

Setting up N1MM+ for a CWcontest  
a guide for IVARC members  
Part 1  
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Firstly, may I say that contributions, additions, and comments from other members are welcomed.

The starting point for this guide is to assume you have N1MM+ fully installed, and that you know what USB or serial ports your PC will need to allocate for CAT control, keying and possibly PTT. Make an unambiguous note of these!

There are a number of stages in setting up N1MM+. I would ensure that a new sub-database within the overall database system is created according to the format template needed for a given contest. N1MM+ has a long list of most contests so that you can simply select.

1. Launch N1MM. You should see something like this:

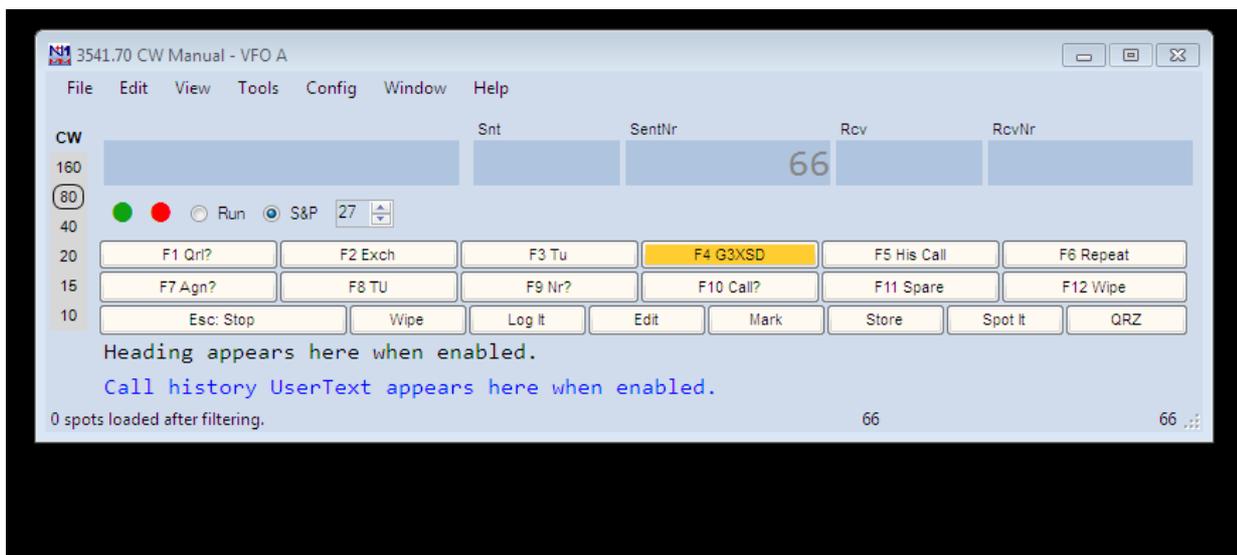


Fig 1.

2. Select 'File' and you should see a dropdown as in Fig 2 below. On this you will see an alphabetic list of 'contests' now scroll down until you alight on RSGB 80m CC.

Then fill in the details appearing below as appropriate. My suggestion would be to complete as shown below e.g

Single Op – means unassisted i.e. not using a cluster - choose this from the drop down option.

Select 80m.

Select power Low=more than 10W but up to 100W – if using differently choose appropriately. e.g. QRPMODE: CW ( in this case.) YOU MUST ENTER THE HASH (#) IN THE 'EXCHANGE FIELD'. This will send a leading zeros in your sent serial number. Finish by entering your callsign as I have done. Now move on by pressing 'OK'

