# **EchoLink Programmer's Reference**

## Introduction

The EchoLink program includes built-in support for controlling some of its functions from custom-developed external programs, such as scripts or Visual Basic programs. This support is provided in the form of a COM Automation interface.

This documentation set is a reference to the components, properties, methods, and events of EchoLink's COM interfaces.

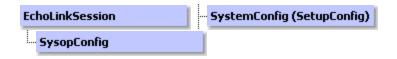
# EchoLink Programmer's Reference (ver 1.7)

Version	1.8.874
Component filename	EchoLink.exe
Component GUID	{4CF5B97B-A0F5-41F3-848C-6E25FAB62AD3}

# **Description**

EchoLink Object Library ver 1.8

## **Object Model**



## **Getting Started**

#### Installation

The COM Automation interface for EchoLink is installed automatically when version 1.7 (or above) of EchoLink is installed.

## **Component and Library Names**

The root object is EchoLinkSession, which has a program ID (ProgID) of "EchoLink.EchoLinkSession".

If you are programming with Visual Basic, add a reference to "EchoLink Object Library ver 1.7" to your project.

## **Implementation**

The EchoLinkSession component is implemented as an outof-process COM server, hosted by the EchoLink program (EchoLink.exe) itself.

When your program instantiates EchoLinkSession, it will connect to the existing, running instance of EchoLink, if any. If EchoLink is not already running, instantiating EchoLinkSession will start it up automatically. It is not possible to create multiple, distinct instances of EchoLink; all references to EchoLinkSession will refer to the same running instance.

#### Notes

Please disable the Tip of the Day feature (in EchoLink) when using the Automation interface, as it may interfere with proper operation of the API after EchoLink starts.

# CallsignList Collection











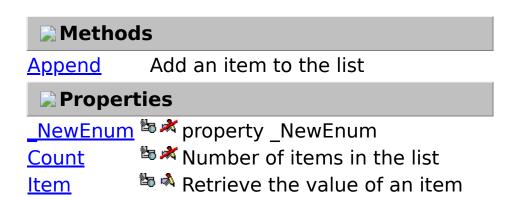


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# Description

## CallsignList Class

## **Members**



## Append Method

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## **Description**

Add an item to the list

## **Return Type**

None

## Syntax

object.Append sltem

The Append Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>CallsignList</u> .
sItem	Required. A Variant value.

# 🖦 🚜 \_NewEnum Property (CallsignList)

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## Description

property \_NewEnum

#### **Property type**

An **Unknown** object.

## Syntax

object.\_NewEnum

The \_NewEnum Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>CallsignList</u> .	

# 🖦 🛪 Count Property (CallsignList)

**A E S** 

## **Description**

Number of items in the list

## **Property type**

A Long value.

## Syntax

object.Count

The Count Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>CallsignList</u> .	

# 🖦 🛦 Item Property (CallsignList)

44





## **Description**

Retrieve the value of an item

## **Property type**

A Variant value.

## **Syntax**

object.ltem(n) [= value]

The Item Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="CallsignList">CallsignList</a> .
n	Required. A Long value.
value	A Variant value.

# CommandList Collection







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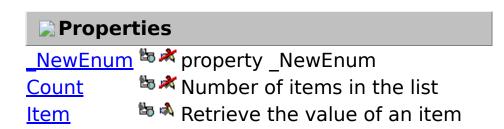


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# **Description**

## CommandList Class

## **Members**



# 🖦 🊜 \_NewEnum Property (CommandList)

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## **Description**

property \_NewEnum

#### **Property type**

An **Unknown** object.

## Syntax

object.\_NewEnum

The \_NewEnum Property syntax has these parts:

Part	Description	
	An expression evaluating to an object of type <u>CommandList</u> .	

# 🖦 🛪 Count Property (CommandList)

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## **Description**

Number of items in the list

#### **Property type**

A Long value.

## Syntax

object.Count

The Count Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>CommandList</u> .	

# ad Item Property (CommandList)

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## **Description**

Retrieve the value of an item

## **Property type**

A Variant value.

## **Syntax**

object.ltem(sKey) [= value]

The Item Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="CommandList">CommandList</a> .
sKey	Required. A String value.
value	A Variant value.

# EchoLinkSession Object

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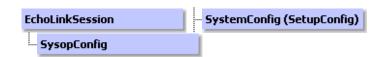
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# **Description**

## EchoLinkSession Class

## **Object Model**



## **Members**

<b>⋈</b> Methods	
Connect	Connect to the specified callsign or node number. Runs asynchronously unless bWait is True.
ControlDTR	Assert or inhibit the DTR pin on the TX Control COM port.
<u>ControlRTS</u>	Assert or inhibit the RTS pin on the TX Control COM port.
<u>Disconnect</u>	Disconnect from the specified callsign.
<u>DisconnectAll</u>	Disconnect all stations.
<u>EnableLink</u>	Enable or disable the link.
InterpretDTMFString	Submit a string of DTMF digits for processing.
<u>IsPeerConnected</u>	Return True if the specified station is connected.
<u>PausePlayback</u>	Pause or un-pause any playback in progress.
<u>PlayWAVFile</u>	Play the specified WAV file. Return after the file finishes playing if bSync is True, otherwise return immediately.
<u>PTTControl</u>	Key (or un-key) the local

transmitter.

Shut down EchoLink. Quit

RefreshStationList Refresh the Station List.

Clear all connections and

apply all configuration Reset

changes.

Say a numbered phrase

from the built-in

vocabulary (0 to 17) over **SayPhrase** 

the local link. The method returns after the program

finishes speaking.

Say a string of ASCII

characters over the local link. The method returns

after the program finishes

speaking.

Send a one-line text

SendChatText message to the connected

station(s).

Send a string of DTMF **SendDTMFString** 

<u>SayString</u>

digits to the local

transmitter.

Send a station ID over the SendID

RF link.

Send a tone burst over the SendToneBurst

local transmitter.

Shut down the EchoLink **Shutdown** 

application.

Begin recording the current QSO to the specified WAV file. A

<u>StartRecordingQSO</u> default filename is used if

the filename argument is

omitted.

<u>StopPlayback</u>	Stop any playback in
	progress.
StopRecording	Stop any recording in
<u>Stophecoranig</u>	progress.
	Reset the system and
<u>SwitchProfile</u>	switch to a different
	profile.
	Begin (or end) transmitting
<u>Transmit</u>	to the connected
	station(s).

<b>₽</b> Properties	
<u>ListAsBusy</u>	True if this node is listed as Busy, and not accepting connections.
<u>ListenOnly</u>	True if this node is in Listen-Only mode.
<u>NumPeers</u>	The number of stations currently connected.
PTT	True if the local transmitter is currently keyed.
Receiving	True if audio is being received from a connected station.
<u>RXSignal</u>	True if the local transmitter is receiving a signal.
<u>StationEntries</u>	A collection of all items in the current Station List, which can be enumerated.

