

TPWINLOG V-2023

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1 INTRODUCTION

This program is provided to "friends" of W4AXO free of charge and is worth at least what it cost. No warranty is offered or implied. Questions or comments may be addressed to: W4AXO@arrl.net

1.1 Latest Release

TPWINLOG 23Va is the latest release. If you have not already done so, you should replace any previous version of TPWINLOG with the new program. Download and install the new TPWINLOG. A completely new installation package is available and described later in this document under Installing the Program.

1.2 Practice

Users would be well advised to practice with the software in a simulated TPQSO environment prior to the actual QSO party in October. It is also advisable to enter about twice the number of QSOs as you normally make in the contest but Not Less Than 100 practice QSOs.

1.3 File Format

TPWINLOG is written in Visual Basic 6. It is purposely designed in a simple form with all files as Text files. Any file can be edited with a simple word processor, e.g. Wordpad. It is better not to use WORD for editing because various control characters may be hidden in the files which would not be accepted by the program. The TPWINLOG files all have a **.txt** extension. The easiest way to open a .txt file is to point to the file and right click. Select **Open With** and click on Notepad or Wordpad. You may have a choice to check "Always use this program to open .txt" or something like that. Check that and you will not have any more problems.

1.4 TPChapters

The program **REQUIRES** a file named **TPChapters.txt**. The file must reside in the same folder as the logging program. If the file is not found, the program will prompt you and then exit. ALL other files required by the program are created by the program. **IMPORTANT NOTE:** You can use a History file with as many entries as you have available. The new installation program loads the Chapters file **AND** the History file. If you do not wish to use the History file, delete History.txt and the program will create one with no entries and the program will run fine. Also, the menu has a HistoryFile choice which allows turning the feature On or Off.

1.4.1 No history or previous contact

When a station is entered and no history or previous contact is found, the program will prompt you to **press F11** if you want to add the new station to the **History File**. There is also a new command under HistoryFile on the menu which will allow you to manually enter a station in the History File. You can also enter stations without logging the contact. If you make up calls when practicing with the program and enter these made-up calls in the History File, you may want to edit the History File to remove any undesired entries. BE CAREFUL! See Par. 1.43.

1.4.2 History File On / Off

Also, on the menu under HistoryFile are two new choices: **History File On** and **History File Off**. When practicing with the program, it may be better to click on History File Off. **REMEMBER:** The default is History File **On** and if you restart the program, History File will be turned on.

1.4.3 History File Edits

CAUTION! THIS IS CRITICAL. READ CAREFULLY!!!

If you wish to delete practice calls from the History File, you **MUST** insure there are no blank lines at the end of the file... i.e. the unseen End of File (**EOF**) marker **MUST** be on the line following the last entry otherwise an error may occur if you try to log a contact for a station that is not in the history file. **If you experience error code 62, check the history file.**

2 HOW TO LOAD AND RUN THE PROGRAM:

If you have downloaded the file [Package Jim Roebuck.zip](#), unzip the file, open the [Package Jim Roebuck](#) folder and find the [setup.exe](#) file. Run the [setup](#) file and the program will be installed.

Caution: Do NOT use the setup file found in the SUPPORT folder.

2.1 Program Install Location

THIS IS VERY IMPORTANT.

THE INSTALL PROGRAM WILL INDICATE THAT IT IS GOING TO WRITE THE FILES TO:

[C:\Program Files\TPQ](#) or [C:\Program Files \(x86\)\TPQ](#)

Unless you intervene, the install program will create the **TPQ** folder in the Program Files folder.

STRONG RECOMMENDATION: Click the **Change Directory** command button and install it to a folder **NOT**

under Program files. Change the path to **C:\TPQ** to prevent file redirection. This makes finding program written files much easier.

IF the program is installed using the default Program Files path, your contact log files would be found in the hidden AppData directory as shown in the following path:

C:\Users\username\AppData\Local\VirtualStore\Program Files (x86)\TPQ

where *username* is your Windows username.

Proceed with the installation, preferably to **C:\TPQ**.

