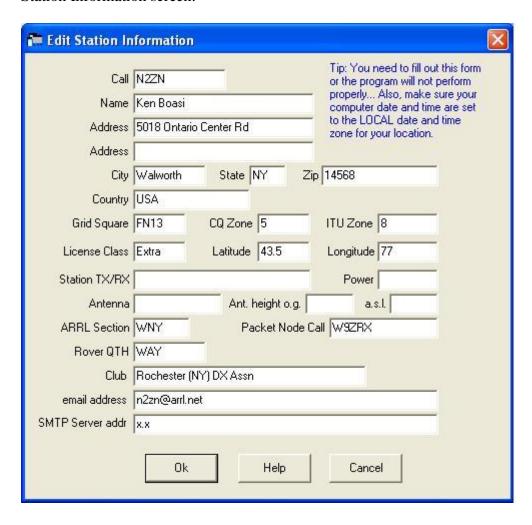
Setting up N1MM Logger for use with the New York QSO Party

Setting up N1MM Logger to use during the New York QSO Party is a simple process. The most important thing is that you have a current copy of N1MM Logger in your computer (preferably with the latest updates), and that the program loads properly when you start it. This tutorial assumes both of these conditions are met.

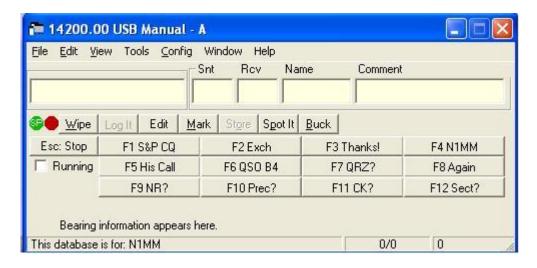
Step 1-If you have just installed N1MM, and are running it for the VERY FIRST time, when you open the program, the first screen that will pop up is the "Station Information screen, as shown below. Fill out all of the relevant information in the form, and hit OK. Make sure your ARRL Section is set correctly-this is very important! If you have already done this, or this is not the VERY FIRST time you have run the program, skip to step 2.

Station Information screen:

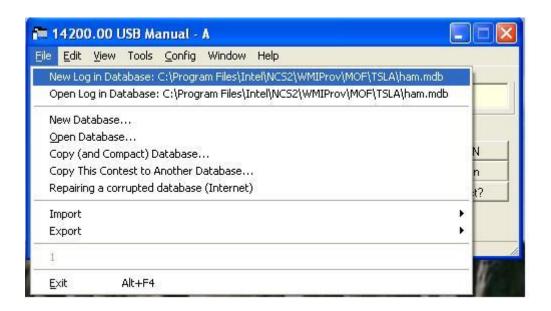


Step 2-After opening the program and the title screen clears, the Entry window will appear. This is the main window for the program. It can be considered the "control center" for N1MM, because all of the other windows and functions are launched from this window. Closing this window will close the program, so unless you want to shut the program down, don't close this window.

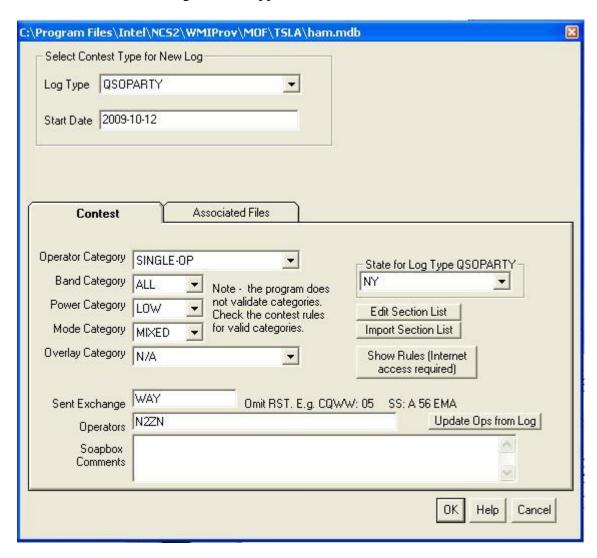
This is the entry window:



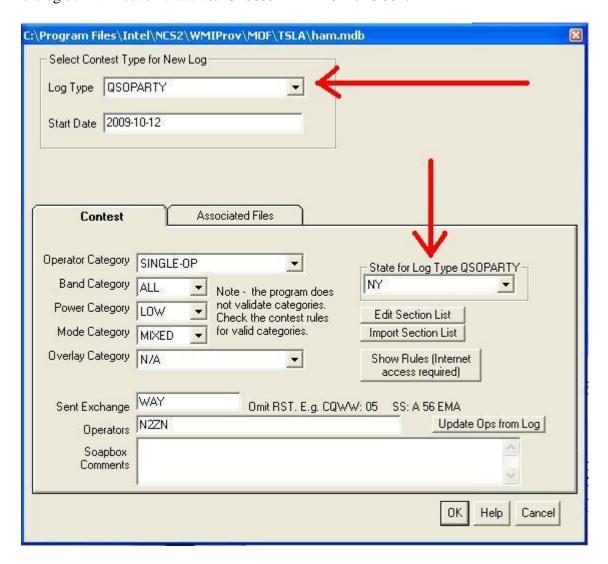
Step 3-Choosing your contest. In the entry window, go to "File", then click on "New Log in Database":



The Choose Contest dialog box will appear:



In the "Log Type" dropdown box at the top of the Choose Contest dialog box, choose "QSOPARTY". When you choose QSOPARTY, the "State for Log Type QSOPARTY" dialog box will become active. Choose "NY" from this box:

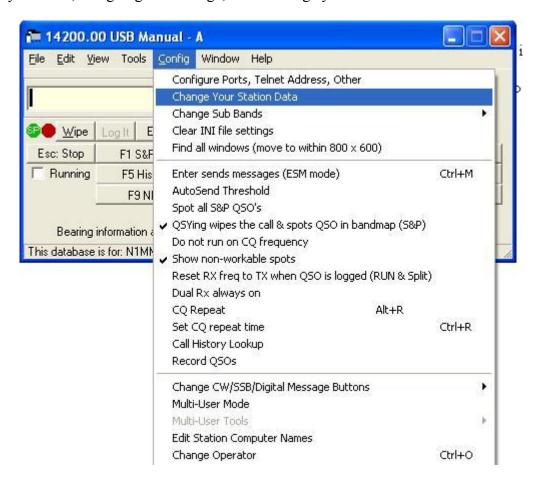


Step 4-Choose your Entry Category. You can choose your Operator Category, Band Category, Power Category, and Mode Category to suit the type of entry you want to have. The example above shows someone who wants to enter as a Single Op, All Band, Low Power, Mixed entry. Set it to whatever you will be entering as. Be sure the SENT EXCHANGE box is set to your three letter NY county abbreviation. The full list of abbreviations is available at http://www.nyqp.org/NewsLetters/NY_Counties.pdf. If you are an out of state participant, then enter your two letter state or province abbreviation in the box. DX stations (any station outside of USA & Canada) should enter DX into this box. Once you have finished setting your parameters, click OK at the bottom of the window.

Step 5-Confirm your Participant Type. After you click OK in the above window, another dialog box will pop up, confirming your ARRL Section, and whether or not you are entering as an In State or Out of State participant:



As the dialog says, be sure to verify this information is correct. This is VERY important, because if this is not set properly, then the program will not function correctly! If you need to change your section, call up the Edit Station Information window by going to the entry window, and going to "Config", then "Change your Station Data":



This will bring up the Edit Station Information screen as shown in the first part of this document.

You're done! Now, to operate the contest...but first, a few more tips.

To bring up the multiplier screen, you can either press Control-J, or you can go to the "Window" menu on the entry screen, and select Multipliers.



To see all of the New York counties, and how many you have worked, check the "Other" radio button at the bottom. To see how many states you have worked, check "Sect".

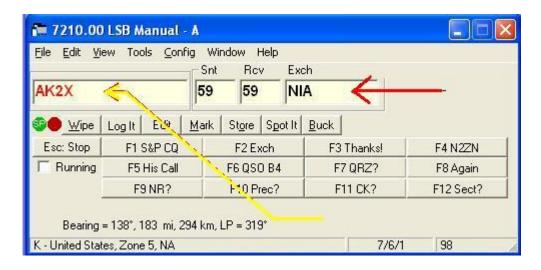
When you open the program, the log window will appear. This shows all of the relevant information associated with each contact you have entered.



If you close this window, you can bring it back up by pressing Control-L, or through the "Window" menu on the entry window.

Logging contacts-

This is important, if you want to log any QSO's. First, you have to make the Entry Window active, so click on it. Then, you should click in the left most entry box, and make sure there is a cursor in the box. This is where you will type the callsign of the station you want to work (yellow arrow on the diagram below). After typing in the call, hit the spacebar. The cursor will jump past the signal reports (everyone is 59), and go to the Exchange box (red arrow on the diagram below). Now, type in the exchange, which will be a three character county abbreviation, or a two letter state or province abbreviation.



You may notice that when you type in the exchange, the color of the callsign may change. If the station is a new multiplier, then the call will turn red. If the call turns grey, then the station cannot be worked-the most common cause of this is that it is a duplicate. If the call turns green, then it is a double multiplier. In all cases, be very sure to work all calls that come up as multipliers!