StationEntriesXML An XML document enumerating all items in the current Station List.

SystemConfig Retrieve the System Configuration object.

Transmitting Sent to connected station(s). 

□ \*\*True if audio is being sent to connected station(s).

VOXWhilePTTEngaged triggered when PTT

is active

## **Events**

ChatTextReceived

Closing

Alarm Notifies that an Alarm has

been triggered.

CarrierDetect Notifies that an RF signal

has begun or ended.

Notifies that a Text Message has been received in the Chat

window.

Notifies that EchoLink is closing down, and all

references are no longer

valid.

Connected Notifies that a station has

connected.

Disconnected Notifies that a station has

disconnected.

<u>DTMFString</u> Notifies that a string of

DTMF digits has been

received.

<u>LinkStatusChange</u>
Notifies that the link has been enabled or disabled.

Notifies that the RF

<u>PTT</u> transmitter has gone key-

down or key-up.

Notifies that an incoming

RX Internet transmission has

begun or ended.

Notifies that a pin on the

<u>SerialStatus</u> RX Control serial port has

changed state.

Notifies that the Station

StationListReceived List has finished being

retrieved.

**Notifies that Station Text** 

StationTextReceived has been received in the

Station Text window.

Notifies that an outgoing

TX Internet transmission has

begun or ended.

# Connect Method

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## **Description**

Connect to the specified callsign or node number. Runs asynchronously unless bWait is True.

## **Return Type**

None

## **Syntax**

object.Connect sStation, bWait

The Connect Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
sStation	Required. A String value.
bWait	Required. A Boolean value.

# ControlDTR Method

44





## **Description**

Assert or inhibit the DTR pin on the TX Control COM port.

## **Return Type**

None

## **Syntax**

object.ControlDTR bAssert

The ControlDTR Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
bAssert	Required. A Boolean value.

# ControlRTS Method

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## **Description**

Assert or inhibit the RTS pin on the TX Control COM port.

## **Return Type**

None

## **Syntax**

object.ControlRTS bAssert

The ControlRTS Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
bAssert	Required. A Boolean value.

## Disconnect Method

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## Description

Disconnect from the specified callsign.

#### **Return Type**

None

## Syntax

object. **Disconnect** sStation

The Disconnect Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .
sStation	Required. A String value.

## DisconnectAll Method

**Å** ■ \*\*

## Description

Disconnect all stations.

#### **Return Type**

None

## Syntax

## object.DisconnectAll

The DisconnectAll Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

## EnableLink Method

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## Description

Enable or disable the link.

#### **Return Type**

None

## Syntax

object.EnableLink bEnable

The EnableLink Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
bEnable	Required. A Boolean value.

## InterpretDTMFString Method

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## Description

Submit a string of DTMF digits for processing.

#### **Return Type**

None

#### **Syntax**

object.InterpretDTMFString sDigits

The InterpretDTMFString Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .
sDigits	Required. A String value.

## IsPeerConnected Method

**Å** ■ \*\*

## **Description**

Return True if the specified station is connected.

## **Return Type**

A Boolean value.

## Syntax

object.IsPeerConnected (sStation)

The IsPeerConnected Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .
sStation	Required. A String value.

# PausePlayback Method

**Å** ■ \*\*

## Description

Pause or un-pause any playback in progress.

#### **Return Type**

None

## Syntax

object.PausePlayback bPause

The PausePlayback Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
bPause	Required. A Boolean value.

# PlayWAVFile Method

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## **Description**

Play the specified WAV file. Return after the file finishes playing if bSync is True, otherwise return immediately.

## **Return Type**

None

## **Syntax**

object.PlayWAVFile sFilename, bSync

The PlayWAVFile Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
sFilename	Required. A String value.
bSync	Required. A Boolean value.

## PTTControl Method

**Å** ■ \*\*

## **Description**

Key (or un-key) the local transmitter.

## **Return Type**

None

## Syntax

object.PTTControl bPTT

The PTTControl Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
bPTT	Required. A Boolean value.

# Quit Method

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## **Description**

Shut down EchoLink.

## **Return Type**

None

## **Syntax**

object.Quit

The Quit Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .

## RefreshStationList Method

**Å** ■ \*\*

## Description

Refresh the Station List.

#### **Return Type**

None

## Syntax

object.RefreshStationList bWait

The RefreshStationList Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession">EchoLinkSession</a> .
bWait	Required. A Boolean value.

## Reset Method

**Å** ■ \*\*

## Description

Clear all connections and apply all configuration changes.

## **Return Type**

None

## Syntax

object.Reset

The Reset Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .

# SayPhrase Method

44





# **Description**

Say a numbered phrase from the built-in vocabulary (0 to 17) over the local link. The method returns after the program finishes speaking.

# **Return Type**

None

### **Syntax**

object.SayPhrase nPhrase

The SayPhrase Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
nPhrase	Required. A Long value.

# SayString Method

44





# **Description**

Say a string of ASCII characters over the local link. The method returns after the program finishes speaking.

### **Return Type**

None

### **Syntax**

object.SayString sString

The SayString Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
sString	Required. A String value.

# SendChatText Method

**Å** ■ \*\*

### Description

Send a one-line text message to the connected station(s).

### **Return Type**

None

### Syntax

 $object. \textbf{SendChatText} \ s\textit{\textit{Text}}$ 

The SendChatText Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .
sText	Required. A String value.

# SendDTMFString Method

**A E S** 

### **Description**

Send a string of DTMF digits to the local transmitter.

### **Return Type**

None

### Syntax

object.SendDTMFString sDigits

The SendDTMFString Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
sDigits	Required. A String value.

# SendID Method

44





# **Description**

Send a station ID over the RF link.

# **Return Type**

None

# **Syntax**

object.SendID eType, [vID]

The SendID Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
еТуре	Required. An <u>ellDType</u> enumeration, as described in settings.
vID	Optional. A Variant value.

# **Settings**

The settings for *eType* are:

# Constant Value Description idDefault 0 idMorse 1 idSpoken 2 idWave 3

# SendToneBurst Method

44





# **Description**

Send a tone burst over the local transmitter.

# **Return Type**

None

# **Syntax**

object.SendToneBurst nFrequency, nDuration

The SendToneBurst Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
nFrequency	Required. An Integer value.
nDuration	Required. An Integer value.

# Shutdown Method

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### Description

Shut down the EchoLink application.

### **Return Type**

None

### Syntax

### object.Shutdown

The Shutdown Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# StartRecordingQSO Method

44





### **Description**

Begin recording the current QSO to the specified WAV file. A default filename is used if the filename argument is omitted.