2.2 Version Conflict

WHEN YOU PROCEED, YOU MAY SEE A POP-UP DIALOG BOX WITH THE LABEL:

"**Version Conflict**" Most likely the File name will be

C:\WINDOWS\System32\COMDLG32.OCX

You will be asked if you want to keep this file. This is a choice to keep the **later** file on your computer and you **SHOULD ANSWER YES**. If you are asked more than once, keep the latest file each time.

2.3 TPChapters file

If the program is installed to **C:\TPQ**, the TPChapters file will be in that folder.

In **Windows XP**, the TPChapters file should have been installed in the same folder that has the TPWINLOG **icon** (this is the executable program). If it is not, you will have to copy the TPChapters file to the same folder to run the program. The History file should have also been installed in this same folder.

NOTE!!: In Win 7, 8, or 10 files created by the program may not be seen in the same folder as the program. Go to the **C:\Program Files\TPQ** folder and display the installed files. At the top of the screen on the menu, you may see a choice of **Compatibility Files**. Click on this and you will see all the other files. These files can be opened, edited, copied, etc.

NOTE: The Re-count function will not work correctly if you leave the TPQ folder installed under the Program Files folder.

2.4 Desktop Icon

It is recommended that you RIGHT CLICK on the TPWINLOG icon and select SEND TO DESKTOP. This will give you an icon on the desktop to run the program. **Icons sent to the desktop by previous versions will not work! Do this each time you load a new version.**

2.5 Screen Display

The program opens with a full-screen display. To reduce to a window of any desired size, grab the title bar with the mouse pointer and drag it down a short distance. Then grab either upper corner and move it as needed to resize the window. You can also use the **Restore Down** window button to exit full-screen. The window can be minimized and can be restored to the previous view from the task bar.

3 PROGRAM FEATURES

3.1 User Input

The program has user input for **CALLSIGN, RPTSNT, RPTRCV, CHAPTER, NAME, (and COMMENT)**. This is the usual exchange sent by each station during the event. On the input line, the program is furnishing the DATE and TIME. **The LogIn menu item allows you to input UTC difference. If your computer is set to UTC, input a zero (0). The program will accept a difference of 0 to 8 hours.** See section 4.4 for more information about the Logn menu item.

ALSO, the input line is furnishing the **BAND** and **MODE**. These are selectable by the user. **The program DEFAULTS to 20 Meters Phone when it starts.**

Switching between Modes is possible from the keyboard:

- **Control D** will switch to **Digital** Mode and change the screen.
- **Control W** will switch the Mode back to **CW**.
- **Control P** changes the Mode to **Phone**.

When the Mode is changed with the mouse, the screen will not switch UNTIL you move the insertion point (cursor) back to Callsign.

3.2 Callsign Home

The cursor homes on **CallSign**. You type the callsign and press the **TAB** key. If you press the ENTER key by mistake, the program will prompt you to use TAB. When you Tab away from callsign, the program will first

search your log for previous contacts with this station and will display a Previous Contact screen (replaces the current log of stations worked). If you have worked this station before on the same band and mode, the program will prompt you that it is a DUPE and ask if you want to continue. A NO answer will clear the input boxes. A YES answer (not advised) will allow you to log the contact but the word DUPE will be placed in the comments AND THE CONTACT WILL NOT BE COUNTED IN YOUR SCORE. If you later find it necessary to edit the word DUPE from the contact, the next time you run the program, it will be counted. OR, you select **Counters** on the menu and the sub-item **Recount**. Any time you click on Recount, the totals will be erased, and the program will re-read the log and reset the counters. **CAUTION: READ paragraph 2.3**

3.3 REPORT Textboxes

When you enter data in the REPORT (**Rpt Sent, Rpt Rcv**) textboxes, the program verifies you have entered a **number**. Any Alpha character will be rejected. **The program automatically enters and pre-selects a signal report (59 or 599 depending on the Mode)** You can just Tab and the entry will be accepted, or you can change it by just typing. Then, Tab to **Chapter** and enter a valid chapter number **OR you can enter 0 for a NON-TP contact**. NON-TP contacts are counted, and the **0** chapter is a multiplier once for each mode. Also, **NON-TP** will be automatically entered in the **Comment** field. When you TAB away from **Chapter**, the program will check to see if this is a new chapter for that mode. If it is a new chapter, a message will flash on the screen notifying you and when you log the contact, the new chapter will be entered into the list at the top of the screen for either Phone, CW or Digital Chapters Worked. The CW and Digital contacts are not counted together. There are now three categories for the contest. You get a total for each category. The program also keeps up with your contacts in each category and computes a **Total Score**.