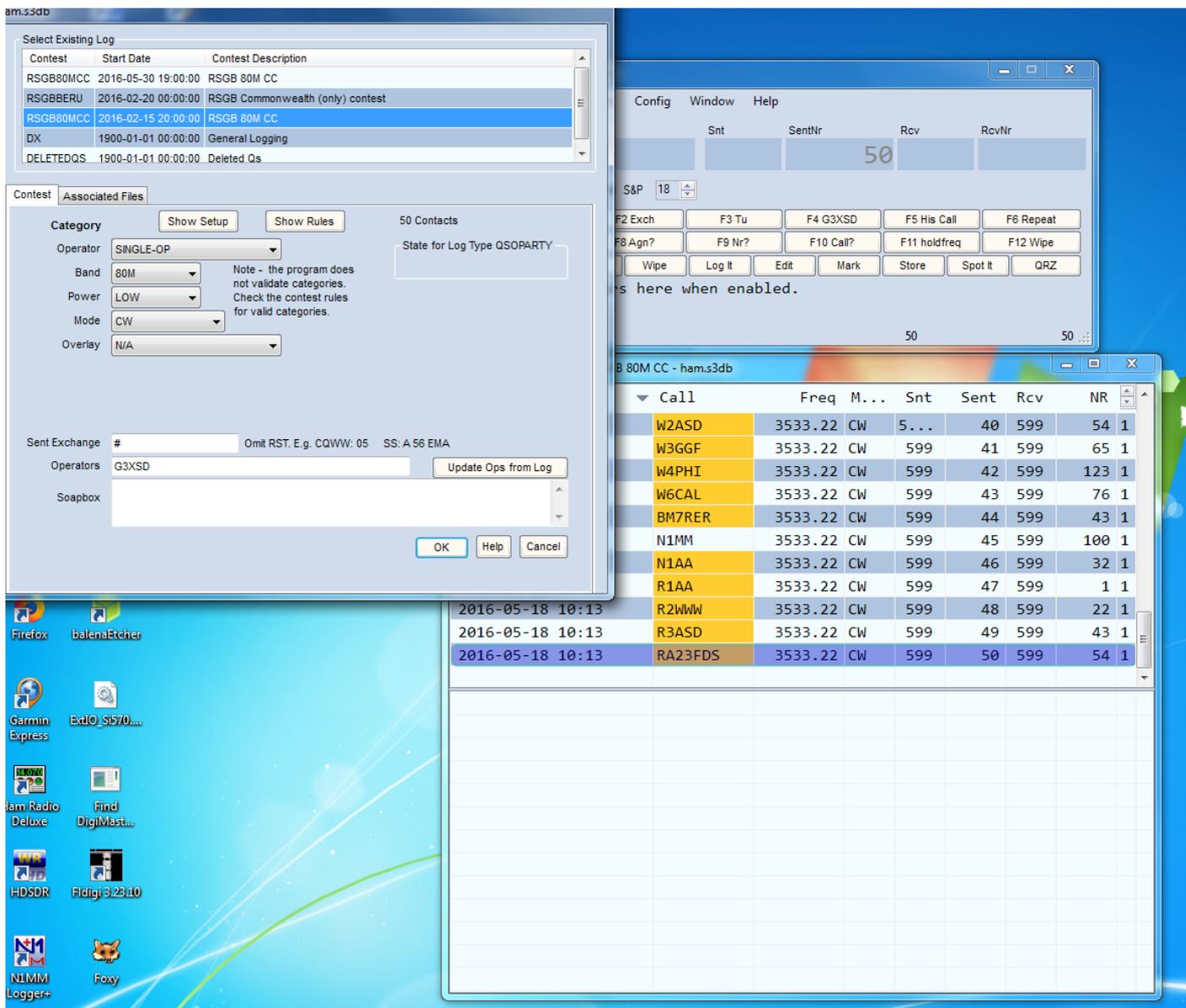


Fig 2

3. You should now be back at Fig 1 above. Select 'config' and the result should be Fig 3 below.

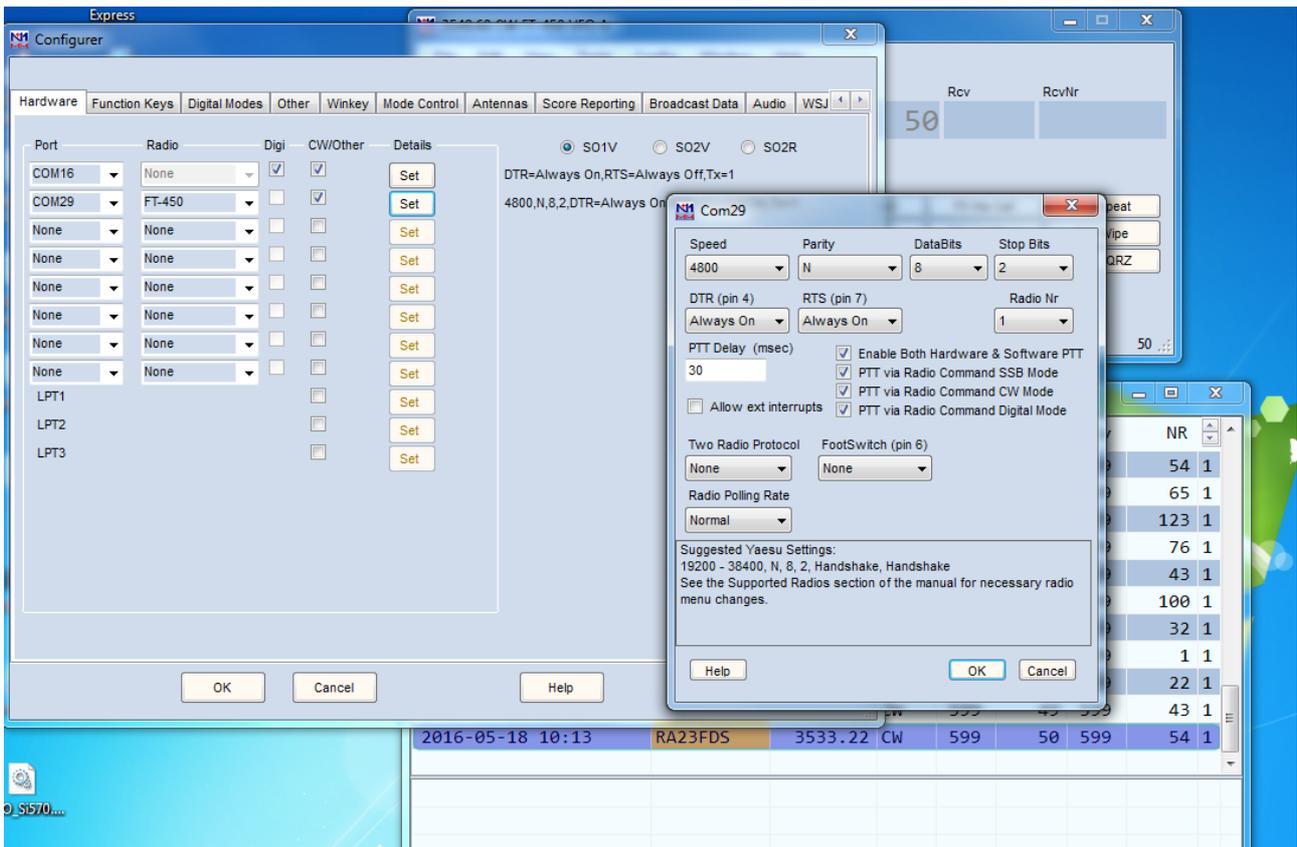
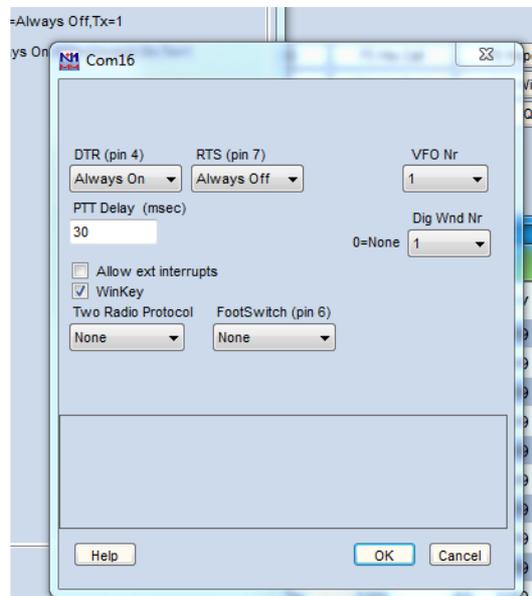


Fig 3

Lots to do here! In the case above the CAT port in COM29, you must enter this and pick out your radio from the drop down. ( Assumes you are looking for automatic logging and keying) Click on set and fill in the details there. ( which appear as a sub-menu). The details in Fig 3 are probably a little slow in this case but will depend on the ‘Suggested settings for your rig – see the bottom of the new panel)

Now move on to ‘set’ for your keying port COM 16 in this case. See Fig 4 below

Fig 4



Not very exciting BUT YOU MUST TICK THE WINKEY BOX.