### **Return Type**

None

### **Syntax**

object.**StartRecordingQSO** [vFilename]

The StartRecordingQSO Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
vFilename	Optional. A Variant value.

# StopPlayback Method

**A E \*** 

### Description

Stop any playback in progress.

### **Return Type**

None

### Syntax

object. StopPlayback

The StopPlayback Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# StopRecording Method

### **Description**

Stop any recording in progress.

### **Return Type**

None

### Syntax

### object. StopRecording

The StopRecording Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# SwitchProfile Method

**Å** ■ \*\*

### Description

Reset the system and switch to a different profile.

### **Return Type**

None

### Syntax

object.SwitchProfile sNewProfile

The SwitchProfile Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
sNewProfile	Required. A String value.

# Transmit Method

**Å** ■ \*\*

### Description

Begin (or end) transmitting to the connected station(s).

### **Return Type**

None

### Syntax

object.**Transmit** bTX

The Transmit Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession">EchoLinkSession</a> .
bTX	Required. A Boolean value.

# 🖦 🛦 ListAsBusy Property

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# **Description**

True if this node is listed as Busy, and not accepting connections.

# **Property type**

A Boolean value.

### **Syntax**

object.ListAsBusy [= value]

The ListAsBusy Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .
value	A Boolean value.

# 🖦 🛦 ListenOnly Property

**Å** ■ \*\*

### **Description**

True if this node is in Listen-Only mode.

### **Property type**

A Boolean value.

### Syntax

object.ListenOnly [= value]

The ListenOnly Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .
value	A Boolean value.

# 🖦 🛪 NumPeers Property

A E

### Description

The number of stations currently connected.

### **Property type**

A Long value.

### Syntax

### object.NumPeers

The NumPeers Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# 🖦 🚜 PTT Property

**Å** ■ \*\*

### **Description**

True if the local transmitter is currently keyed.

### **Property type**

A Boolean value.

### Syntax

object.**PTT** 

The PTT Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# ♣ Receiving Property

**Å** ■ \*\*

### **Description**

True if audio is being received from a connected station.

### **Property type**

A Boolean value.

### Syntax

### object.Receiving

The Receiving Property syntax has these parts:

Part	Description
	An expression evaluating to an object of type <u>EchoLinkSession</u> .

# 🖦 🛪 RXSignal Property

**Å** ■ \*\*

### **Description**

True if the local transmitter is receiving a signal.

### **Property type**

A Boolean value.

### Syntax

object.RXSignal

The RXSignal Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# StationEntries Property

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# **Description**

A collection of all items in the current Station List, which can be enumerated.

# **Property type**

An **Object** object.

### **Syntax**

object. Station Entries

The StationEntries Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of
	type <u>EchoLinkSession</u> .

# **\*** StationEntriesXML Property



### **Description**

An XML document enumerating all items in the current Station List.

### **Property type**

A String value.

### **Syntax**

### object. StationEntriesXML

The StationEntriesXML Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .

# SysopConfig Property

**A E S** 

### **Description**

Retrieve the Sysop Configuration object.

### **Property type**

A <u>SysopConfig</u> object.

### Syntax

object.SysopConfig

The SysopConfig Property syntax has these parts:

Part	Description
	An expression evaluating to an object of type <u>EchoLinkSession</u> .

# SystemConfig Property

A E

### **Description**

Retrieve the System Configuration object.

### **Property type**

A <u>SetupConfig</u> object.

### Syntax

object.SystemConfig

The SystemConfig Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession"><u>EchoLinkSession</u></a> .

# 🖦 🚜 Transmitting Property

A E

### **Description**

True if audio is being sent to connected station(s).

### **Property type**

A Boolean value.

### Syntax

### object. Transmitting

The Transmitting Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>EchoLinkSession</u> .

# ★ VOXWhilePTTEngaged Property

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# **Description**

True if VOX can be triggered when PTT is active

### **Property type**

None. Property is write only.

# **Syntax**

object.VOXWhilePTTEngaged = value

The VOXWhilePTTEngaged Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="EchoLinkSession">EchoLinkSession</a> .
value	A Boolean value.

# Alarm Event

**Å** ■ \*\*

### Description

Notifies that an Alarm has been triggered.

### **Syntax**

Private Sub object\_Alarm(sStation, nStatus)

The Alarm Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
sStation	A String value.
nStatus	An Integer value.

# CarrierDetect Event

**Å** ■ \*\*

### Description

Notifies that an RF signal has begun or ended.

### **Syntax**

### **Private Sub** object\_CarrierDetect(bCD)

The CarrierDetect Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.
bCD	A Boolean value.

# ChatTextReceived Event

A E

### Description

Notifies that a Text Message has been received in the Chat window.

### **Syntax**

**Private Sub** object\_**ChatTextReceived(**sText**)** 

The ChatTextReceived Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.
sText	A String value.

# 

### **Description**

Notifies that EchoLink is closing down, and all references are no longer valid.

### **Syntax**

### Private Sub object\_Closing()

The Closing Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.

# Connected Event

**Å** ■ \*\*

### Description

Notifies that a station has connected.

### **Syntax**

Private Sub object\_Connected(sCall, sName, sAddr)

The Connected Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
sCall	A String value.
sName	A String value.
sAddr	A String value.

# Disconnected Event

**Å** ■ \*\*

### **Description**

Notifies that a station has disconnected.

### **Syntax**

Private Sub object\_Disconnected(sCall)

The Disconnected Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
sCall	A String value.

# DTMFString Event

**A E S** 

### **Description**

Notifies that a string of DTMF digits has been received.

### **Syntax**

Private Sub object\_DTMFString(sDigits)

The DTMFString Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.
sDigits	A String value.

# LinkStatusChange Event

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### Description

Notifies that the link has been enabled or disabled.

### **Syntax**

**Private Sub** object\_LinkStatusChange(bEnabled)

The LinkStatusChange Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
bEnabled	A Boolean value.

# PTT Event

### Description

Notifies that the RF transmitter has gone key-down or key-up.

### **Syntax**

Private Sub object\_PTT(bPTT)

The PTT Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.
<i>bPTT</i>	A Boolean value.

# RX Event

### Description

Notifies that an incoming Internet transmission has begun or ended.

### **Syntax**

### Private Sub object\_RX(bRX)

The RX Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
bRX	A Boolean value.

# SerialStatus Event







# **Description**

Notifies that a pin on the RX Control serial port has changed state.

# **Syntax**

Private Sub object\_SerialStatus(nEvent, nStatus)

The SerialStatus Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object. A Long value.
	Contains any combination of one or more of the following bit values:
nEvent	&h0008 (EV_CTS): The CTS (clear-to-send) signal changed state.
TILVETIL	&h0010 (EV_DSR): The DSR (data-set-ready) signal changed state.
	&h0020 (EV_RLSD): The RLSD (receive- line-signal-detect, also known as CD or carrier-detect) signal changed state.
nStatus	A Long value.
	Indicates the current status of the RS- 232 signals, with a bit 1 indicating on (or

asserted), and bit 0 indicating off (or inhibited).

