**The UDP Band Map**

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## 1. 0 GENERAL

Logger32 has a function to receive and display decoded callsigns with some additional information ~~informations~~ on the UDP BandMap and send a reply message to JTDX or WSJT-X. JTDX or WSJT-X works as if the callsign is double-clicked on it's window when it receive reply message.. This data is distributed via UDP (User Datagram Protocol) approximately ~~appromixmately~~

every 15 seconds (FT8 Mode) or 60 seconds (JT65, JT9 Mode etc) by WSJT-X/JTDX program. The reply message is sent via UDP.

When QSO is logged in WSJT-X/JTDX then Logger32 log this QSO via UDP and sends this QSO automatically as DX Spot if you want. See Setup Menu section in details.

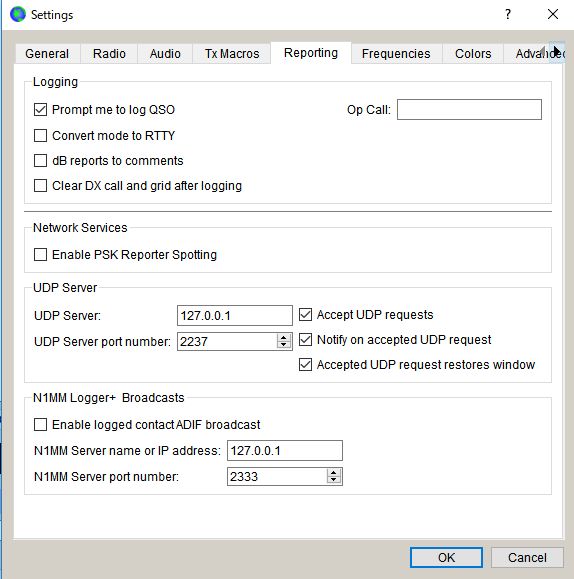
**Note 1**: The UDP BandMap and JTAlert program can not run at the same time.

**Note 2**: Use TCP or UDP for logging.

## 2. WSJT-X/JTDX SETTINGS

### 2.1 Settings in WSJT-X program

Look for UDP Server group. You should leave the default value like this.

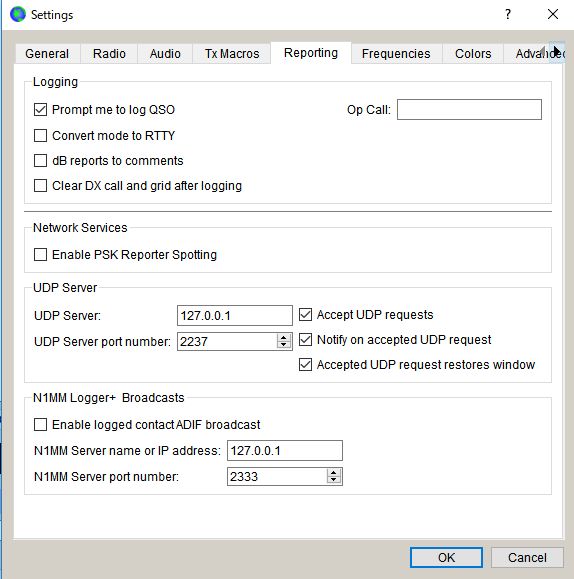


UBM\_1

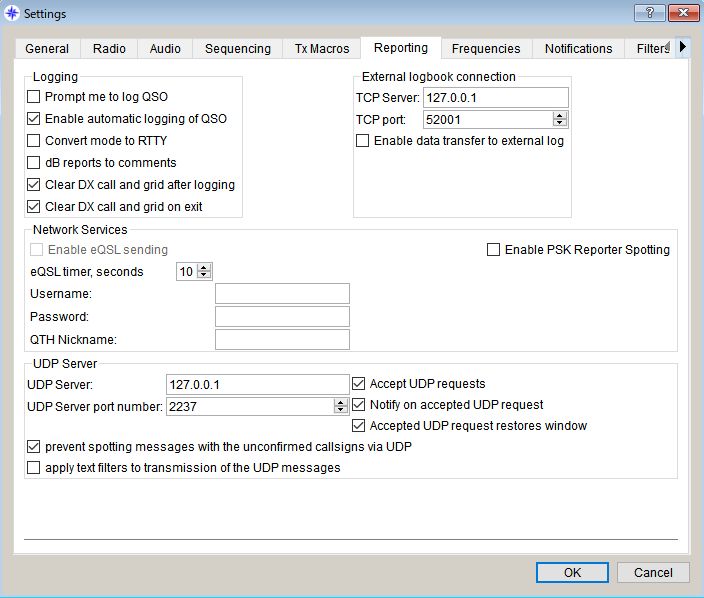
### 2.2 Settings in JTDX program

Look for UDP Server group. You should leave the default value like this.

