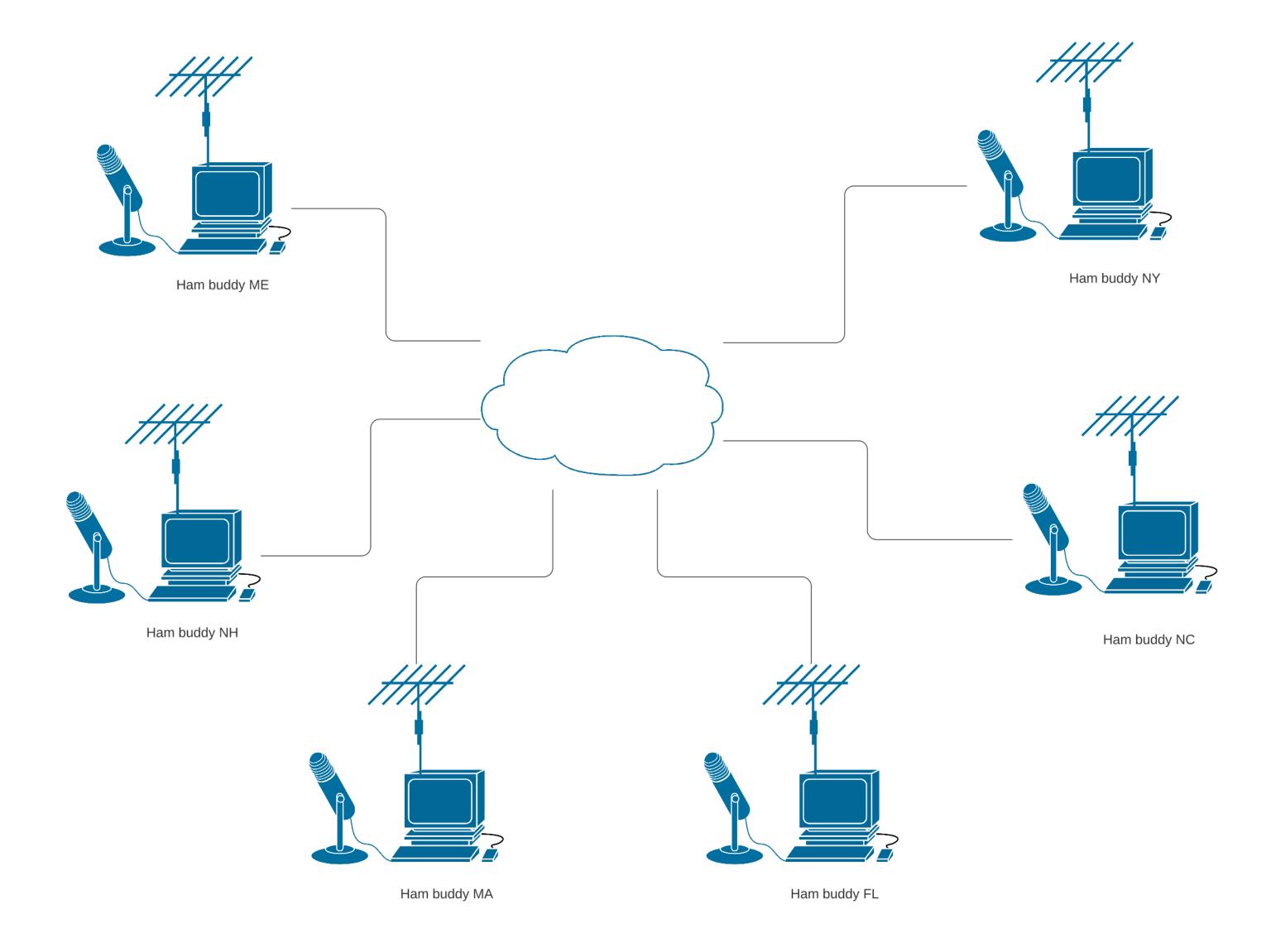




Multi Op Distributed Contesting

Today's Distrubuted Contest Station

Lee Imber | May 10, 2021



4.2. "Distributed" Multi-Ops (IARU Headquarters stations, for example)

in-edit

It is possible to set up N1MM Logger to allow some or all of the other stations outside your LAN to communicate over the internet. Possible uses for this feature are: Headquarters (HQ) stations in the IARU contest and distributed special event stations.

4.2.1 Configuration

There are some caveats when trying this. You need more than basic computer knowledge for this. You need to know about IP-addresses, firewalls, routers, port settings, NAT etc.

You need to know your computer (external) IP-address. When directly connected to the internet, this can be obtained using the program ipconfig. The command 'ipconfig' should be entered in a command (cmd) window to see the output. When your computer is in a LAN your connection to the internet will probably be made via a router. All computers will use internal IP-addresses; the router uses the external IP-address. This link will give you your (external) ip-address.

It is strongly recommended that static external IP addresses be used. When DHCP is used to obtain the external IP address from the Internet Service Provider (ISP) the external IP address can change at random and unexpected times. You should not depend on Dynamic DNS (dyndns.org) and similar services to provide the correct IP address to other computers in the extended network. Often, the domain name-to-IP address mapping is stored in your local computer or router, and may not be updated by Dynamic DNS.

Your router should be set up to route incoming UDP and TCP traffic to your local PC IP address. This is done using a router feature that is typically called Network Address Translation (NAT), Port Forwarding or Port Redirection.

The incoming port will be 12070 + Station Nr (0-15). 12070 is used for the first PC in the list, 12071 for the second etc. An example of how this might work out in practice is described XXXXXXX

You must also configure your computer and router Firewall(s) to allow port 12070 + Station Nr (0-15) to be passed for incoming UDP and TCP traffic.

