

# Fulton County Amateur Radio Club: Field Day Logging Cheat Sheet

## Sanity Checks (or what to verify when you start the program)



1. On Field Day, verify your system is attached to the wireless network. The SSID will be the clubs' call sign K8BXQ. The wireless router will assign a DHCP address, so make sure your computer is setup to acquire an IP address automatically. When testing, this step is not necessary.
2. Launch the FDLOG program, the command window will prompt for a few initial setup items the first time you run it (field day call sign, your node/call sign, section, etc). It will also ask for an authentication key, use 'tst' when testing, but use '10' on field day. After the main GUI appears, check the window title bar, it should appear similar to:

FDLOG K8BXQ 6A OH-Ohio (Node: kd8kbu Time on Band: 0:14) 20:45 UTC 05/30

the 2nd item is the club call sign, if this is wrong, type: .set fdcall K8BXQ

the 3rd item is the field day class, to correct, type: .set class 6A

the 4th item is the section, to correct, type: .set sect OH-Ohio

the 5th item is the node ID, this should be **your** call: .node kd8kbu

3. Check your stations output power level. This will be in the upper window pane. If the pull down menu next to power does not have a value for your station, type it in manually using the command .pow 100 assuming 100 watts. You can also specify an "n" immediately after the number to specify natural/alternative power for bonus points.
4. Add yourself as an operator using the "Operator" button on the upper window pane. Your call will also be added to the "Logger" list and propagated out to the other networked computers.
5. On Field Day, set the time master network node to synchronize with: .set tmast kd8kbu

Note: The FDLOG program will remember all of these options when you exit the program, so most of it will only need to be done once. The Node ID should always be your call sign, or the call sign of the rig owner where the logging computer will be located. Avoid duplicating the Node ID on other network computers as this will cause problems with logging QSOs.

## Logging a QSO by example (Assuming working 40 phone with a heard call of W2EXA)

1. Hearing the call sign W2EXA, enter the suffix (exa) followed by a space to see if the call sign already exists for the band/mode you are working. If an entry matching that call sign exists, the following message will be produced in the lower window pane:

exa: ['w2exa'] on band '40p'

if nothing matching that suffix exists for the band/mode, the message will read:

exa: None on band '40p'

2. If no matches exist for the call sign on your current band/mode, enter the prefix of the call sign (w2) followed by a space bar, you will see the full call sign appear in the lower window pane. The next step is to enter the class and section information of their report. Enter the class (ex: 2a, 6a, etc) followed by a space, then the section code (ex: western new york → wny). When you have verified the contact, press Enter to log the QSO, the following will appear in the lower window pane (the QSL is filled in after you press Enter to indicate the QSO is done):

w2exa 2a wny QSL

## Useful Command Summary

.h	open help window	#<msg 34 chars>	send a broadcast message
.band <nnm>	set band and mode (ex. .band 40p)	.set tmast <node>	set the time master to sync to
.off	change band to off	.set fdcall <call>	set the club field day call sign
.pow <nnn>	set power	.set class <class>	set the field day class
.node <call>	set id of this logging node	.set sect <state>	set the field day club section