The bit fields are defined as follows:

Value	Meaning
&h0010	The CTS (clear-to-send) signal is on.
&h0020	The DSR (data-set-ready) signal is on.
&h0080	The RLSD (receive-line-signal-detect) signal is on.

### StationListReceived Event

**Å** ■ \*\*

#### Description

Notifies that the Station List has finished being retrieved.

#### **Syntax**

#### **Private Sub** object\_StationListReceived()

The StationListReceived Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.

### StationTextReceived Event

**A E \*** 

#### Description

Notifies that Station Text has been received in the Station Text window.

#### **Syntax**

#### **Private Sub** object\_**StationTextReceived(**sText**)**

The StationTextReceived Event syntax has these parts:

Part	Description
object	An <u>EchoLinkSession</u> object.
sText	A String value.

### 7 TX Event

A s s

#### Description

Notifies that an outgoing Internet transmission has begun or ended.

#### **Syntax**

Private Sub object\_TX(bTX)

The TX Event syntax has these parts:

Part	Description
object	An EchoLinkSession object.
bTX	A Boolean value.

# 

#### Members

# IStationEntries Collection

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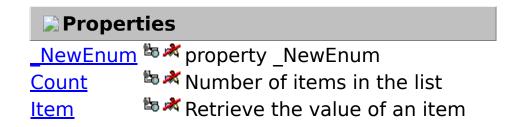
# **Description**

### IStationEntries Interface

### **Object Model**



### **Members**



# 🖦 🚜 \_NewEnum Property (IStationEntries)

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#### **Description**

property \_NewEnum

#### **Property type**

An **Unknown** object.

#### Syntax

object.\_NewEnum

The \_NewEnum Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntries</u> .

# 🖦 🛪 Count Property (IStationEntries)

**Å** ■ \*\*

#### **Description**

Number of items in the list

#### **Property type**

A Long value.

#### Syntax

object.Count

The Count Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntries</u> .

# 🖦 🛪 Item Property (IStationEntries)

**A E S** 

#### **Description**

Retrieve the value of an item

#### **Property type**

An <u>IStationEntry</u> object.

#### Syntax

object.ltem(n)

The Item Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="IStationEntries">IStationEntries</a> .
n	Required. A Long value.

# IStationEntry Object





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# Description

# IStationEntry Interface

### **Members**

<b>₽</b> Properties	
<u>Callsign</u>	tation is logged in
<u>LocalTime</u>	Local time, as reported by station's own PC clock
<u>Location</u>	Location or description of node
NodeNumber	Node number (for DTMF access)
<u>Status</u>	Status (ON or BUSY)

# 🖔 🚜 Callsign Property (IStationEntry)

A E

#### **Description**

Callsign under which this station is logged in

#### **Property type**

A String value.

#### Syntax

object.Callsign

The Callsign Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntry</u> .

### LocalTime Property

A E

#### **Description**

Local time, as reported by station's own PC clock

#### **Property type**

A String value.

#### Syntax

#### object.LocalTime

The LocalTime Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntry</u> .

# 🖦 🚜 Location Property (IStationEntry)

**A E S** 

#### **Description**

Location or description of node

#### **Property type**

A String value.

#### Syntax

object.Location

The Location Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntry</u> .

# NodeNumber Property

A E

#### Description

Node number (for DTMF access)

#### **Property type**

A Long value.

#### Syntax

object.NodeNumber

The NodeNumber Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>IStationEntry</u> .

### 🖦 🛪 Status Property

**A E S** 

#### Description

Status (ON or BUSY)

#### **Property type**

A String value.

#### **Syntax**

object.**Status** 

The Status Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="IStationEntry">IStationEntry</a> .

# SetupConfig Object

### Description

#### SetupConfig Class

#### **Members**

#### **⋈** Methods

<u>DialupPhonebookEntry</u>

Apply any changes to the properties of <a href="Apply">Apply</a> this object. If necessary, the EchoLink software is re-set.

#### Properties to dist of callsigns on which to <u>AlarmList</u> sound an alarm the sound card for № play and record <u>AudioForceFullDuplex</u> simultaneously 🖺 Å Cut outgoing audio below <u>AudioHighPassFilter</u> 300 Hz Sound card for outgoing <u>AudioInputDevice</u> audio 🖺 🔌 Number of buffers to use AudioNetworkBuffers for incoming packets Sound card for incoming <u>AudioOutputDevice</u> audio <sup>to the total</sup> Number of buffers to use **AudioPCBuffers** for playback Mode in which to record <u>AudioRecordingMode</u> incoming audio Add or delete packets to compensate for sample-AudioSampleRateCompensate rate differences 🛅 Å Update the Station List <u>AutoUpdate</u> automatically 🛅 🗖 Callsign under which Callsign EchoLink is operating 🛅 🔌 Dial the Internet <u>Dialup</u> connection at startup a Disconnect the dial-up **DialupAutoDisconnect** connection on exit Name of the phonebook

entry to autodial

<u>DoublingAlert</u>	an alert message when doubling
<u>Email</u>	© Note: dodbing address
<u>FavoritesList</u>	List of callsigns in Favorites
<u>Location</u>	Station location or description
<u>LocationBusy</u>	to ation or description to show when busy
<u>LocationFree</u>	to ation or description to show when NOT busy
<u>MaxPeers</u>	Maximum number of stations which can connect at the same time
<u>Mode</u>	🖰 Å Operating mode
<u>Name</u>	🛅 Å Operator's first name
<u>Password</u>	ե Å Login password
<u>ReceiveHangTime</u>	Time to remain in receive mode (ms) after last packet
<u>SecurityAllowMultiConferencing</u>	Allow this conference to connect with another conference
<u>SecurityCallsignList</u>	to accept or deny
<u>SecurityCallsignsDeny</u>	True to deny access to the listed callsigns, False to exclusively allow them
<u>SecurityConferences</u>	Allow connections with conferences
<u>SecurityDynamicConferenceDetect</u>	becomes a conference
<u>SecurityInbound</u>	Apply security settings to inbound connect attempts
<u>SecurityLinks</u>	Allow connections with -L stations
<u>SecurityOutbound</u>	Apply security settings to outbound connect attempts
<u>SecurityRepeaters</u>	<sup>th</sup> <sup>♣</sup> Allow connections with -R

