

Manual input of a paper log for SAC

Manual Log Input

SM2EZT has made a program for manual input of a paper log for SAC. The output file will be a **CABRILLO**-file for checking your log in a log checking program. It will be called **yourcall.log** (example: **7s3a.log**).

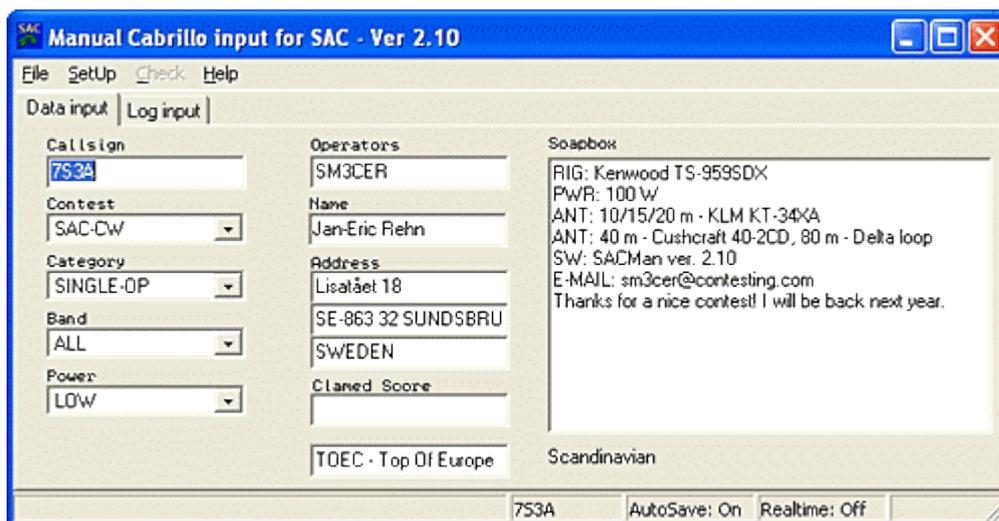
This version can also be used to log in realtime!

The zipped file contains two files; an .exe-file called **SACMan.exe** (540 kB) and **cty.dat** (59.1 kB - VER20100701). Due to restrictions from my server provider I have to distribute the file as a .zip-file called **SACMan.zip** (282 kB).

How to install: Save in a temporary directory, unzip the file using WinZip or similar, use File Manager to put **SACMan.exe** and **cty.dat** in a folder that you prefer (example: C:/Program/SACMan).

How to make your log

- Open the program. The opening screen will look like this:



- Fill in all your information. You can jump between the input fields with **TAB** or **SHIFT-TAB**.

The input field "**Contest**" have two options - "**SAC-CW**" and "**SAC-SSB**".

The input field "**Category**" have five options - "**SINGLE-OP**", "**MULTI-ONE**", "**MULTI-MULTI**", "**SWL**" and "**CHECKLOG**".

The input field "**Band**" have six options - "**ALL**", "**80M**", "**40M**", "**20M**", "**15M**" and "**10M**".

The input field "**Power**" have three options - "**HIGH**", "**LOW**" and "**QRP**".

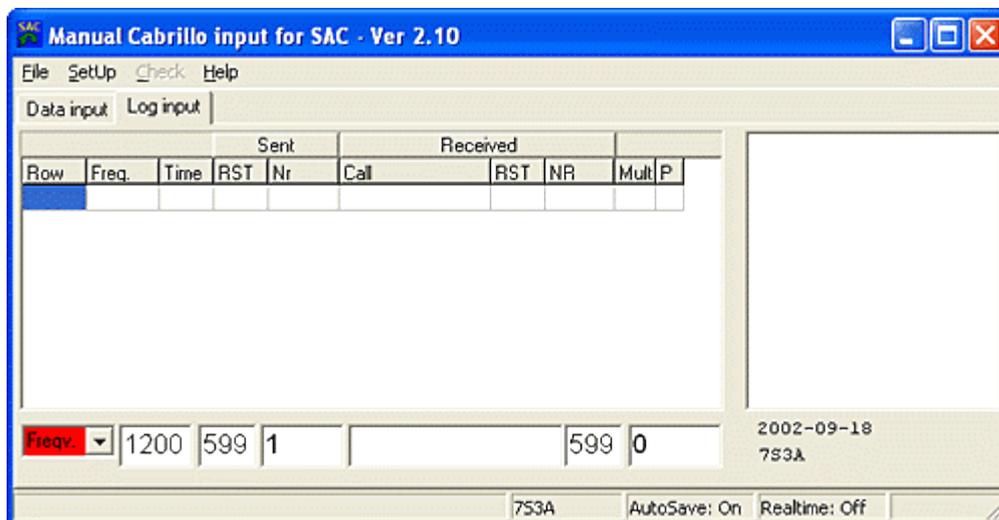
To choose option click on the button with the down arrow to the right of the input field and use the **down** or **up arrow** on the keyboard for the correct option.