If you do not use External logbook connection then uncheck "Enable data transfer to external log"



UBM\_1

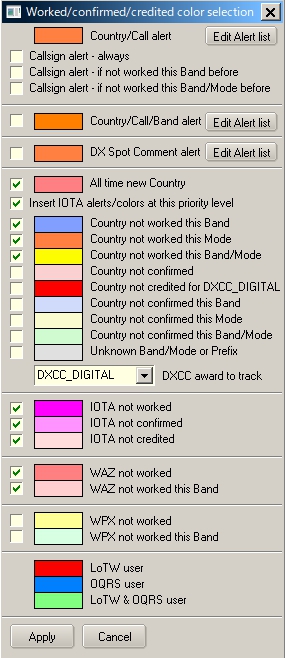


UBM\_2

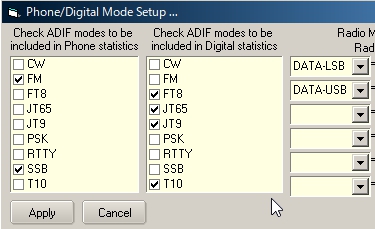
## 3.0. LOGGER32 SETTINGS

The callsign highlight colors and DXCC award tracking information ~~informations~~ displayed in UDP BandMap depend on the settings in "DX Spot highlight color" and "Setup phone/digital modes"

Settings for me to operate FT8, JT9 and JT65 below.

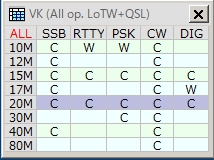


UBM\_3



UBM\_4

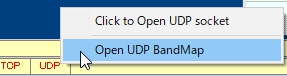
With this settings Worked/confirmed Window looks like below.



UBM\_4A

## 4. OPERATION (1)

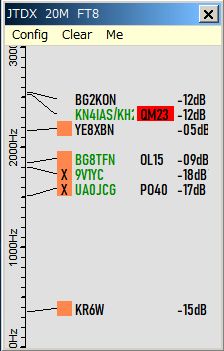
* + Run WSJT-X or JTDX. Do not run JTAlert at same time.
  + Run Logger32
  + Right click on "UDP" in the lower status bar. Click "Open UDP BandMap"



UBM\_5

When WSJT-X or JTDX decode callsigns these callsigns are displayed in the UDP BandMap.

WSJT-X or JTDX, Band and Mode are displayed in title bar. Band and Mode are derived from WSJT-X or JTDX.



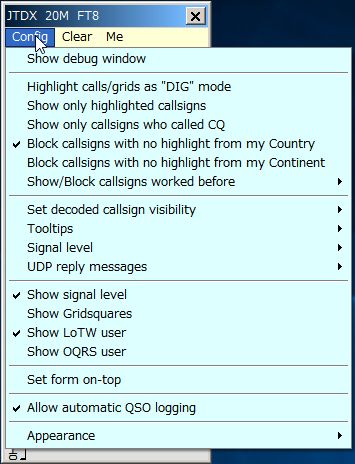
new UBM\_6

* + Click "X" to close UDP BandMap.

## 5.0 MENU

## 5.1 Config

Click Config to show Config menu.

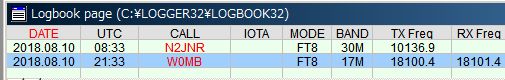


UBM\_6A

There are a lots of options. You may choose whatever you prefer now.

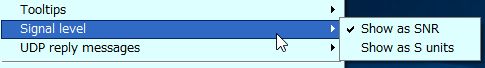
If you want to see highlight colors and tooltips information based on every mode then un-check "Highlight callsigns as "DIG" mode" This option works for displaying "QSOd B4" mark as well.

If you want to use direct logging then check "Allow QSO automatic logging".　VFO frequency plus transmit tone frequency is written in ADIF FREQ field and VFO frequency plus receive tone frequency is writen in ADIF FREQ\_RX field in the Logbook.　Look at QSO with W0MB below.