Setting up N1MM in WAN mode

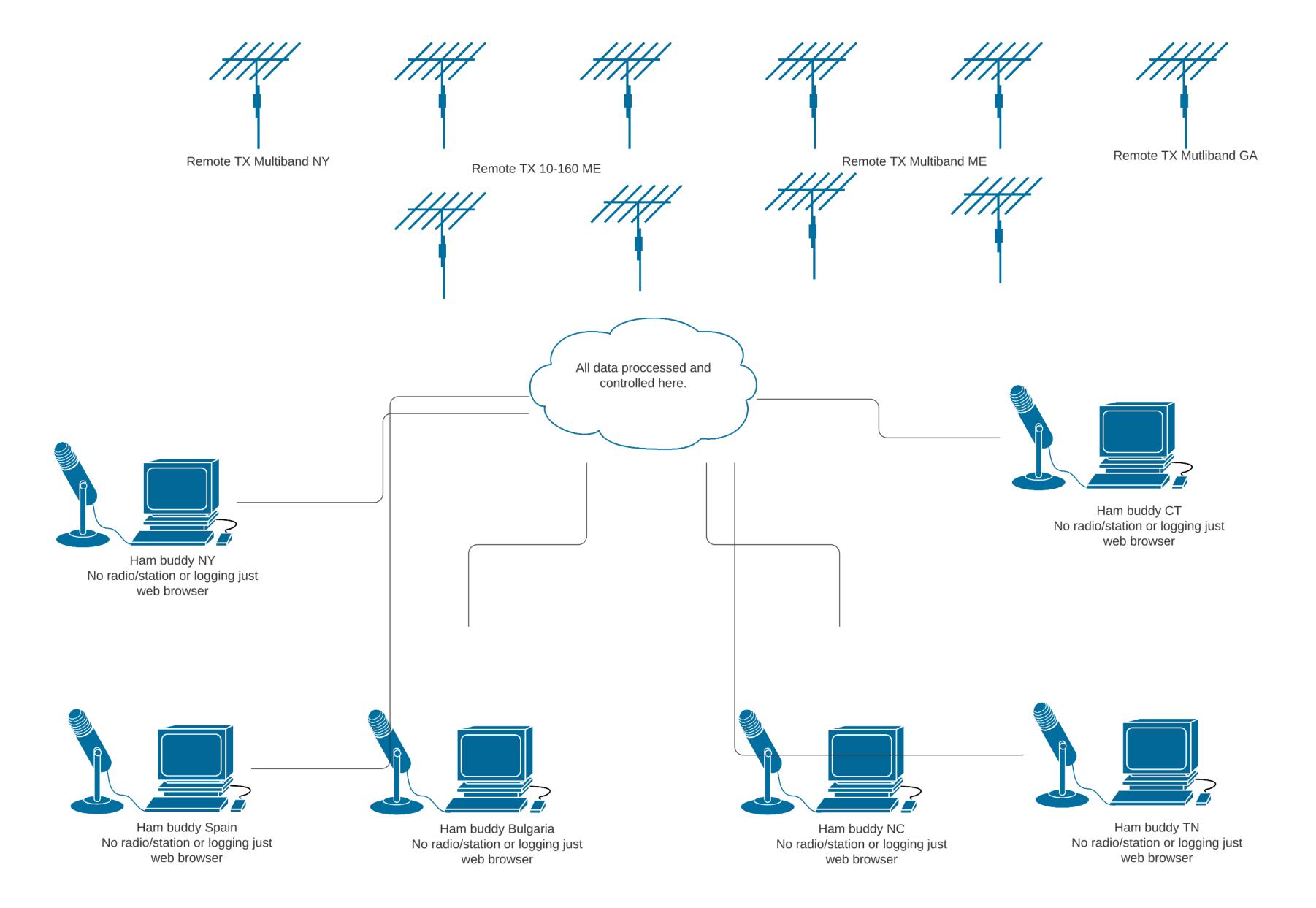


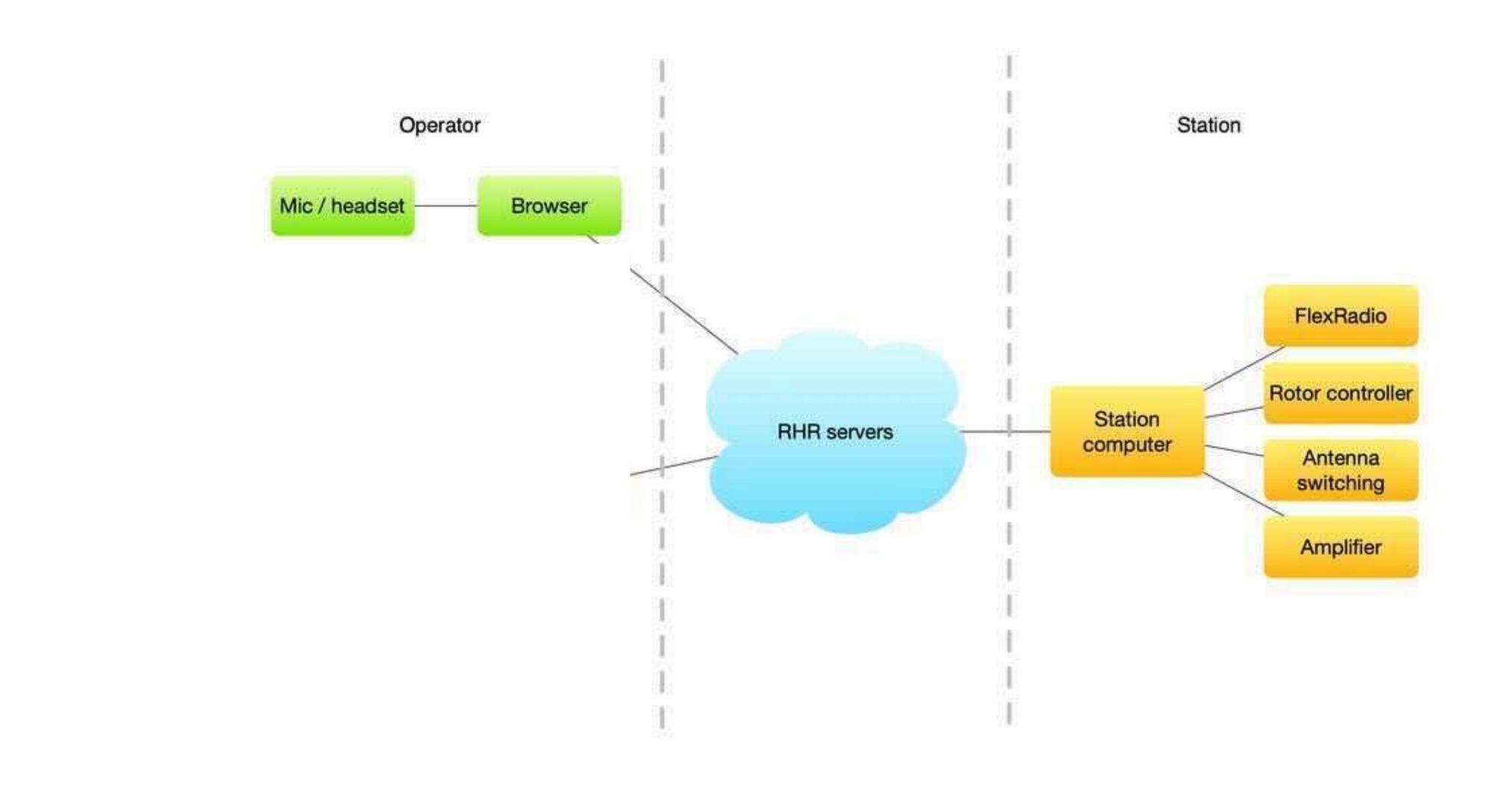
Better way?