TPQSO rules allow for total CW score, total digital score, total phone score and final score. The total score is (CW contacts + digital contacts + phone contacts) multiplied by (CW chapters + digital chapters + phone chapters). Final score is total score plus bonus points. The calculations are now done by TPWINLOG and shown on all print forms.

The screen displays boxes that indicate the chapters for phone and CW. If you switch to DIG mode, the CW boxes will switch to Digital and digital chapters will be indicated.

3.3.1 Bonus Points

The QSO Party rules allow for Bonus Points for explaining "What is a Pioneer." Before you press Insert to log the contact and after the program has placed NTP in the comments, you can press function key **F12** and a "B" will be added, i.e. BNTP. OR, you could Tab to **Comment** and type the B. When you PRINT your final results to a File, the program will count your bonus points and print the callsigns for the appropriate stations up to the maximum of 10 for a total maximum of 100 bonus points. The program is recording the

bonus calls in a file named BonusCall.txt. Also, if the chapter number is 0, when you Tab to **Name**, a message will flash for 2 seconds in the **Comment** text box to “**Press F-12 to claim NTP bonus.**”

4 MENU FEATURES

4.1 File

The first menu item is **File**. The only sub item under File is **DeleteLog**. After you have completed a practice session or even after an annual event, you will want to reset the program by deleting the LOG and all associated files and counters. BE VERY CAREFUL. There is no recovery. You will be prompted **TWICE** so if you say YES twice... it's **gone**. It is recommended that you try this several times during practice. If it is a real QSO Party Log, before you delete the log, close the program, locate the **TPQSOLOG.TXT** file and do a SAVE AS something else. You can re-name this file later if you want to use it again. After this save, re-start the program and delete the files if you wish.

4.2 Clear

The second menu item is **Clear**. If you have entered a callsign and then do not actually work the station, you can clear the entry by clicking on **Clear** on the menu OR from the keyboard by pressing ALT - C. **IMPORTANT NOTE: Clear from the menu does not work from the Chapter** textbox. If you enter an invalid chapter number, the program will flash a message that the number is invalid and will erase the entry. The program also disables the Clear function at the same time. The only way out is to enter a valid chapter number, (enter your own if it's valid) Tab to Name AND THEN you can Clear. **OR You can enter 88 in the Chapter textbox and press Tab. The entire entry will be cleared.**

4.3 View

The next menu item is **View**. You have two choices and the default is **Log**. When you start the program and log a contact, you are seeing a pinkish screen with the contacts you have logged. There is a COUNTER screen with all your contacts by band and mode. If you click on **Counters**, you will see the counter screen until you again choose View and click on Log.

IMPORTANT: The current log of contacts screen shows you ONLY the last **NINE** contacts. It will move up one after the ninth contact. You CANNOT scroll back on this screen (see Search Log for scrolling the entire log).

4.4 Login

The next menu item is **Login**. It has two choices. When you run the program for the first time, you will see the Login screen. You should enter all your information and click on **Submit Data**. Email Address has been added to the Login form and if included, will be printed on print-to-file forms. If you find that you have entered the wrong information, you will want to run the program, click on Login, and then click on **Delete Login File**. You should then click on Login and **Show Login**. This will allow you to input your information again. Even if you don't delete the Login file, you can input new data and it will overwrite the file **when you press Submit Data. The Login form is populated with existing data when you Show Login. You can edit this data and submit again.**

4.5 HistoryFile

The next menu item is **HistoryFile**. This is an ON/OFF switch for the History file. If you edit the History file and get the format wrong, the program will crash. If you can't find the problem with the file, you can click on **History File Off** and the program will not access the file thus preventing this type of program crash. Turning this feature off does not significantly speed up the program. The file can still be searched for callsigns even when OFF has been selected.