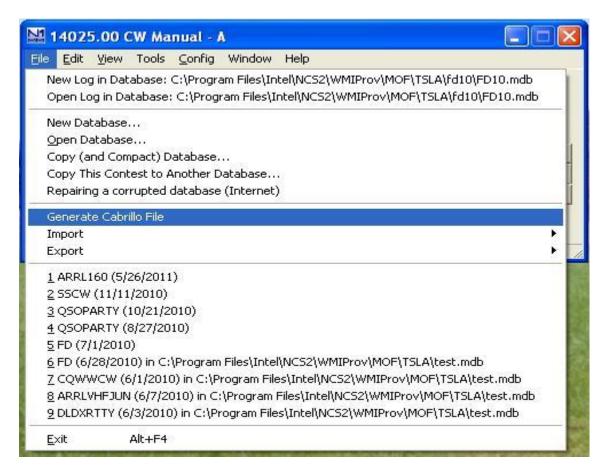
At this point, you can thumb through the N1MM Logger manual that came with the program to get a feel for some of the other things the program can do. Also, if you are planning to interface any accessories to the computer (radio control, CW send cable, Winkeyer, RTTY interface, etc), then be sure to read the manual for the accessories AND for N1MM, so you can interface everything properly. A good idea would be to get all of those things interfaced well in advance of the contest date. Nothing ruins a good contest than having to sit there configuring accessories and figuring out why things don't work DURING the contest! Don't be afraid to set up a log to practice with and enter QSO's into-on the day of the real contest, just make a new log and use that for the real thing.

There is one last thing I will walk you through-generating a Cabrillo log file after the contest, and submitting it to the NYQP log checkers.

After the contest-

The action is all over, and the thrill of operating in the NY QSO Party is still fresh in your mind. Now is the time to generate and submit your log! Here is how to do it.

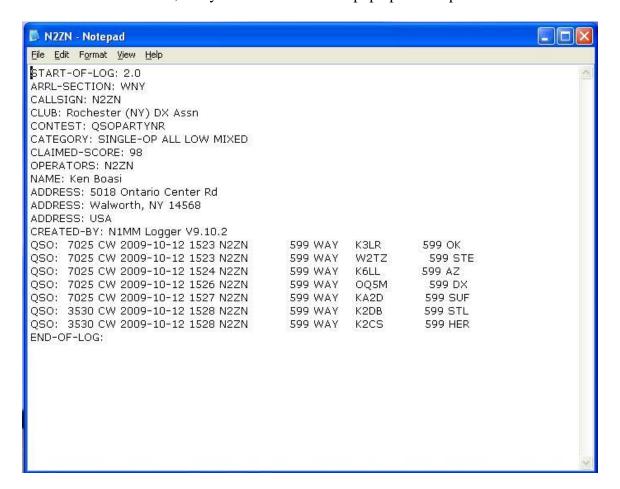
In the Entry Window, go to "File", then click "Generate Cabrillo File".



A dialog box will pop up asking you to confirm your exchange. This is the three character county abbreviation, or two letter state or province abbreviation that you have been sending to other stations throughout the contest. Verify that your sent exchange is OK, but since you set the program up properly before the contest (right?), it should be fine.

Click OK on that dialog box, and a new box will pop up, asking where you want to save the file. This file should default to whichever directory you have N1MM Logger installed in (usually something like C:\Program Files\N1MM Logger). Once you have told the program where to save the file, hit OK. The program will generate a file in the directory you specified called <yourcall>.log. For example, if this was N2ZN's log, the file name will be N2ZN.log.

Another box should pop up, saying the export is complete, and that you should verify the file contents. Click OK, and your Cabrillo file will pop up in Notepad:



Now, to submit your log:

Open a new e-mail message in your e-mail client, addressed to logs@nyqp.org In the Subject line of the e-mail, type your call in, and nothing else! Then, add the Cabrillo file as an attachment. You don't need to type anything into the message body. When the file is attached, and you are ready, hit Send. You are done! You should receive a message back from the NYQP saying your log has been received.

Electronic log submission is the best way to submit logs to NYQP. <u>Do not</u> print your Cabrillo log and mail it to the NYQP, RDXA, or any of the contest committee people! This will be considered a paper log, and paper logs are NOT accepted! It is SO much

easier and faster to submit electronically! You can have your log E-mailed to us in seconds-far less time than it would take to print the whole thing out, stuff it in the envelope, etc. The fast, easy, and practical way to submit your NYQP log is a Cabrillo file sent to logs@nyqp.org