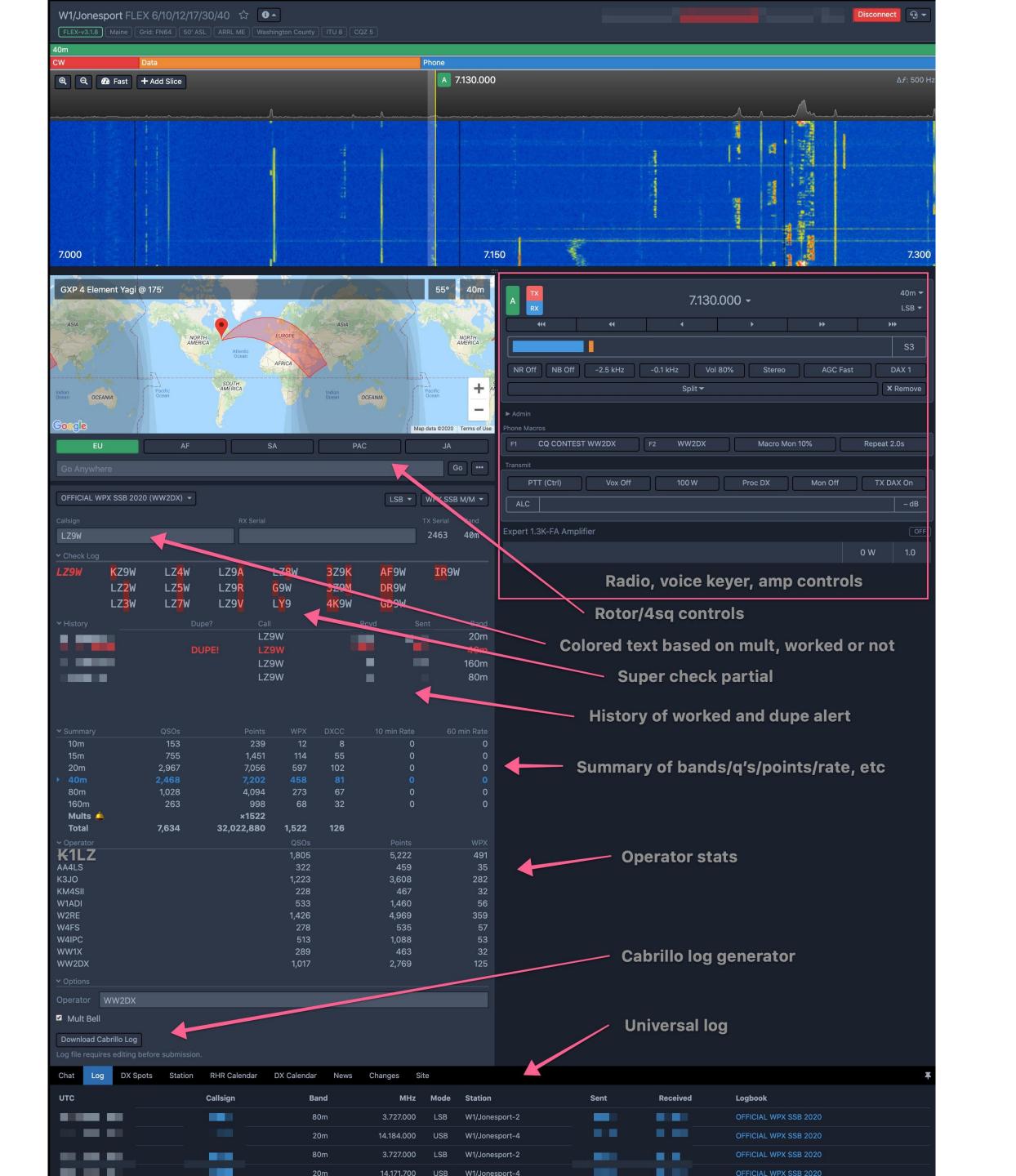


Tomorrow's Distrubuted Contest Station

Lee Imber | May 10, 2021





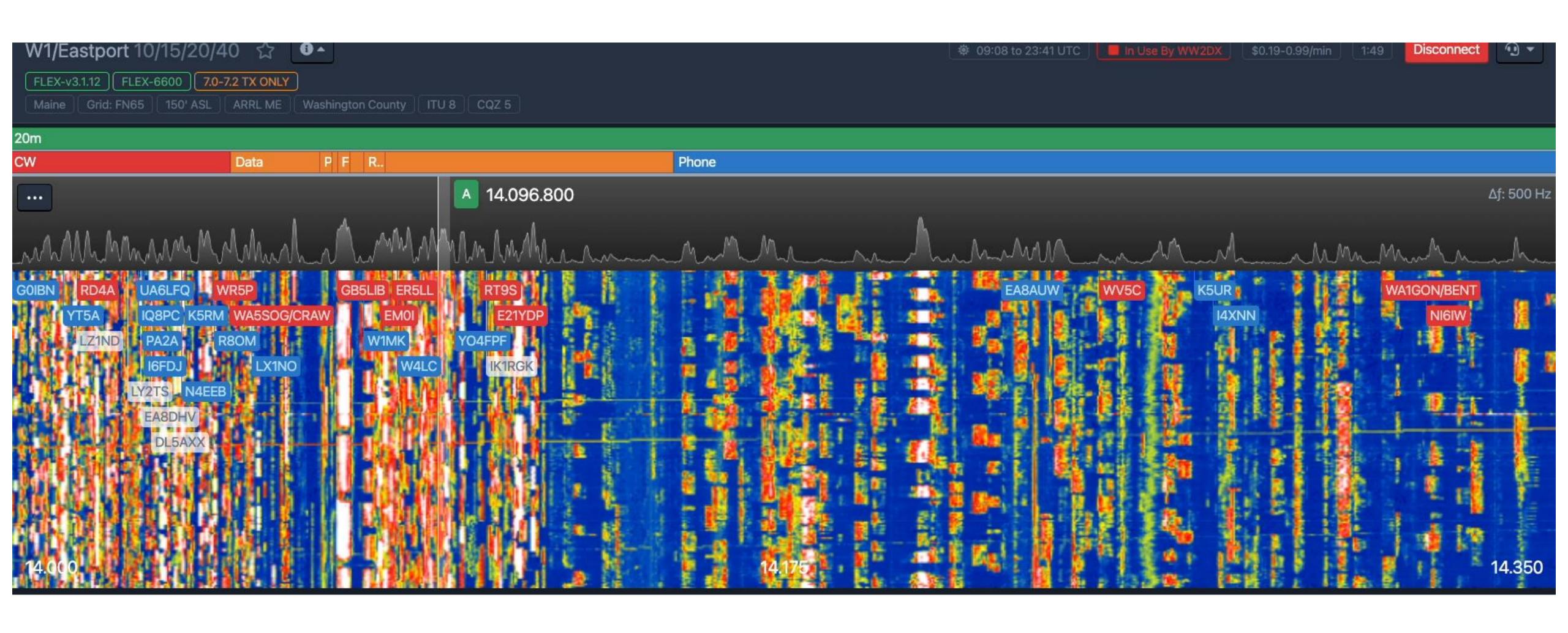


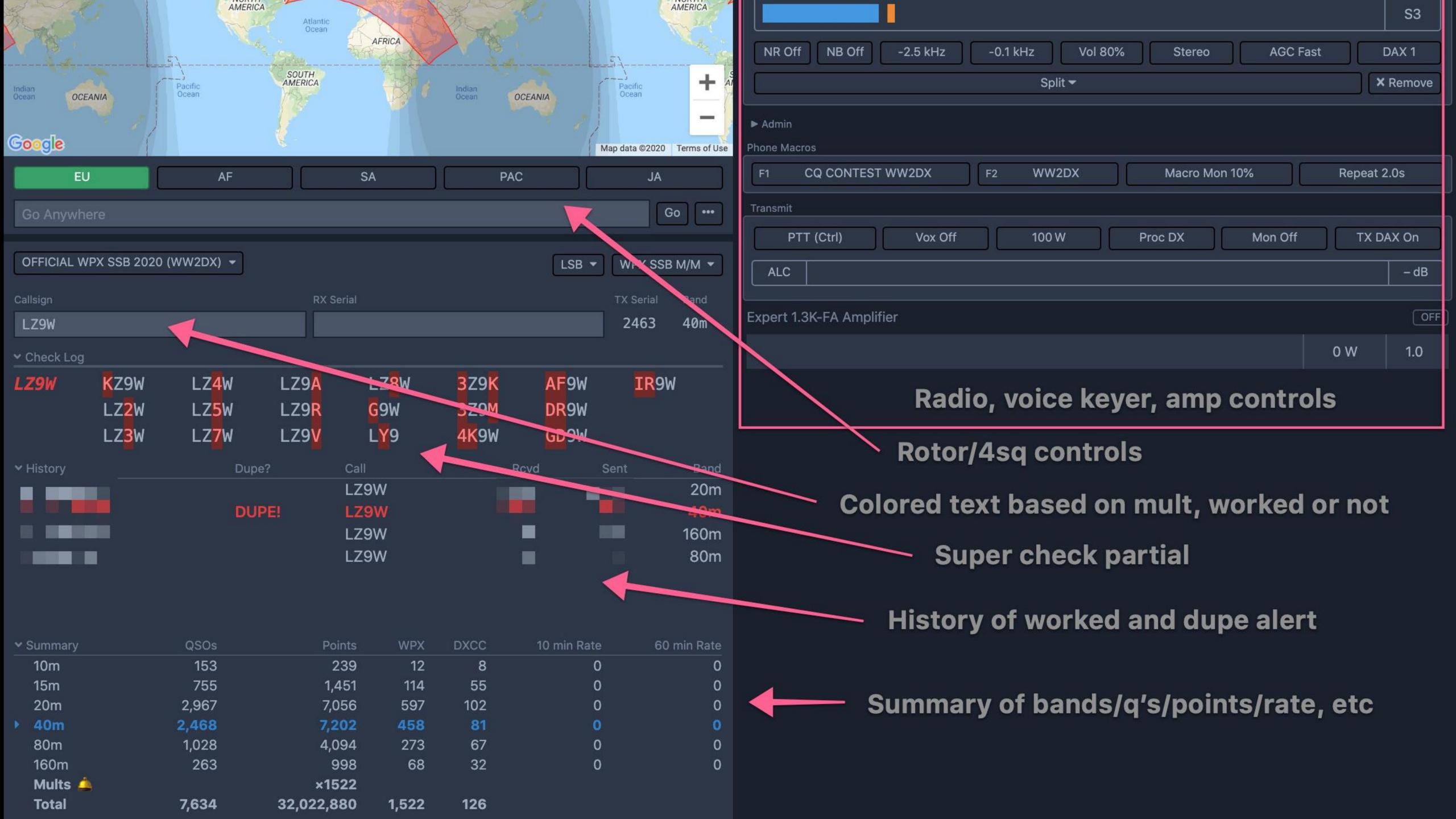
Many advantages

- Having all the data centralized = control
- All station intelligence in the "cloud"
- Centralized logging
- Centralized packet feeds
- Cloud "lockout"
- All users are "terminal connections"

- No "sync" issues
- No local station configuration hassle
- No network configuration issues
- No local distractions
- Focused operator experience