UBM\_6B

If you want to see signal level then check "Show signal level" and click”Signal level” to select signal level type, SNR or S units.



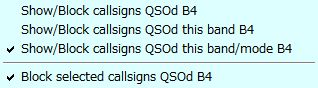
UBM\_6C

If you want to see Gridsquare then check "Show Gridsquares"

Remove -> UBM\_7

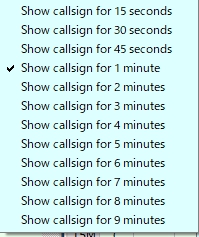
Sub menu for “Show/Block callsigns worked before”

If you want to block callsigns QSOd this band/mode B4 then check like this.



UBM\_6D

Sub menu for "Set decoded callsign visibility"



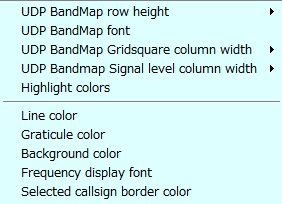
UBM\_8

Sub menu for "Tooltips"



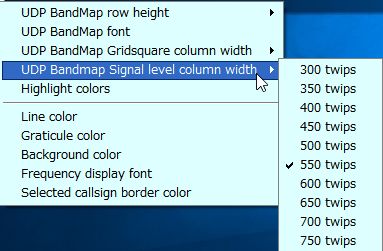
UBM\_9

Sub menu for "Appearance"



new UBM\_10

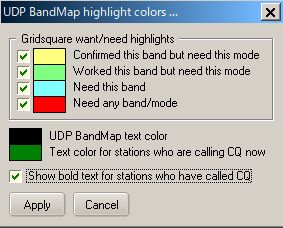
UDP BandMap Gridsquare and Signal level column width can be slected respectively.



new UBM\_10A

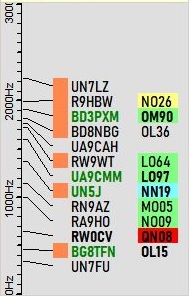
Click "Highlight colors" to configure Gridsquare highlight colors and UDP BandMap text color. If you prefer to see bold text for callsign who have called CQ then check "Show bold text who have called CQ"

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UBM-11

Sample below.　The stations who are calling CQ now are displayed in Green text, the stations who have called CQ are displayed in Black/bold text and the stations who are working other stations are displayed in Black text.



UBM\_11A

## 5.2. Clear

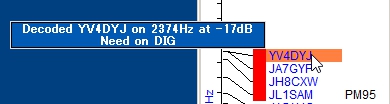
This clears UDP BandMap.

## 5.3. Me

This opens the Calling Me UDP BandMap. See details in paragraph [Operation(4)](#8.0._OPERATION(4)).

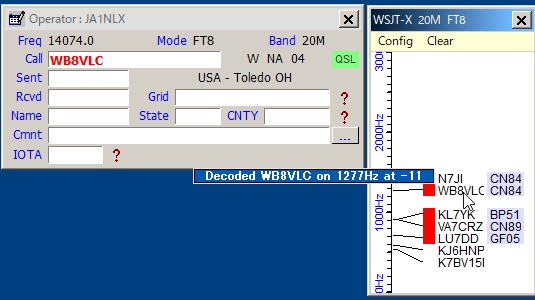
## 6.0 OPERATION (2)

If you move mouse over callsign then tooltips appears.



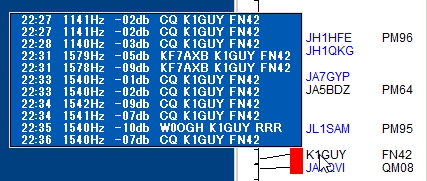
UBM\_12

If you left-click any callsign then this callsign is transferred in [Logbook Entry Window](#_topic_LogbookEntryWindow).



UBM\_13

If you right-click any callsign then history of this callsign is displayed. (max 15 messages)



UBM\_14

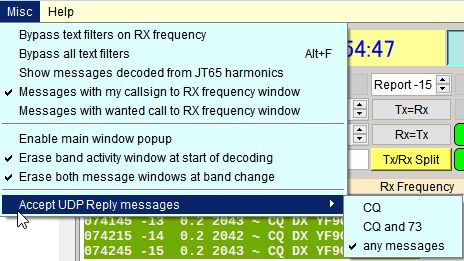
If you confugure various options properly then you see LoTW/OQRS user, QSO B4, highlighted callsign and Gridsquare.

