**WSPR-X User’s Guide**

Joe Taylor, K1JT

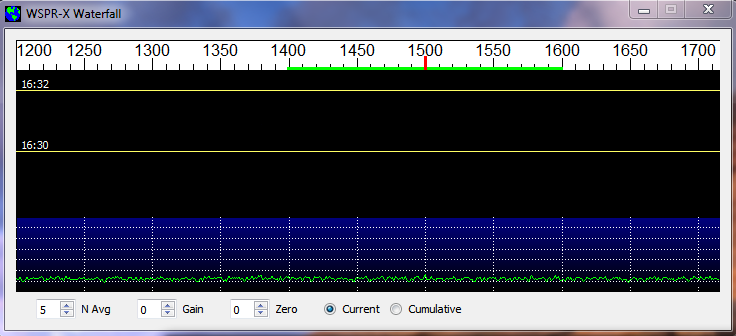
Revision date: January 10, 2013

# Overview

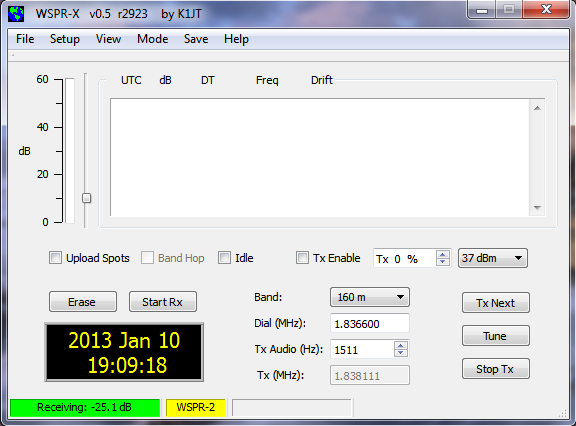
WSPR-X is an experimental version of WSPR that offers a slow mode using 15-minute T/R sequences in addition to the normal 2-minute mode. The program is in an early stage of development: in version 0.5 it does not support I/Q audio (for use with direct conversion equipment) and it does not do “band hopping”. This early release is primarily intended to facilitate experimentation with the slow “WSPR-15” mode on the MF and LF bands. For background information and a full description of the WSPR protocol, see the [WSPR 3.0 User’s Guide](http://physics.princeton.edu/pulsar/K1JT/WSPR_3.0_User.pdf). This brief document should help you get started with WSPR-X. It assumes that you are familiar with previous versions of WSPR.

# Basic Operating Instructions

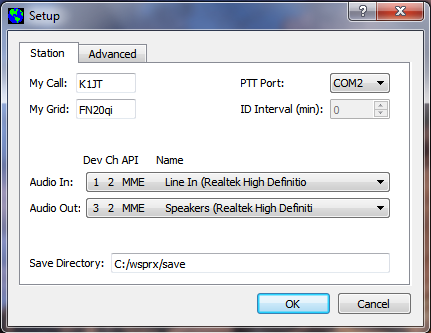
1. Install the program in the usual way. The suggested installation directory is C:\wsprx.
2. On initial program startup WSPR-X displays two windows. One (normally the upper window) shows spectral information in “waterfall” format, centered on the audio frequencies used by WSPR:



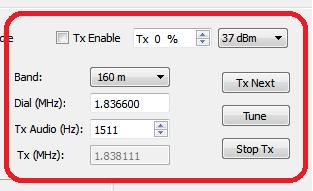
The second window shows decoded information from received WSPR signals and contains most of the controls for user interactions, as illustrated on the next page.



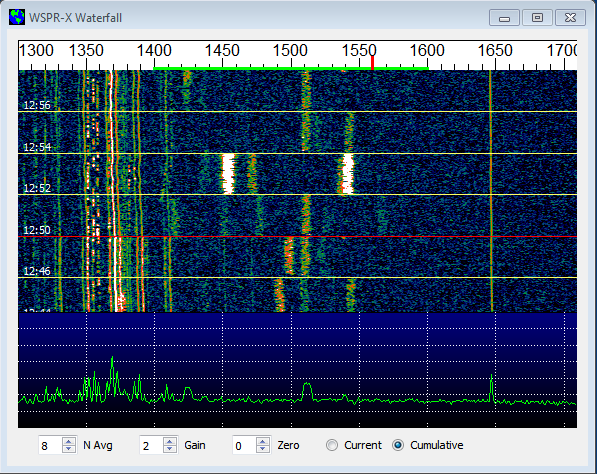
1. Hit **F2** to activate the **Setup | Options** screen. Enter your callsign and grid locator, and the COM port to be used for PTT control. Select the desired devices for **Audio In** and **Audio Out**, then click **OK** to dismiss the Setup window.