Panadapter



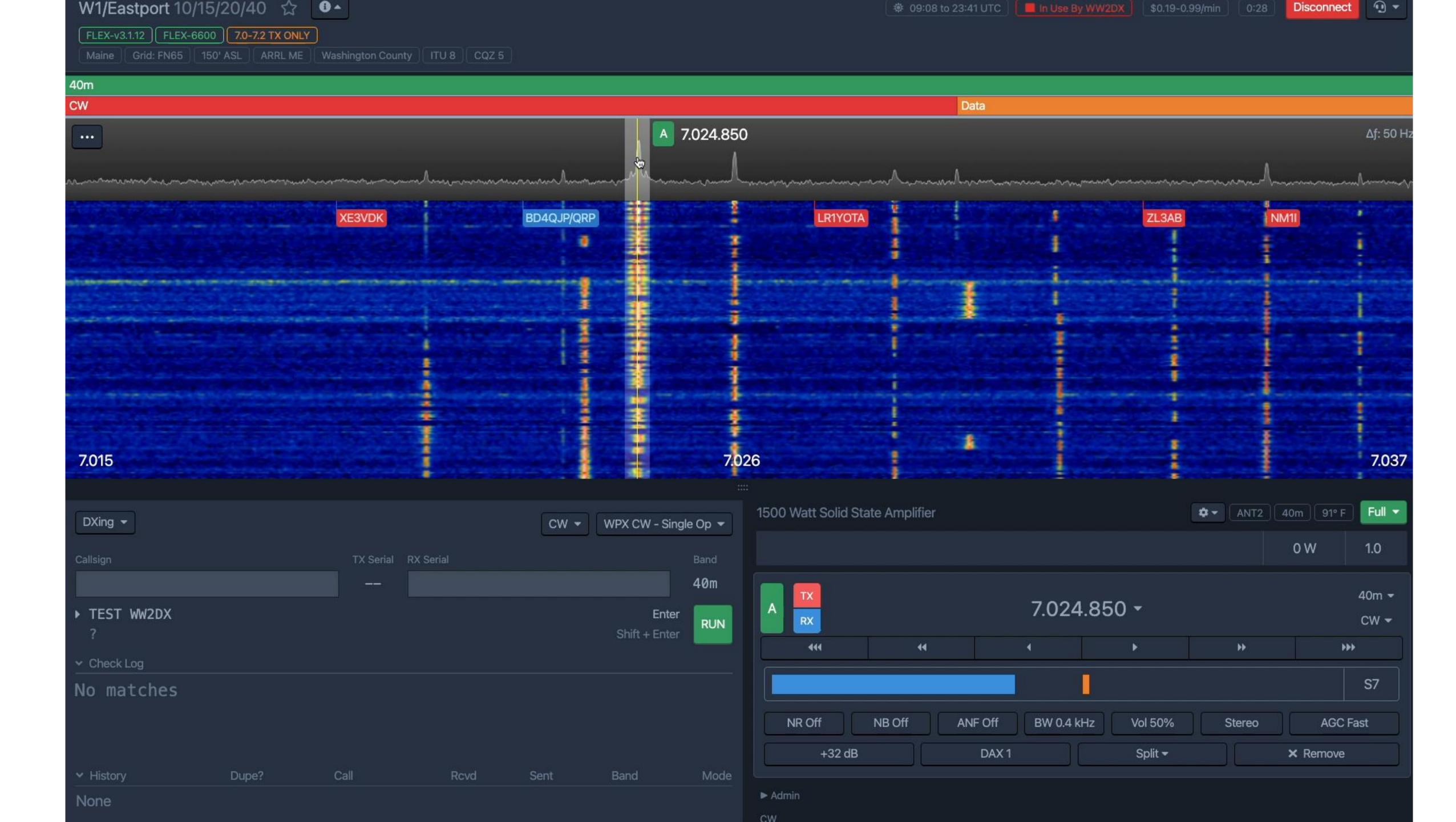


✓ Summary	QSOs	Points	Mults	DXCC	10 min Rate	60 min Rate
160m	263	998	68	32	0	0
80m	1,028	4,099	274	67	0	0
40m	2,468	7,207	458	81	0	0
20m	2,967	7,062	595	102	0	0
15m	755	1,451	114	55	0	0
10m	153	239	12	8	0	0
Mults 🔔		×1,521				
Total	7,634	32,026,176	1,521	126		
✓ Operator			QSOs		Points	Mults
			1,805		5,224	490