4.5.1 History File Add

Under HistoryFile on the menu is **History File Add**. This allows you to manually enter callsigns and info into the History File. Type the information into appropriate text boxes and then **press F11** and press **NO** if you do not want to log the contact. History File Add also works from the menu. The program now notifies you when you press F11 and the callsign is already in the History file and does not add the callsign, but you can log the contact from here. **YOU CAN OVERRIDE THIS EXCEPTION. BE CAREFUL. IF YOU PRESS CONTROL & F11, YOU CAN WRITE THE CALLSIGN TO THE HISTORY FILE A SECOND TIME. THIS OPTION IS NOT ON THE MENU.** This feature was added because if you log a station that is not in the History file, regular F11 will not work on subsequent contacts.

4.6 Counters

The next menu item is listed as **Counters**. You have three choices. **Recount** has already been mentioned. The other two choices are **CountOn** and **CountOff**. You can turn the counters off and the totals will not increment. Why would you want to do this? Well, you might make so many contacts that the program begins to slow down with all that counting and recounting. Just remember to turn the counters back on and Re-count before you print out your final results. BTW, if you exit the program and restart it later, the default is CountOn and the program will count all your contacts.

4.7 Search

Next on the menu is **Search**. This is good but does not search for partial calls other than beginning parts of a call. You can enter N4 and click on Search Log and it will tell you all N4 calls that you have worked. You can enter N4 and click on Search History and it will search the History file for all N4's. Of course, you can narrow this down by entering more of the call. Enter N4MH and you will get at the most 26 callsigns. Probably a lot less depending on how many you have in the History file. If you did not include a History file, the result of nothing will be shown quickly.

4.8 Search Log or Search History

If you do not enter any information in the **CallSign** textbox and click on **Search : Log**, you will display your entire log with scroll bars.

Also, with no input, you can click on **Search : History** and it will display the entire History file with scroll bars.

4.9 SetPort

Two **menu items** facilitate the CW mode. First is **SetPort**. This choice has **three** sub items. You can set the serial output to Com 1 (SetPort-1) or Com2 (SetPort-2) or you can Disable Port. The default is Com 1. **It is NOT opened automatically when you start the program. However, it is closed when you exit the program.** If you have Com 1 available (and not in use) It is recommended that you ALWAYS use COM 1. If it is necessary for you to use Com 2, after the program starts, click on **SetPort** on the menu and then click **SetPort-2**. If you do this and do not have a Com 2, you will get a message "Bad Port". **When the program first loads (startup) you will see a message box that explains options for opening ports to send CW and a CAUTION to not open a port if you do not have a serial port. You can use a USB/COMport adapter cable. Connect the cable and download the correct driver. It may default to Com 3 or higher. You must re-set this to Com 1 or Com2. The program only works on 1 or 2.**

4.10 CW/IN

The **CW/IN** menu item has ten (**10**) sub choices. These are inputs to ten CW text boxes which are keyed by Function keys F1-F8, F10. F9 sends the **callsign** you have entered in the log text box. The program automatically populates the first eight boxes at startup with information from the Login file. F10 is blank awaiting your input. You can edit the CW messages. See **Par. 4.12** for details.

Function key **F11** is used in adding callsigns to the History File in TPWINLOG. See Paragraph **1.41**.

Function key **F12** is operational AND is used to add a B to NTP (BNTP) so the program will calculate your bonus points for the final results printouts. See paragraph **3.3** for details of the new F12 reminder in the Comment text box for Chapter 0.

4.11 CWspeed

CWspeed is the next item on the menu. It allows you to choose a code speed from approximately 10 wpm to 25 wpm. The startup **default is 13 wpm on a 2.6 GHz computer**. You may find these speeds faster or slower depending on the speed of your computer. Just choose one you like. You can enter "Now is the time for all good men to come to the aid of their country" (no quotes) in one of the text input boxes (i.e. CW/IN F10) and send that. It should take approximately one minute to send at 13 wpm. If it takes less, your computer is faster than the design computer. If it takes longer, your computer is slower. Pick a speed you like. NOTE: The program reads the speed of your computer and sets the code speed accordingly. Menu speeds should be close.

4.12 Keying Interface

VERY, VERY IMPORTANT: You must have a keying interface cable from the serial port on your computer to the CW Key input jack on your transceiver. You can use a simple transistor keyer such as used by CT and other programs like TPLOG by KD4A some years ago. A copy of this circuit is included at the end of this document.