4. Time to set up Winkey. Click on the 'Winkey' tab in Fig 3 above. You should see:

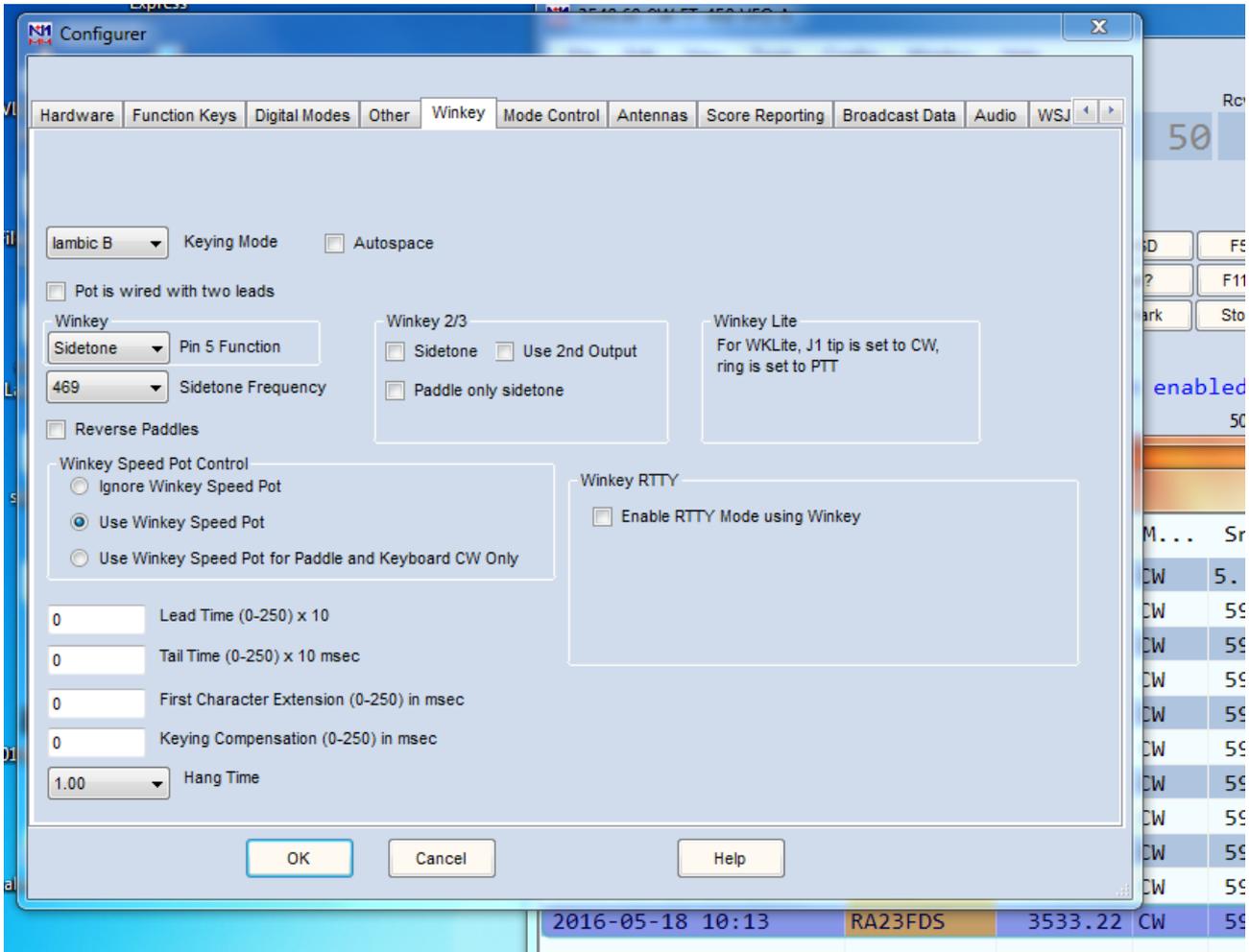
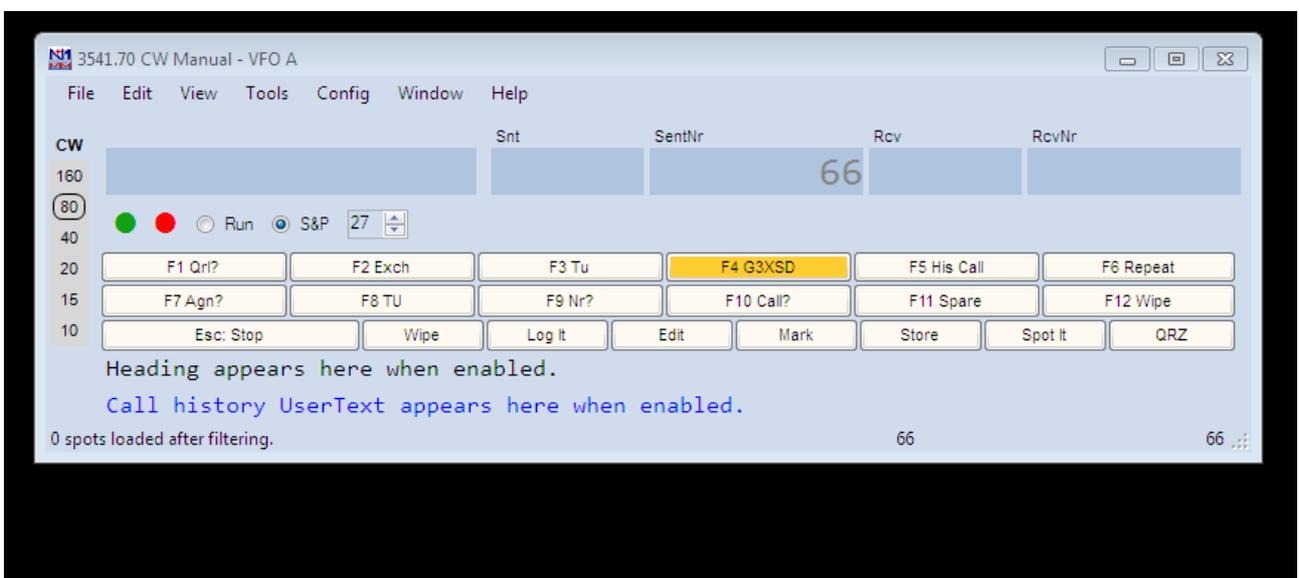
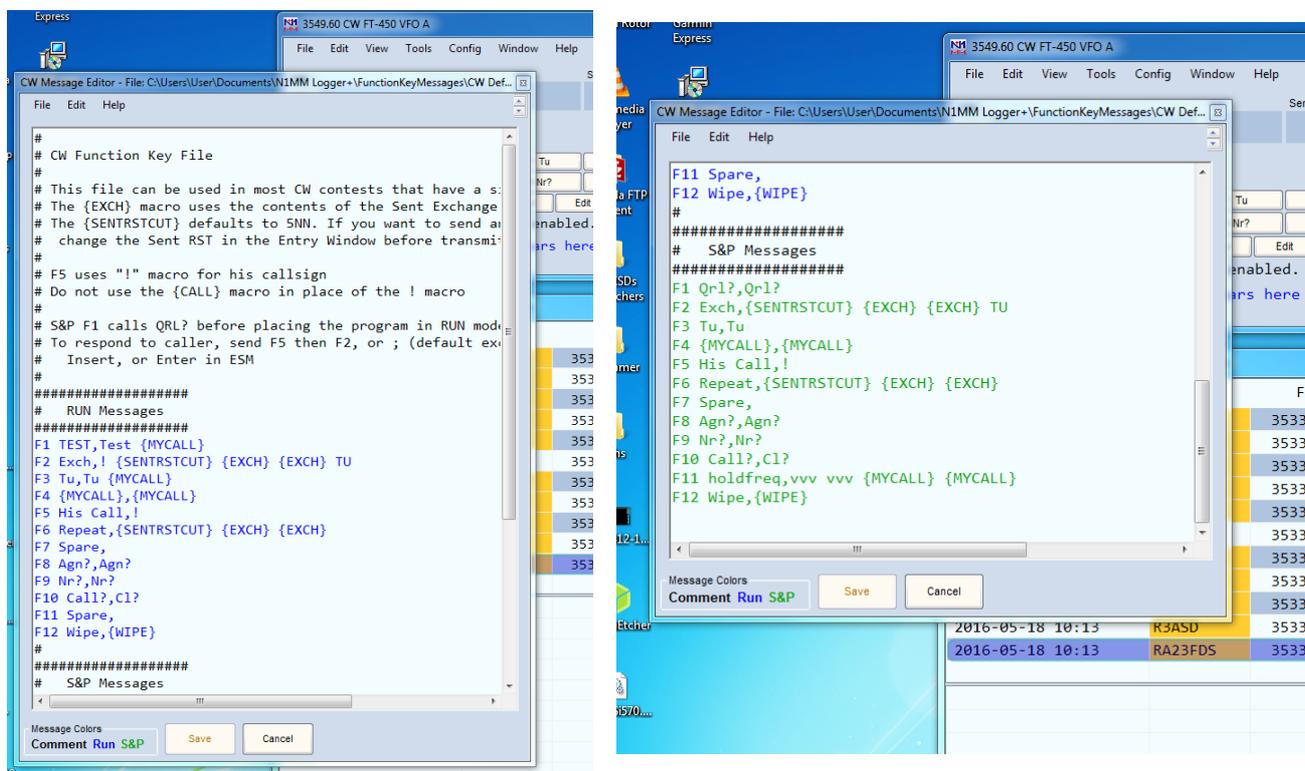