AA4LS			322		459	35
K3J0			1,223		3,617	282
KM4SII			228		467	32
W1ADI			533		1,460	56
W2RE			1,426		4,969	359
W4FS			278		535	57
W4IPC			513		1,088	53
WW1X			289		468	32
WW2DX			1,017		2,769	125
Options						
Operator	WW2DX					

Mult Bell

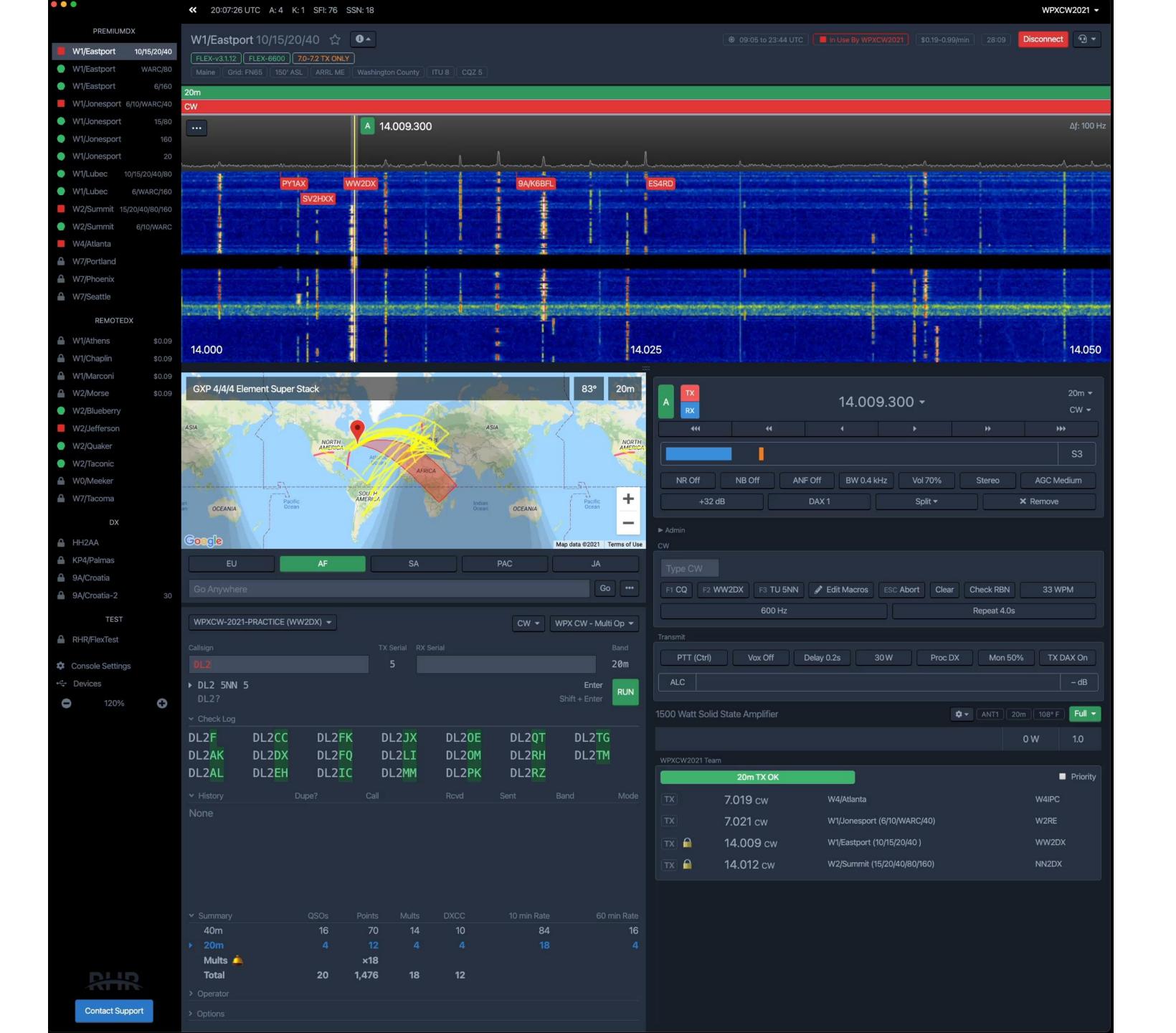
Download Cabrillo Log

Log file requires editing before submission.