4.13 SENDING CW

By now you have figured out that you send CW by pressing Function keys F1 thru F10. The text shown in the ten text boxes at the bottom of the screen AND that described above will be sent.

4.14 SAVING CW BUFFERS

In addition to editing CW buffers, the program allows edited buffers to be saved. When you select a buffer from CW/IN on the menu and edit a buffer, you will be asked if you want to save that to file. A YES answer will create a file CWBUFFRECORD. The first time and every time the program is started the program loads default messages. After you save one or more user entered buffer messages, the program will load the buffers from file. The file can be deleted, and the program will revert to the defaults.

IF YOU ARE GOING TO SEND CW WITH THE PROGRAM,

READ THE FOLLOWING VERY CAREFULLY

IMPORTANT: You cannot press two function keys simultaneously!!! If you press one key and while it is sending and press another key, the program will interrupt the first message and send the second message AND THEN complete the first message. It will be weird. Just **press one key at a time. AND FROM THE MENU:** You have **SndCW**. Click on this item with your mouse and you have **SndF1 thru SndF10**. **These menu items do the same thing as pressing the keyboard function keys!!!** Why is the menu sending? If you operate in the dark, it's hard to see the function keys.

4.15 Interrupt Sending

GREAT FEATURE: You can interrupt the sending of CW by pressing the ESC key. If you press the wrong key, just press ESC and the CW will stop. Then press another key!!

4.16 Date/Time

The choices are **ON** and **OFF**. Click **OFF** and the auto entry of the Date and Time will be removed, and the insertion point will move to the Date text box. **This feature facilitates manual entry of contacts from a paper log.** After the first contact is entered, the program will pre-select parts of the date and time which are likely to be the parts that change between contacts.

4.17 PROMPT

The choices are **ON** and **OFF**. Clicking ON will add a feature that blinks the BAND and MODE. Click ON and then enter a contact. When you TAB from CHAPTER (to NAME), the BAND and MODE will blink to prompt you to make sure you have the correct info selected.

Clearing or inserting (logging) the contact will temporarily stop the blinking until the next contact is entered.

4.18 PRINT

PRINT is one of the most important items on the menu. You can print all required results to a **File**. The file name is pre-selected, and the file will reside in the same folder as your program. The file name is **CALL2023.txt** where **CALL** is your callsign. My file would be W4AXO2023.txt You can print this file. You can edit this file. If you open this file with WORD (or similar) it will have page breaks and the formatting is better. Notepad and WORDPAD do not include the page breaks.

4.19 Timers

Two timers are activated by the program when a new chapter is worked OR to tell you the BONUS is available when you work chapter 0 for the first time. You can turn these timers OFF. The default is ON and is automatically turned ON at start up.

4.20 Exit

The last menu item is **Exit**. This is how you end your session. Click on **Exit** and you will be asked if you really want to exit TPWINLOG. Yes, and you're out. You can do this from the keyboard with **ALT X**.

5 MAIN SCREEN CHANGES

5.1 Screen Color Action

When you type in a callsign and **Tab to Rpt Sent**, the program will change the pinkish screen to a yellowish screen. If you have previous contacts with this station, they will be listed on the yellowish screen. If no log or history information is found, the yellowish screen will have a message:

NO CONTACT OR HISTORY INFORMATION FOUND FOR THIS STATION. ENTER ALL INFORMATION AND PRESS F11 TO ADD THE STATION TO THE HISTORY FILE

Found History information populates the input boxes and the screen is blank. The program always searches the current log for previous contacts first and if any are found, it does not search the History file. Also, **when you Tab to Rpt Sent, the program checks the entered callsign to see if it is valid**. If it thinks it is not, a dialog box will inform you. For example: AAA4ZZ is an invalid callsign and will not be accepted.

6 LOG A CONTACT

6.1 MOST IMPORTANT THING TO KNOW:

To LOG A CONTACT, PRESS THE **INSERT** KEY. Just under the Date and Time boxes is a grayed out white box which says: INS to Log Contact. If you try to log a contact without either Callsign, or Chapter, you will be prompted: "You must enter all data."

Previous versions did not allow skipping the input sequence: i.e. you could not input the **Name** prior to inputting the **Chapter** or other information without crashing the program. This version allows input in any order but DOES NOT ALLOW LOGGING the contact without a TAB from the **Chapter** text box.