	stations
<u>SecurityUsers</u>	Allow connections with single-user stations
<u>Server</u>	Hostname of addressing server (1 to 5)
ServerRetryTimeout	Time (secs) between login attempts
<u>ShowConferenceStatus</u>	Display the list of conferencees to all conferencees
<u>ShowConnectedConference</u>	⁵ ♣ ShowConnectedConference
<u>SignalAlarm</u>	Name of WAV file to play when an alarm is sounded
<u>SignalConnected</u>	Name of WAV file to play when a connection begins
<u>SignalDisconnected</u>	Name of WAV file to play when a connection ends
<u>SignalOver</u>	Name of WAV file to play when transmission ends
<u>SignalTextMessage</u>	Name of WAV file to play when Chat text is received
<u>StationInformationFile</u>	Name of text file to display to connectees
<u>TimeoutConnectAttempt</u>	Time to wait (secs) when trying to connect
<u>TimeoutInactivity</u>	Time to wait (secs) before disconnecting a dead connection
<u>TimeoutReceiveLimit</u>	Maximum duration (secs) for an inbound transmission
<u>TimeoutTransmitLimit</u>	Maximum duration (secs) for an outbound transmission
<u>UpdateInQSO</u>	<sup>th</sup> □ Update the Station List automatically during a QSO
<u>UpdateLocationWithConfName</u>	Include name of connected conference in Location comment

# Apply Method (SetupConfig)

å4





### **Description**

Apply any changes to the properties of this object. If necessary, the EchoLink software is re-set.

### **Return Type**

None

### **Syntax**

object.Apply bSave

The Apply Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
<i>bSave</i>	Required. A Boolean value.

# 🖦 🛦 AlarmList Property

44





### **Description**

List of callsigns on which to sound an alarm

### **Property type**

An **Object** object.

### **Syntax**

[Set] object.AlarmList [= Object]

The AlarmList Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
Object	An <b>Object</b> object.

# 🖦 🛦 AudioForceFullDuplex Property

44





### **Description**

Open the sound card for play and record simultaneously

### **Property type**

A Boolean value.

### **Syntax**

object.AudioForceFullDuplex [= value]

The AudioForceFullDuplex Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

### nd AudioHighPassFilter Property

**Å** ■ \*\*

#### **Description**

Cut outgoing audio below 300 Hz

#### **Property type**

A Boolean value.

#### **Syntax**

object.AudioHighPassFilter [= value]

The AudioHighPassFilter Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

### nd AudioInputDevice Property

**Å** ■ \*\*

#### **Description**

Sound card for outgoing audio

#### **Property type**

A String value.

#### **Syntax**

object.AudioInputDevice [= value]

The AudioInputDevice Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A String value.

# 

**A E \*** 

#### **Description**

Number of buffers to use for incoming packets

#### **Property type**

An Integer value.

#### **Syntax**

object.AudioNetworkBuffers [= value]

The AudioNetworkBuffers Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

### nd AudioOutputDevice Property

**Å** ■ \*\*

#### **Description**

Sound card for incoming audio

#### **Property type**

A String value.

#### Syntax

object.AudioOutputDevice [= value]

The AudioOutputDevice Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A String value.

### 🖦 🛦 AudioPCBuffers Property

**Å** ■ \*\*

#### **Description**

Number of buffers to use for playback

#### **Property type**

An Integer value.

#### Syntax

object.AudioPCBuffers [= value]

The AudioPCBuffers Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

# ♣ AudioRecordingMode Property

44





### **Description**

Mode in which to record incoming audio

### **Property type**

An <u>elRecordingMode</u> enumeration.

### **Syntax**

object.AudioRecordingMode [= value]

The AudioRecordingMode Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .	
value	An <u>elRecordingMode</u> enumeration, as described in settings.	

### Settings

The settings for *value* are:

Constant	Value	Description
■ recNone	0	
■ recCallsign	1	
■ recQSO	2	

# 🖦 🛦 AudioSampleRateCompensate Property

44





### **Description**

Add or delete packets to compensate for sample-rate differences

### **Property type**

A Boolean value.

### **Syntax**

object.AudioSampleRateCompensate [= value]

The AudioSampleRateCompensate Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

### 🖦 🛦 AutoUpdate Property

**Å** ■ \*\*

#### **Description**

Update the Station List automatically

#### **Property type**

A Boolean value.

#### Syntax

object.AutoUpdate [= value]

The AutoUpdate Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

# ಹಿಷ Callsign Property (SetupConfig)

#### **Description**

Callsign under which EchoLink is operating

#### **Property type**

A String value.

#### **Syntax**

object.Callsign [= value]

The Callsign Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>SetupConfig</u> .	
value	A String value.	

# 🖦 🛦 Dialup Property

**A 3 3 3** 

#### Description

Dial the Internet connection at startup

#### **Property type**

A Boolean value.

#### Syntax

object.Dialup [= value]

The Dialup Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

## nd DialupAutoDisconnect Property

**Å** ■ \*\*

#### **Description**

Disconnect the dial-up connection on exit

#### **Property type**

A Boolean value.

#### **Syntax**

object.DialupAutoDisconnect [= value]

The DialupAutoDisconnect Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .	
value	A Boolean value.	

## DialupPhonebookEntry Property

**Å** ■ \*\*

#### **Description**

Name of the phonebook entry to autodial

#### **Property type**

A String value.

#### **Syntax**

object.DialupPhonebookEntry [= value]

The DialupPhonebookEntry Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .	
value	A String value.	

# 🖦 🛦 DoublingAlert Property

**A E S** 

#### **Description**

Display an alert message when doubling

#### **Property type**

A Boolean value.

#### **Syntax**

object.DoublingAlert [= value]

The DoublingAlert Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>SetupConfig</u> .	
value	A Boolean value.	

# 🖦 🛦 Email Property

**Å** ■ \*\*

#### Description

Operator's e-mail address

#### **Property type**

A String value.

#### Syntax

object.**Email** [= value]

The Email Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A String value.

## \* A FavoritesList Property

**Å** ■ \*\*

#### **Description**

List of callsigns in Favorites List

#### **Property type**

An **Object** object.

#### Syntax

[Set] object.FavoritesList [= Object]

The FavoritesList Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>SetupConfig</u> .	
Object	An <b>Object</b> object.	

# 🖦 Location Property (SetupConfig)

A E

#### **Description**

Station location or description

#### **Property type**

A String value.

#### Syntax

object.Location [= value]

The Location Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# nd LocationBusy Property

**Å** ■ \*\*

#### **Description**

Location or description to show when busy

#### **Property type**

A String value.

#### **Syntax**

object.LocationBusy [= value]

The LocationBusy Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>SetupConfig</u> .	
value	A String value.	

## 🖦 🐧 LocationFree Property

**A E S** 

#### **Description**

Location or description to show when NOT busy

#### **Property type**

A String value.