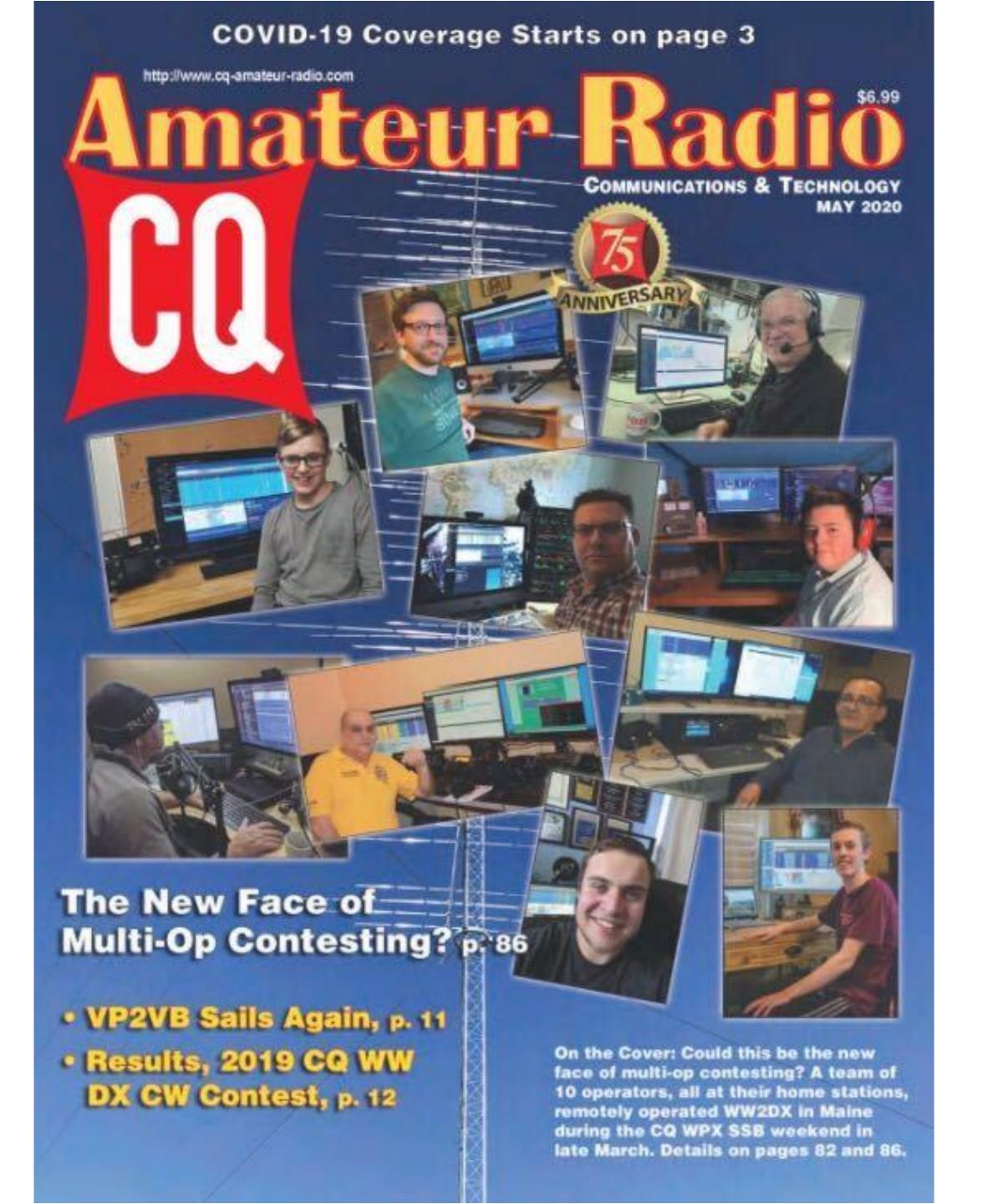
Does it work?





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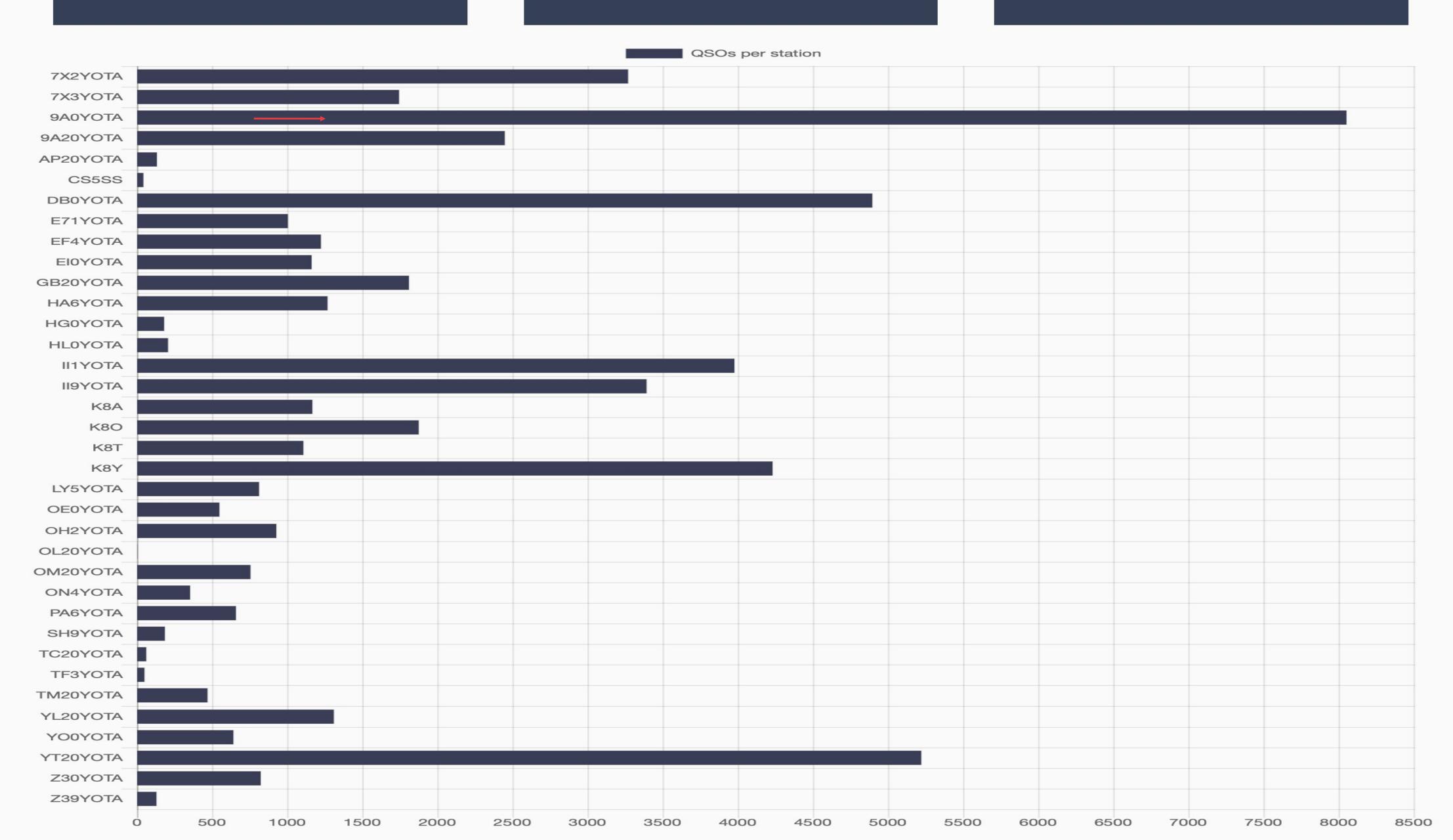


