DX FT8 Project Firmware Version 1.1 Release Notes November 2024

This version was written to correct two errors in the Version 1.0 release.

First, when in the QSO Mode FT8 messages were being sent in the same time slot that the Target Station was transmitting. Second, the logging routine was creating log entries with the frequency of 14.074 regardless of which band was being used.

Both of the problems were pointed out to us by several users who subsequently helped us with testing modifications. We want to thank them for their help.

So, the operation of the QSO Mode has been changed so that when you select an FT8 message (CQ or **Otherwise**) in the left hand pane, a reply message is shown in the bottom right hand corner of the display. There is nothing else to do but to sit back and watch what the program does.

The program sends an initial call such as W5ITU W5BAA EM00. The program listens for a reply from the Target Station. If no reply is received, then a second call repeating the W5ITU W5BAA EM00 message is made. If no reply is received on the second message the routine is terminated and nothing happens until you select another FT8 message from the left hand pane.

If a reply message is received, then the signal report message and RR73 messages are sent.

Shown below is recording of an actual off the air QSO made using the QSO Mode of Operation:

UTC	dB	DT	Freq	Message
02:54:00 PM	-10	-0.2	14075091	CQ K5SHB DM62
02:54:30 PM	-2	-0.2	14075091	CQ K5SHB DM62
02:54:45 PM	21	0.4	14075090	K5SHB W5BAA EM00
02:55:00 PM	-1	-0.2	14075092	W5BAA K5SHB -08
02:55:15 PM	19	0.3	14075090	K5SHB W5BAA R-03
02:55:30 PM	-1	-0.2	14075093	W5BAA K5SHB RRR
02:55:45 PM	19	0.4	14075090	K5SHB W5BAA RR73
02:56:00 PM	0	-0.2	14075093	W5BAA K5SHB 73

The log entries now contain a frequency item which shows the band being used for the QSO.

Several users have suggested that we add three items to each log entry:

Sent RSL
Received RSL
Xmit Power

Due to an elusive programming problem we have not been able to add these items without causing the Display to flicker. We attribute this problem to either the large amount of program memory used or the complexity of the code. We are continuing to seek a solution to the flicker.