#### **Syntax**

object.LocationFree [= value]

The LocationFree Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <u>SetupConfig</u> .	
value	A String value.	

# 

44





### **Description**

Maximum number of stations which can connect at the same time

### **Property type**

An Integer value.

### **Syntax**

object.MaxPeers [= value]

The MaxPeers Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .	
value	An Integer value.	

# 🖦 🛦 Mode Property

ĝή





# **Description**

## Operating mode

## **Property type**

An <u>elOperatingMode</u> enumeration.

## **Syntax**

object.Mode [= value]

The Mode Property syntax has these parts:

Part	Description	
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .	
value	An <u>elOperatingMode</u> enumeration, as described in settings.	

# Settings

The settings for *value* are:

Constant	Value	Description
■ opModeSingleUser	0	
■ opModeSysop	1	

# 🖦 🛦 Name Property

A B

#### Description

Operator's first name

#### **Property type**

A String value.

#### Syntax

object.Name [= value]

The Name Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A String value.

# 🖦 🛦 Password Property

**A E S** 

#### Description

Login password

#### **Property type**

A String value.

#### Syntax

object.Password [= value]

The Password Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A String value.

# 🗠 🛦 ReceiveHangTime Property

44





### **Description**

Time to remain in receive mode (ms) after last packet

### **Property type**

An Integer value.

### **Syntax**

object.ReceiveHangTime [= value]

The ReceiveHangTime Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

# sa SecurityAllowMultiConferencing Property

A 🗉 🖼

#### **Description**

Allow this conference to connect with another conference

#### **Property type**

A Boolean value.

#### **Syntax**

object.SecurityAllowMultiConferencing [= value]

The SecurityAllowMultiConferencing Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

# nd SecurityCallsignList Property

**A E \*** 

#### **Description**

List of callsigns to accept or deny

#### **Property type**

An **Object** object.

#### Syntax

[Set] object.SecurityCallsignList [= Object]

The SecurityCallsignList Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
Object	An <b>Object</b> object.

# SecurityCallsignsDeny Property

44





### **Description**

True to deny access to the listed callsigns, False to exclusively allow them

### **Property type**

A Boolean value.

### **Syntax**

object.SecurityCallsignsDeny [= value]

The SecurityCallsignsDeny Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

# 

**Å** ■ \*\*

#### **Description**

Allow connections with conferences

#### **Property type**

A Boolean value.

#### **Syntax**

object.SecurityConferences [= value]

The SecurityConferences Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

## na SecurityDynamicConferenceDetect Property

A 🗉 🖼

#### **Description**

Disconnect a station if it becomes a conference

#### **Property type**

A Boolean value.

#### **Syntax**

object.SecurityDynamicConferenceDetect [= value]

The SecurityDynamicConferenceDetect Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

# 🖦 SecurityInbound Property

A E

#### **Description**

Apply security settings to inbound connect attempts

#### **Property type**

A Boolean value.

#### **Syntax**

object.SecurityInbound [= value]

The SecurityInbound Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

# ball SecurityLinks Property

**A E S** 

#### **Description**

Allow connections with -L stations

#### **Property type**

A Boolean value.

#### Syntax

object.SecurityLinks [= value]

The SecurityLinks Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

## 

**Å** ■ \*\*

#### **Description**

Apply security settings to outbound connect attempts

#### **Property type**

A Boolean value.

#### **Syntax**

object.SecurityOutbound [= value]

The SecurityOutbound Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

## 🖦 🛦 SecurityRepeaters Property

**Å** ■ \*\*

#### **Description**

Allow connections with -R stations

#### **Property type**

A Boolean value.

#### Syntax

object.SecurityRepeaters [= value]

The SecurityRepeaters Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

# 🖦 SecurityUsers Property

A B

#### **Description**

Allow connections with single-user stations

#### **Property type**

A Boolean value.

#### Syntax

object.SecurityUsers [= value]

The SecurityUsers Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

# 🖦 🛦 Server Property

44





### **Description**

Hostname of addressing server (1 to 5)

### **Property type**

A String value.

### **Syntax**

object.Server(nIndex) [= value]

The Server Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
nIndex	Required. An Integer value.
value	A String value.

## nd ServerRetryTimeout Property

#### **Description**

Time (secs) between login attempts

#### **Property type**

An Integer value.

#### **Syntax**

object.ServerRetryTimeout [= value]

The ServerRetryTimeout Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	An Integer value.

# **a** ShowConferenceStatus Property

A :

#### **Description**

Display the list of conferencees to all conferencees

#### **Property type**

A Boolean value.

#### **Syntax**

object.ShowConferenceStatus [= value]

The ShowConferenceStatus Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

# ad ShowConnectedConference Property

**A E \*** 

#### **Description**

ShowConnectedConference

#### **Property type**

A Boolean value.

#### **Syntax**

object.ShowConnectedConference [= value]

The ShowConnectedConference Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

# 🖦 🛦 SignalAlarm Property

44





### **Description**

Name of WAV file to play when an alarm is sounded

### **Property type**

A String value.

### **Syntax**

object.SignalAlarm [= value]

The SignalAlarm Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# SignalConnected Property

44





### **Description**

Name of WAV file to play when a connection begins

### **Property type**

A String value.

### **Syntax**

object.SignalConnected [= value]

The SignalConnected Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# SignalDisconnected Property

44





### **Description**

Name of WAV file to play when a connection ends

### **Property type**

A String value.

### **Syntax**

object.SignalDisconnected [= value]

The SignalDisconnected Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# 🖦 🛦 SignalOver Property

44





### **Description**

Name of WAV file to play when transmission ends

### **Property type**

A String value.

### **Syntax**

object.SignalOver [= value]

The SignalOver Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# SignalTextMessage Property

44





### **Description**

Name of WAV file to play when Chat text is received

### **Property type**

A String value.

### **Syntax**

object.SignalTextMessage [= value]

The SignalTextMessage Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

# ង StationInformationFile Property

**Å** ■ \*\*

#### **Description**

Name of text file to display to connectees

#### **Property type**

A String value.

#### Syntax

object. StationInformationFile [= value]

The StationInformationFile Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A String value.

### \* TimeoutConnectAttempt Property

**Å** ■ \*\*

#### **Description**

Time to wait (secs) when trying to connect

#### **Property type**

An Integer value.

#### **Syntax**

object.TimeoutConnectAttempt [= value]

The TimeoutConnectAttempt Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

## ➡ TimeoutInactivity Property

44





### **Description**

Time to wait (secs) before disconnecting a dead connection

### **Property type**

An Integer value.

#### **Syntax**

object.TimeoutInactivity [= value]

The TimeoutInactivity Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

## nd TimeoutReceiveLimit Property

A E

#### **Description**

Maximum duration (secs) for an inbound transmission

#### **Property type**

An Integer value.