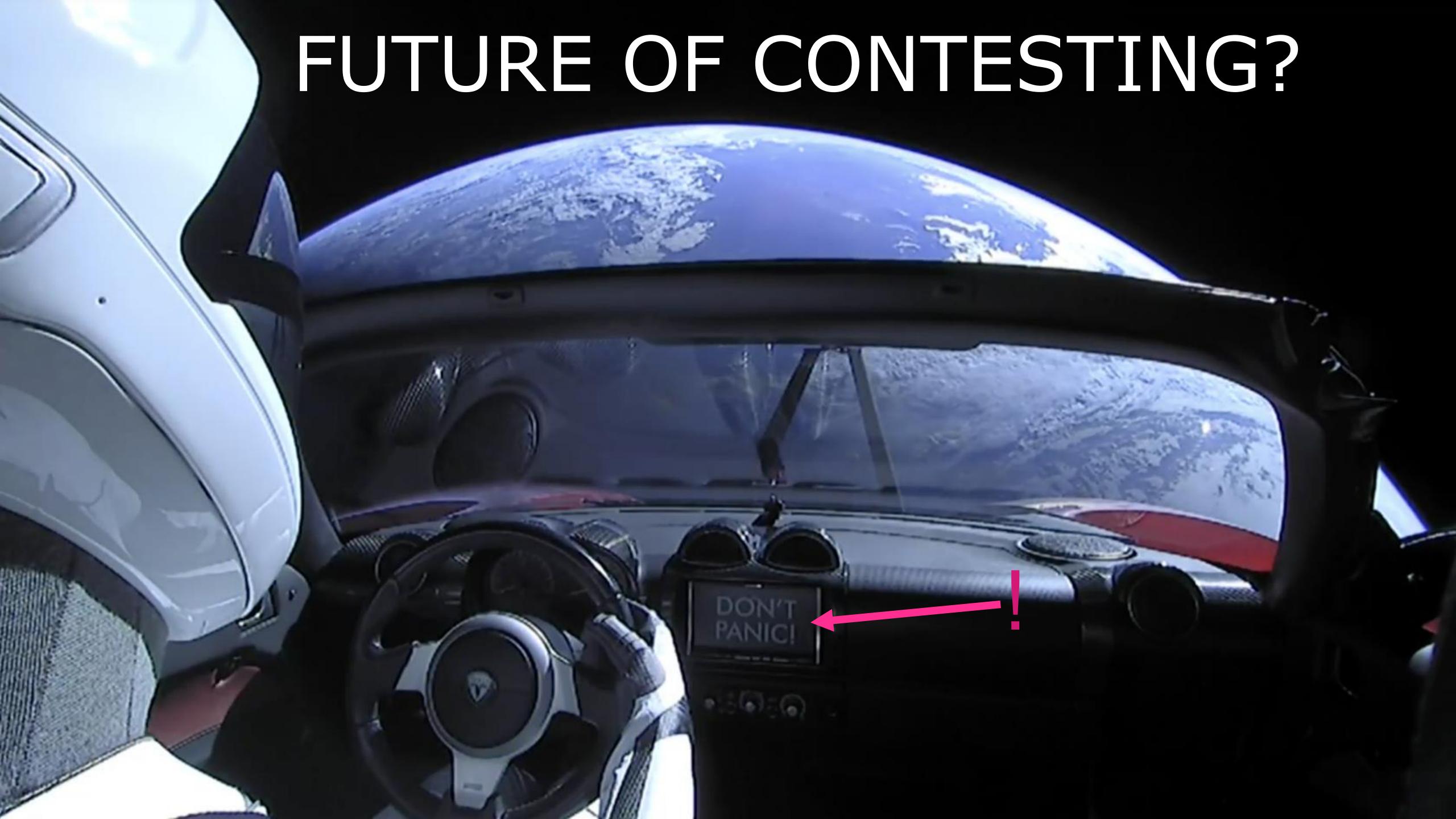
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PARTICIPATING STATIONS









What's on the horizon?

- Lines between hardware/software become blurred.
- You may open two "VFO's" on your "transceiver" with one in Maine and another in Georgia.
- More advanced automation (antenna selection based on time of day or by auto polling of arrival angle)
- Centralized "station" computer to handle all aspects of the station.

- Radio gear/accessories will be networked OOB.
- Auto configuration and discovery.
- Standard API between hardware/software both open source and commercial.
- Same architecture will exist for DXpeditions.

KEEP PUSHING THE BOUNDARIES!