7 FILE FEATURES

7.1 Text Files

The files created by the TPWINLOG program are all sequential text files. They can be edited by anyone. You should use a simple text editor such as **Notepad** or Wordpad. Advanced word processors may install formatting characters that will cause the program to fail.

7.2 THE QSO LOG

When you log a contact, the program opens TPQSOLOG.TXT and writes to that file in the following format:

```
"W4AXO  ", "59", "59", "034", "JIM  ", "20", "PHN", "2/25/2015", "17:40 ", "comment"
```

7.3 Comment

Note: comment is usually DUPE or NTP. Or, it could be BNTP.

You can enter unlimited data in the Comment box, but the printout is limited to ten characters. The comment variable starts printing in the 75th column of the printout.

7.4 THE CHAPTERS FILE

The chapters file is a list of all Telephone Pioneer chapters by number and name. The file furnished with the download of this program is up-to-date as of September, 2022. You may add or delete chapters from this file, but you **MUST** have the last chapter as **999**. Here are three examples:

```
000, "NON-TP"  
034, "Alabama"  
999, "NO CHAPTER"
```

The program keys on the 999 to tell if a chapter is an invalid chapter.

7.5 THE HISTORY FILE

This is an optional file for convenience. If you choose to use this file, you may use the one furnished in the download or construct your own. If you construct your own, **you MUST use SLASHED ZEROS only in the**

callsign or the program will not find any zero callsigns. This is because the program automatically changes zeros on input to slashed zeros... Here are some examples from the History file (TPHistory.txt)

"W4BXI","127","JOHN"

"W4AXO","034","JIM"

"WØNFL","017","JIM"

7.5.1 Chapter entry: 3 digits

Note the leading zero for chapter 034. You **must use three digits**. You can enter 34 when logging a contact and the program will format it to 034 but the History file must have three digits. **The program will not find two-digit numbers.** There is no limit to number of stations listed in the History file and no special designation for the last entry as in the Chapters file.

7.6 Other Files

THERE ARE OTHER FILES e.g. Chapsworked (phone) and CWchapsworked. These are both just numbers and you may need to edit these files. If you delete a contact from the TPQSOLOG log and it is the only occurrence of that chapter number, you must also edit the Chapsworked file to remove that chapter from the file. **OR... YOU CAN DELETE CONTACTS FROM THE LOG AND RUN RECOUNT FROM THE MENU AND THE PROGRAM WILL REMOVE THE CHAPTER NUMBERS FROM EITHER OF THESE FILES AS NEEDED.**

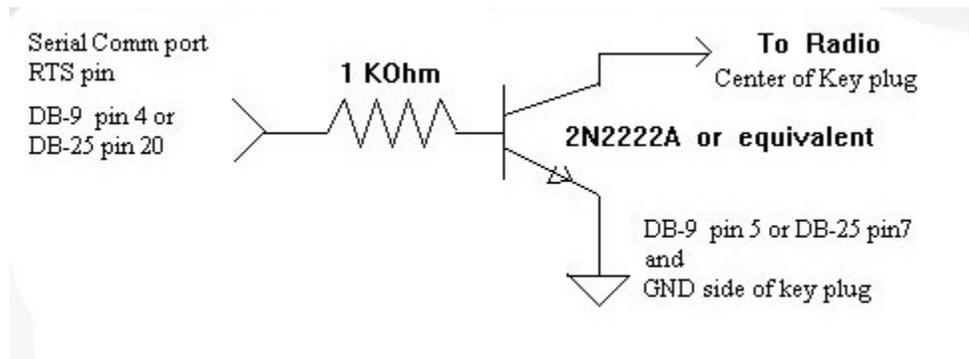
8 ADDITIONAL INFO

If you decide to use TPWINLOG, you can let the author know via email: W4AXO@arrl.net

9 ADDENDUM

Updates will only be made to TPWINLOG when serious flaws are found, or the coordinator changes the rules.

10 KEYER CIRCUIT



A cable can also be made using the Radio Shack RS TIP 120. This transistor is about 4 times as large as the 2N2222 with slightly higher ratings.

Steve Ford, WB8IMY in his book Get on the Air with HF Digital (available from ARRL) uses a 1N4001 diode across the input and output.