#### **Syntax**

object.TimeoutReceiveLimit [= value]

The TimeoutReceiveLimit Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

### \* TimeoutTransmitLimit Property

**Å** ■ \*\*

#### **Description**

Maximum duration (secs) for an outbound transmission

#### **Property type**

An Integer value.

#### **Syntax**

object.TimeoutTransmitLimit [= value]

The TimeoutTransmitLimit Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	An Integer value.

## ₩ 4 UpdateInQSO Property

**Å** ■ \*\*

#### **Description**

Update the Station List automatically during a QSO

#### **Property type**

A Boolean value.

#### **Syntax**

object.UpdateInQSO [= value]

The UpdateInQSO Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SetupConfig</u> .
value	A Boolean value.

### 🖦 🛦 UpdateLocationWithConfName Property

A 🗉 🖼

#### **Description**

Include name of connected conference in Location comment

#### **Property type**

A Boolean value.

#### **Syntax**

object.UpdateLocationWithConfName [= value]

The UpdateLocationWithConfName Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SetupConfig">SetupConfig</a> .
value	A Boolean value.

# SysopConfig Object







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## Description

#### SysopConfig Class

#### **Members**

#### Methods

Apply any changes to the properties of Apply this object. If necessary, the EchoLink software is re-set.

Properties		
	⁵ 🗪 List of DTMF	
<u>OTMFCommands</u>	sequences for different EchoLink	

<sup>™</sup> Type of DTMF decoding to use (internal, external, or

none)

**functions** 

the disable the ♣ DTMF decoder when **DTMFDisableOnPTT** the local transmitter

is key-down

<sup>th</sup> ♣ Frequency adjustment (in percent) for internal DTMF decoder

> Å Minimum time (in ms) to require between valid DTMF digits

 🐴 True to log all detected DTMF digits to System Log file

 🐧 True to mute detected DTMF signals in the audio

## $\mathbf{D}$

## **DTMFDecoder**

### **DTMFFineTuning**

#### **DTMFInterdigit**

#### **DTMFLogging**

#### **DTMFMute**

	signal to remote stations
<u>DTMFRemotePad</u>	True to enable the EchoLink DTMF encoder pad for remote stations when they connect
<u>DTMFShortcuts</u>	List of DTMF sequences for connecting to specific stations
<u>DTMFSN</u>	Acceptable signal-to- noise ratio (in dB) for DTMF decoder (internal DTMF only)
<u>DTMFTolerance</u>	Frequency tolerance (in percent) for DTMF tone detector (internal DTMF only)
<u>DTMFTwist</u>	Acceptable power difference (in dB) between high and low DTMF tones (internal DTMF only)
<u>PTTActivation</u>	Method EchoLink uses to key the local transmitter
<u>PTTPassThrough</u>	true if PTT should be keyed when space bar is pressed
<u>RXAntiThump</u>	Delay (after key-up) during which VOX or COS will not trigger, in milleseconds
RXCarrierDetect	Method of detecting

<u>RXCOMPort</u>		an incoming RF signal COM port number (1- 8) to use for COS detection
<u>RXInvert</u>		True to detect COS when voltage is low, False to detect COS when voltage is high
<u>RXVOXAntiTripMute</u>	<b>≌</b> 5 🖏	property RXVOXAntiTripMute
<u>RXVOXAntiTripTiming</u>	<b>2</b> 5 🖏	Time constant for noise bursts to be ignored by VOX
<u>RXVOXDelay</u>	<b>2</b> 5 🛝	Time to remain in TX after VOX (or COS) releases
RXVOXNotchFreq		Not currently implemented
RXVOXThreshold	<b>2</b> 5	Audio level at which VOX is triggered, in percent
<u>ToneBurstDuration</u>	<b>≟</b> 5 🖏	Duration (in ms) of tone-burst signal
<u>ToneBurstFrequency</u>	<b>≌</b> 5 🖏	Frequency (in Hz) of tone-burst signal
<u>ToneBurstMode</u>	<b>E</b> ■	Method by which tone burst is sent to local transmitter
TXCOM9600	<b>L</b>	True if serial interface runs at 9600 bps, otherwise False
<u>TXCOMPort</u>	<b>2</b> 5 🖏	COM port number (1-8) to use for PTT control

## Apply Method (SysopConfig)

44





### **Description**

Apply any changes to the properties of this object. If necessary, the EchoLink software is re-set.

### **Return Type**

None

#### **Syntax**

object.Apply bSave

The Apply Method syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
<i>bSave</i>	Required. A Boolean value.

## **™** DTMFCommands Property

#### **Description**

List of DTMF sequences for different EchoLink functions

#### **Property type**

An **Object** object.

#### **Syntax**

#### object. DTMFCommands

The DTMFCommands Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .

## 

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### **Description**

Type of DTMF decoding to use (internal, external, or none)

### **Property type**

An <u>elDTMFSource</u> enumeration.

### **Syntax**

object.DTMFDecoder [= value]

The DTMFDecoder Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An <u>elDTMFSource</u> enumeration, as described in settings.

## Settings

The settings for *value* are:

Constant	Value	Description
dtmfExternal	0	
■ dtmfInternal 1		
■ dtmfDisabled 2		

## 

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### **Description**

True to disable the DTMF decoder when the local transmitter is key-down

### **Property type**

A Boolean value.

#### **Syntax**

object.DTMFDisableOnPTT [= value]

The DTMFDisableOnPTT Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

### nd DTMFFineTuning Property

**Å** ■ \*\*

#### **Description**

Frequency adjustment (in percent) for internal DTMF decoder

#### **Property type**

A Single value.

#### **Syntax**

object.DTMFFineTuning [= value]

The DTMFFineTuning Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Single value.

## 🖦 🛦 DTMFInterdigit Property

44





### **Description**

Minimum time (in ms) to require between valid DTMF digits

### **Property type**

An Integer value.

#### **Syntax**

object.DTMFInterdigit [= value]

The DTMFInterdigit Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## **a** DTMFLogging Property

44





### **Description**

True to log all detected DTMF digits to System Log file

### **Property type**

A Boolean value.

### **Syntax**

object.DTMFLogging [= value]

The DTMFLogging Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

## ad DTMFMute Property

44





### **Description**

True to mute detected DTMF signals in the audio signal to remote stations

### **Property type**

A Boolean value.

#### **Syntax**

object.DTMFMute [= value]

The DTMFMute Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

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### **Description**

True to enable the EchoLink DTMF encoder pad for remote stations when they connect

#### **Property type**

A Boolean value.

#### **Syntax**

object.DTMFRemotePad [= value]

The DTMFRemotePad Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

## B → DTMFSh ortcuts Property

A B

#### **Description**

List of DTMF sequences for connecting to specific stations

#### **Property type**

An **Object** object.