Fig 5

Select as you feel appropriate. Click 'OK' when done and go back to Fig 1 repeated below:



5. With your mouse **right click** on any of the message radio buttons such as marked yellow. ANY of them will do. This is where you set up the message macros associated with the buttons. Run messages are separately defined from S&P messages. You should see something like Fig 6-7 below:



Figs 6 and 7

You can edit these, but these are the ones I successfully use for the 80m CW contests. Please note that the macro command {SENTRSTCUT} ENSURES CUT NUMBERS so is important to save time. Where you see the likes of 'Tu,Tu it means that the button will be named whatever precedes the comma and the morse automatically sent will be the bit after the comma' After editing don't forget to SAVE!

You should end up back at Fig1. I recommend you go to the 'Window' tab and open a 'Log' window and a 'Bandmap' window.

I normally 'Run' quite a bit but you need very good callsign reading skills. I don't recommend new contestants to do this. You move things more toward your advantage to S&P. This is because you dictate the pace of events. You get time to read the callsigns of those 'running' and YOU decide when and if you call them. I also advise manually triggering thins with the keyboard function keys although later you'll want to ESM ( enter sends message) in which all you do to generate the next part of the sequence is press 'return'. Believe it or not N1MM knows the sequences and performs faultlessly (mostly!) BUT IF IT DOESN'T do the right thing you can get into a right muddle. For this reason I say start manually. (You need to check your function keys are working before you start!)

The manual S&P sequence is:

1. Tune around and find some-one running – might send 'G3XXX Test..... ' over and over again with spaces for you to call. Net on him.
2. Wait for a space then press F4 ( sends out your call)

3. He/or she will respond with – your call 599 serial number e.g. ‘G4ZZZ 599 053 k’ ( the 9’s will be cut 5NN the serial number will always be 3 digits with a leading zero if below 100 ( and 2 leading zeros below serial number 10 - it’s the rules)
4. You respond by pressing the F2 radio button – this sends your part of the exchange e.g. G3XXX 599 023 TU where 023 is your serial number for him. He might send ‘TU
5. Because you are S&P’ing you will then press the button marked ‘Logit’ Don’t forget.
6. Go back to step 1. and search for a new contact – repeat. Never bother to send anything other than 5NN whatever it actually is. It will cause confusion if you do! If the other guy sends ‘agn’ if you are not manually keying just press F2 again. If you make a mistake you can wipe out any entry by pressing ‘Wipe’ AS LONG as you do it before pressing ‘Logit’. You can edit afterwards if you need to by right clicking on an entry in the ‘Log’ window.

THIS SEQUENCE ASSUMES YOU ARE SENDING AUTOMATICALLY WITH A WINKEYER OR EQUIVALENT LOOK ALIKE. IF YOU ARE NOT YOU WILL NEED TO MANUALLY KEY THESE STEPS. i find that as long as the exchange is straightforward it is best to let n1mm key it – but if a problem arises I find it quicker and easier to key it by hand e.g. if I don’t get a serial number sent because of QRM or QSB I just key ‘agn ‘ ‘agn’ until I get it. Note that there is a button for this anyway so it’s just preference.

This should get you up and running. Part 2 will run through what you need to do at the end of the contest e.g. generate a cabrillo format log and submit it.

Send me any specific queries through the forum.