The input field "**Claimed Score**" don't need to be filled in. The score will automatically be caught from the Claimed Scores table in the "**Log input**" window.

If you like you can write your club's name in the input field "**Club**" (*optional*).

The "**Soapbox**" field can be used to write what equipment you used, your e-mail address and some short comments (*optional*).

- When you're finished you can go to the "**Log input**" window and start logging. The logging screen will look like this:



- Now you're ready to fill in your log information. You can jump between the input fields with **TAB** or **SHIFT-TAB**.

The date will be chosen automatically depending on if you're working **SAC-CW** or **SAC-SSB**.

The input field "**Frequency**" have five options - "**3500**", "**7000**", "**14000**", "**21000**" and "**28000**". To choose frequency band use **ALT-B** to go up and **ALT-V** to go down.

The input field "**Time**" shows the time "**1200**" as default. To change the time you can use the **up** and **down arrow** on the keyboard OR the **+** and **-** keys on the numerical keyboard. You can also double-click in the field (or use **TAB** or **SHIFT-TAB** to go to the field) and type the time manually.

NOTE: This version can also be used to log in realtime!

To choose that option click on "**Setup**" in the menu row and then click on "**Realtime**" or use **ALT-S-R**. You need to be sure your computer clock is set to **UTC** to use this feature.

To be sure you won't loose any logged QSO:s there is also an **AutoSave** function, which is activated as default. When **AutoSave** is activated the Cabrillo log will be saved as "**Backup.log**" in the folder where you saved "**SACMan.exe**" and "**cty.dat**". If you don't want to use that option, click on "**Setup**" in the menu row and then click on "**AutoSave**", or use **ALT-S-A**.

If you need to restart your computer or the **SACMan** program and you did not save the log you can do as follows:

- Open the program
- Click on "**File**" and then on "**Open...**"
- Search for the file "**Backup.log**" and open it

- Click on "**SetUp**" and "**Realtime**" (if you're using that option)
- You're "back in business" and can continue logging

The sent serial number has the default **1**. The numbers will automatically be increased for each QSO. To change the sent serial number manually in the left **Nr** field - double-click in the field (or use **TAB** or **SHIFT-TAB** to go to the field) and type the correct number. The numbers will again automatically be increased for each QSO.

To change the sent and/or received **RST** double-click in the field (or use **TAB** or **SHIFT-TAB** to go to the field) and type the correct RST.

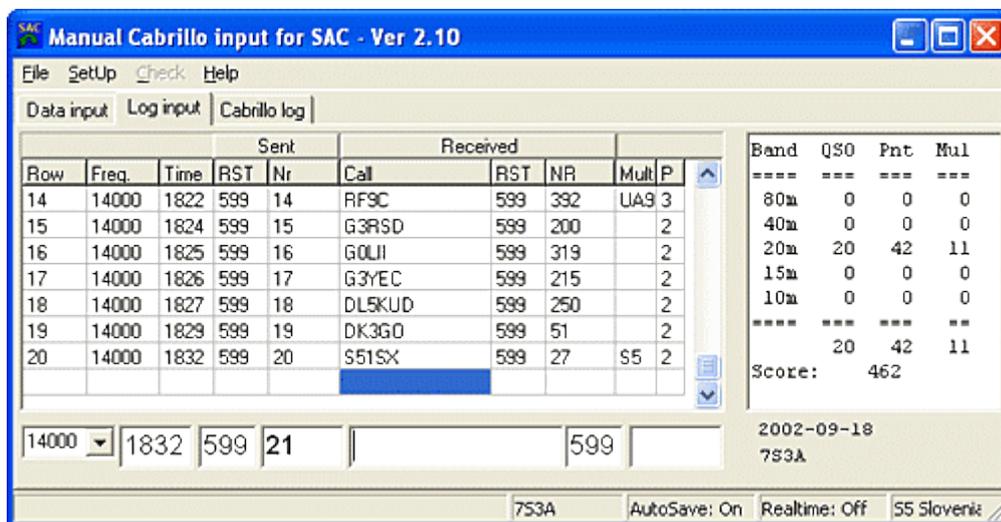
How to type a QSO

- First choose the frequency.
- Choose the time (if you're working post-contest).
- Type the call of the worked station
(The field "**Call**" is activated by default).
- Click the **SPACE BAR** to make a dupe check.
(If it's a dupe the background of the call field becomes red. If you'd like to log the call anyway, click **ENTER** to skip you from the callsign field to the received number field, or else you can click on the **ESCAPE** button to erase the call. If it's not a dupe the cursor will go to the field "**Nr**" and wait for you to type the received serial number).
- Type the received serial number.
- Click **ENTER** to log the QSO.