#### **Syntax**

#### object. DTMFShortcuts

The DTMFShortcuts Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .

# **B** ■ DTMFSN Property

44





### **Description**

Acceptable signal-to-noise ratio (in dB) for DTMF decoder (internal DTMF only)

### **Property type**

A Single value.

#### **Syntax**

object.DTMFSN [= value]

The DTMFSN Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Single value.

## 

44





### **Description**

Frequency tolerance (in percent) for DTMF tone detector (internal DTMF only)

#### **Property type**

A Single value.

#### **Syntax**

object.DTMFTolerance [= value]

The DTMFTolerance Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Single value.

## 

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### **Description**

Acceptable power difference (in dB) between high and low DTMF tones (internal DTMF only)

#### **Property type**

A Single value.

#### **Syntax**

object.DTMFTwist [= value]

The DTMFTwist Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Single value.

## 🖦 🖎 PTTActivation Property

44





### **Description**

Method EchoLink uses to key the local transmitter

#### **Property type**

An <u>elTXControl</u> enumeration.

### **Syntax**

object.PTTActivation [= value]

The PTTActivation Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An <u>elTXControl</u> enumeration, as described in settings.

## Settings

The settings for *value* are:

Constant	Value	Description
■ txVOX	0	
txASCII	1	
txRTS	2	
■ txDSR	3	

## 🖦 🛦 PTTPassThrough Property

44





### **Description**

True if PTT should be keyed when space bar is pressed

### **Property type**

A Boolean value.

### **Syntax**

object.PTTPassThrough [= value]

The PTTPassThrough Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

## 🖦 🛦 RXAntiThump Property

44





### **Description**

Delay (after key-up) during which VOX or COS will not trigger, in milleseconds

#### **Property type**

An Integer value.

#### **Syntax**

object.RXAntiThump [= value]

The RXAntiThump Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## RXCarrierDetect Property

44





### **Description**

Method of detecting an incoming RF signal

### **Property type**

An <u>elCarrierDetect</u> enumeration.

### **Syntax**

object.RXCarrierDetect [= value]

The RXCarrierDetect Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An <u>elCarrierDetect</u> enumeration, as described in settings.

## Settings

The settings for *value* are:

Constant	Value	Description
■ cdManual	0	
■ cdVOX	1	
■ cdCD	2	
■ cdCTS	3	
■ cdDSR	4	

## 

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### **Description**

COM port number (1-8) to use for COS detection

### **Property type**

An Integer value.

### **Syntax**

object.RXCOMPort [= value]

The RXCOMPort Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## 🖦 🛦 RXInvert Property

44





### **Description**

True to detect COS when voltage is low, False to detect COS when voltage is high

#### **Property type**

A Boolean value.

#### **Syntax**

object.RXInvert [= value]

The RXInvert Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

## 🖦 🛦 RXVOXAntiTripMute Property

A E

#### **Description**

property RXVOXAntiTripMute

#### **Property type**

A Boolean value.

#### **Syntax**

object.RXVOXAntiTripMute [= value]

The RXVOXAntiTripMute Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <u>SysopConfig</u> .
value	A Boolean value.

## RXVOXAntiTripTiming Property

44





### **Description**

Time constant for noise bursts to be ignored by VOX

#### **Property type**

An Integer value.

### **Syntax**

object.RXVOXAntiTripTiming [= value]

The RXVOXAntiTripTiming Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

# RXVOXDelay Property

44





### **Description**

Time to remain in TX after VOX (or COS) releases

### **Property type**

An Integer value.

### **Syntax**

object.RXVOXDelay [= value]

The RXVOXDelay Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## ♣ A RXVOXNotchFreq Property

**A E \*** 

#### **Description**

Not currently implemented

#### **Property type**

An Integer value.

### Syntax

object.RXVOXNotchFreq [= value]

The RXVOXNotchFreq Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

# RXVOXThreshold Property

44





## **Description**

Audio level at which VOX is triggered, in percent

### **Property type**

An Integer value.

## **Syntax**

object.RXVOXThreshold [= value]

The RXVOXThreshold Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## nd ToneBurstDuration Property

Å : :

#### **Description**

Duration (in ms) of tone-burst signal

#### **Property type**

An Integer value.

### Syntax

object.ToneBurstDuration [= value]

The ToneBurstDuration Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

## \* ToneBurstFrequency Property

A E

#### **Description**

Frequency (in Hz) of tone-burst signal

#### **Property type**

An Integer value.

### Syntax

object.ToneBurstFrequency [= value]

The ToneBurstFrequency Property syntax has these parts:

Part	Description		
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .		
value	An Integer value.		

# 🖦 🛦 ToneBurstMode Property

44





## **Description**

Method by which tone burst is sent to local transmitter

## **Property type**

An <u>elToneBurstMode</u> enumeration.

## **Syntax**

object.ToneBurstMode [= value]

The ToneBurstMode Property syntax has these parts:

Part	Description		
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .		
value	An <u>elToneBurstMode</u> enumeration, as described in settings.		

## Settings

The settings for *value* are:

Constant	Value	Description			
■ tbNone	0				
■ tbOnConnect 1					
■ tbOnTX	2				

# ad TXCOM9600 Property

44





## **Description**

True if serial interface runs at 9600 bps, otherwise False

### **Property type**

A Boolean value.

## **Syntax**

object.TXCOM9600 [= value]

The TXCOM9600 Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	A Boolean value.

# **a** TXCOMPort Property

44





## **Description**

COM port number (1-8) to use for PTT control

## **Property type**

An Integer value.

## **Syntax**

object.TXCOMPort [= value]

The TXCOMPort Property syntax has these parts:

Part	Description
object	An expression evaluating to an object of type <a href="SysopConfig">SysopConfig</a> .
value	An Integer value.

# elCarrierDetect Enumeration





Constant	Value	Description
cdManual	0	
■ cdVOX	1	
■ cdCD	2	
cdCTS	3	
cdDSR	4	

# elDTMFSource Enumeration





C	onstant	Value	Description
	dtmfExternal	0	
	dtmfInternal	1	
	dtmfDisabled	2	

# ellDType Enumeration





Constant	Value	Description
idDefault	0	
idMorse	1	
idSpoken	2	
■ idWave	3	

# elOperatingMode Enumeration

44

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Constant	Value	Description		
opModeSingleUser 0				
opModeSysop	1			

# elRecordingMode Enumeration





Constant	Value	Description
□ recNone	0	
recCallsign	1	
■ recQSO	2	

# elToneBurstMode Enumeration





Constant	Value	Description
■ tbNone	0	
tbOnConnect	1	
■ tbOnTX	2	

# elTXControl Enumeration





Constant	Value	Description
■ txVOX	0	
■ txASCII	1	
■ txRTS	2	
■ txDSR	3	