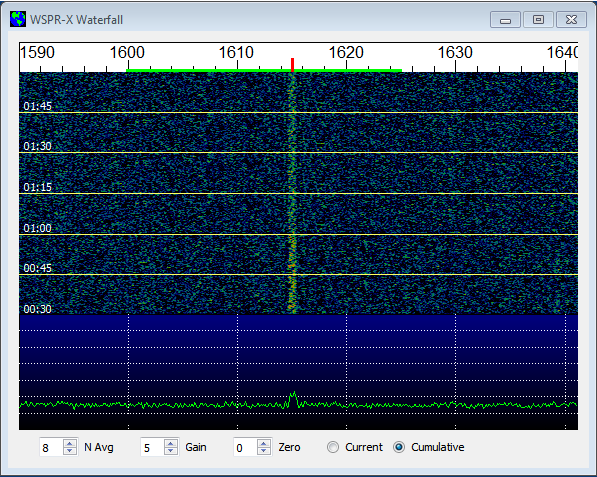
1. Enter your SSB transceiver’s dial frequency in the **Dial (MHz)** entry field on the main screen. The 200-Hz WSPR-2 sub-band lies 1400 – 1600 Hz above the dial frequency, as indicated by a green bar on the scale at top of the waterfall window. If you will be transmitting, double-click on the waterfall scale to select your Tx frequency, which will then propagate to the **Tx Audio (Hz)** entry field and the **Tx (MHz)** label. You can also set **Tx Audio** directly, by adjusting its spinner control. The Tx frequency is indicated by a red tick on the waterfall scale. Select your Tx power from the **dBm** spinner control.

****

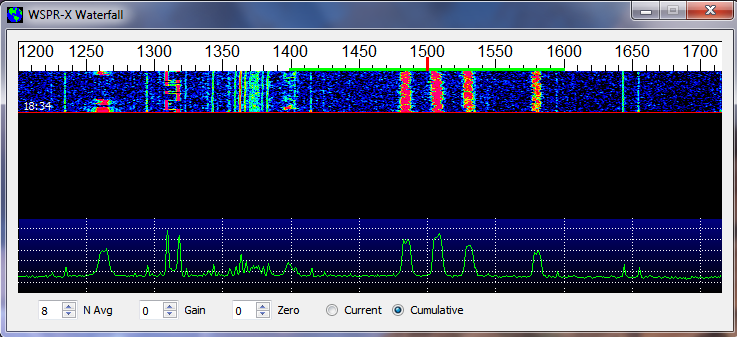
1. The program enters receiving mode automatically on startup. If you wish also to transmit, check **Tx Enable** and set the desired percentage of Tx sequences, e.g., 25%. Checking **Upload Spots** will cause the details of your decoded WSPR transmissions to be uploaded to [WSPRnet.org](http://www.WSPRnet.org).
2. On an active band, normal operation in WSPR-2 mode will produce waterfall displays like the one below. Horizontal red lines in the waterfall graph indicate the times of Tx sequences.

****

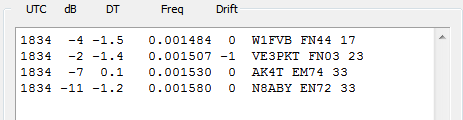
1. To operate in the slow mode, select **WSPR-15** on the **Mode** menu. The suggested WSPR-15 sub-band is 25 Hz wide, starting just above the WSPR-2 sub-band. The normal audio frequencies for WSPR-15 are thus in the range 1600 –1625 Hz. In this mode T/R sequences will start at xx:00, xx:15, xx:30, and xx:45, rather than on even-numbered minutes. The following screen shot shows transmissions starting at 00:30 and 00:45 with S/N = –35 dB, followed by four transmissions at S/N = –37 dB. All of these WSPR-15 transmissions should be decoded correctly.

****

1. The standard WSPR-X installation contains two sample files useful for testing your installation. Select **Open** from the **File** menu, navigate to the subdirectory …\save\Samples under your installation directory, and select the previously recorded file named 130107\_1834.wav. The file will be opened and decoded, producing a waterfall display like this

****

and the following contents in the main-screen window for decoded text:



Alternatively, you could select the compact file 130107\_1834.c2 from **File | Open**. The two files contain essentially the same information in the WSPR frequency range: the “.wav” file contains 16-bit integer samples at 12000 samples per second, while the “.c2” file contains complex 32-bit floating-point data at 375 samples per second. The .c2 file is 1/8 the size of the .wav file. It produces exactly the same decoded text, but since its bandwidth may be less than the displayed range it does not affect the waterfall display.