When QSO is logged in WSJT-X/JTDX then Logger32 log this QSO via UDP if "Allow QSO automatic logging" is checked.

## 7.0 OPERATION (3)

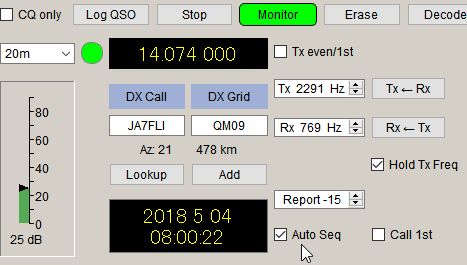
Logger32 can send reply message to JTDX or WSJT-X When it receives reply message then it will transmit message corresponding to the reply message.

For JTDX following options should be checked and “AutoTX” should be turned ON.



UBM\_14A

For WSJT-X Auto Seq should be checked and “Call 1st” should be unchecked.



UBM\_14B

The following options should be checked in the UDP BandMap Config menu. Uncheck “Call selected callsign at end of QSO” if WSJT-X is used.

## 

UBM\_14C

Click on any callsign you want to call. The callsign is surrounded by a box and transferred to the [Logbook Entry Window](#_topic_LogbookEntryWindow). The box border color can be configured in “Config”, “Appearance”, “Selected callsign border color”.

## 

UBM\_14D

When:

(a) The operator calls CQ on the next time slot, a reply message is sent to JTDX or WSJT-X and it will transmit a message calling him/her.

(b) The operator sends a message with 73 or RR73 or RRR, a reply message is sent to JTDX and it will transmit message calling him/her.

The [Logbook Entry Window](#_topic_LogbookEntryWindow) is cleared.

## 8.0. OPERATION(4)

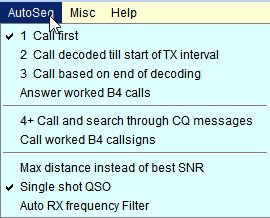
Click “Me” in the Menu to show the Calling Me BandMap. Only callsigns calling me are displayed in this window.

## 

UBM\_14E

**For JTDX:**

It may be a little complicated because JTDX has various options for Auto Seq.　It is better to use following setup to use this functionality.



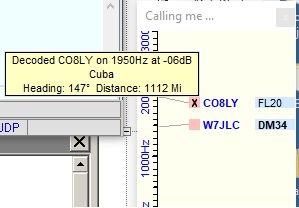
UBM\_14F

When you call CQ and receive multiple replies, these callsigns are displayed in Calling Me BandMap. JTDX will transmit message automatically for the first decoded callsign. When you finish this QSO, click another callsign. JTDX will transmit message for this callsign.

**For WSJT-X:**

Set options like pic [UBM\_14B](#UBM_14B). When you call CQ and receive a reply, callsigns are displayed in the Calling Me BandMap. Click any callsign you want to answer. WSJT-X will transmit a message for this callsign.

If you move the mouse over a callsign thena tooltips appears.



UBM\_14G

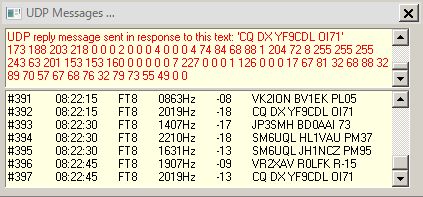
## 9.0. TIPS

If you have "Show only callsigns calling CQ" and "Show only highlighted callsigns" checked then the only station that are highlighted and calling CQ will show.

The BLOCK COUNTRY and BLOCK CONTINENT options look for a Country/Continent match with the Logger32 Current Operator.  If you have the Logger32 operator set to "At the Beach" or "Club Station" or something other than the callsign of where you are operation, the results will be unpredictable.

Try to change settings of "DX Spot highlight colors" in DX Spot Window and settings of "Setup phone/digital modes" in Tools menu. It affects the way to display highlight colors and tooltips in UDP BandMap.

The Debug window is very useful to check problem. Click "Show debug window" in Config menu to show debug window. The Reply message is displayed in Red text.



UBM\_15