How to type a QSO - QUICK VERSION (in Realtime mode):

- Type the call
- **SPACE BAR**
- Type the received serial number
- **ENTER**

This is how the logging screen looks like after logging a few QSO:s:



You can see the Claimed Scores table on the right side of the logging screen. The points and multipliers are updated after each new logged QSO.

IMPORTANT! In the input fields **Time** and **Nr** be sure you are using the **0** for the figure **zero**!

IMPORTANT! In the input field **Call** be sure you are using the **0** for the figure **zero** and **O** for the letter **O**!

- When you're "Searching & Pouncing" and the QSO is a DUPE, the input field "Call" becomes red. If you're not going to log that QSO, you can click on the "Esc" button on the keyboard to erase the call. To log the call anyway, click **ENTER** to skip you from the callsign field to the received number field, type the received serial number and click on **ENTER**.

15	14000	1824	599	15	G3RSD	599	200		2
16	14000	1825	599	16	G0LII	599	319		2
17	14000	1826	599	17	G3YEC	599	215		2
18	14000	1827	599	18	DL5KUD	599	250		2
19	14000	1829	599	19	DK3GD	599	51		2
20	14000	1832	599	20	S51SX	599	27	S5	2

14000	1832	599	21	G3RSD	599		
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753A AutoSave: C

A part of the logging screen (in full scale) with a dupe shown

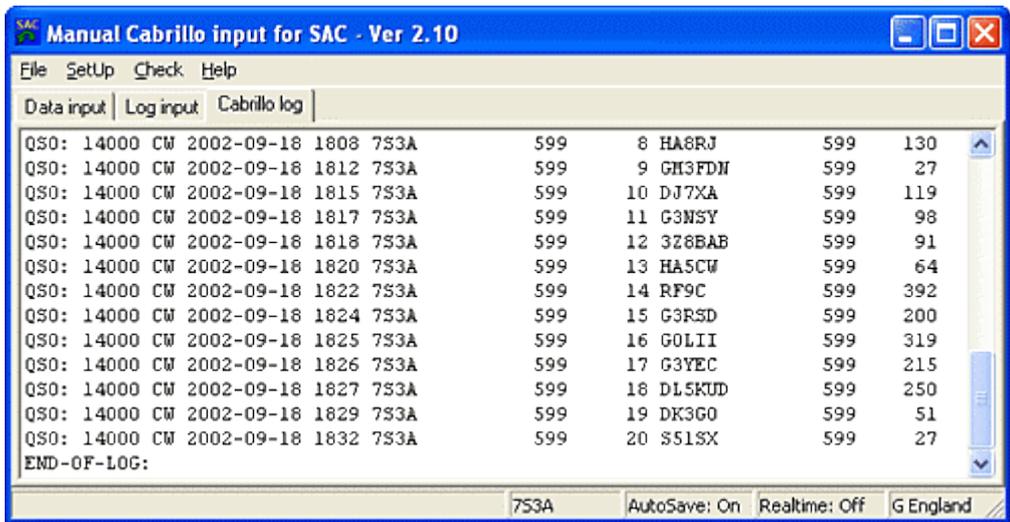
NOTE: If you have done some input error you can easily edit your log file in the upper window. You can mark the cell with the mouse or use **TAB** or **SHIFT-TAB** to go to the log in the upper window. To go between the rows and columns in the log use the "ARROW" keys (Up - Down - Left - Right).

You can also erase the last row in the log with a right-click on the mouse somewhere in the log window and then a click on the button named "**Delete last row**".

Every correction made in the log window will rescore the Claimed Scores table. (The rescoring will take effect as soon as you leave the log window).

- When you have finished your log input you can click on "**Cabrillo log**" to see how it looks like. (You can NOT edit the Cabrillo log within the program). Use the **Check** tool in the menu to see if there are any errors in the log input. If there are some errors you can easily correct them in the log in the "**Log input**" window.

This is how the Cabrillo screen looks like:

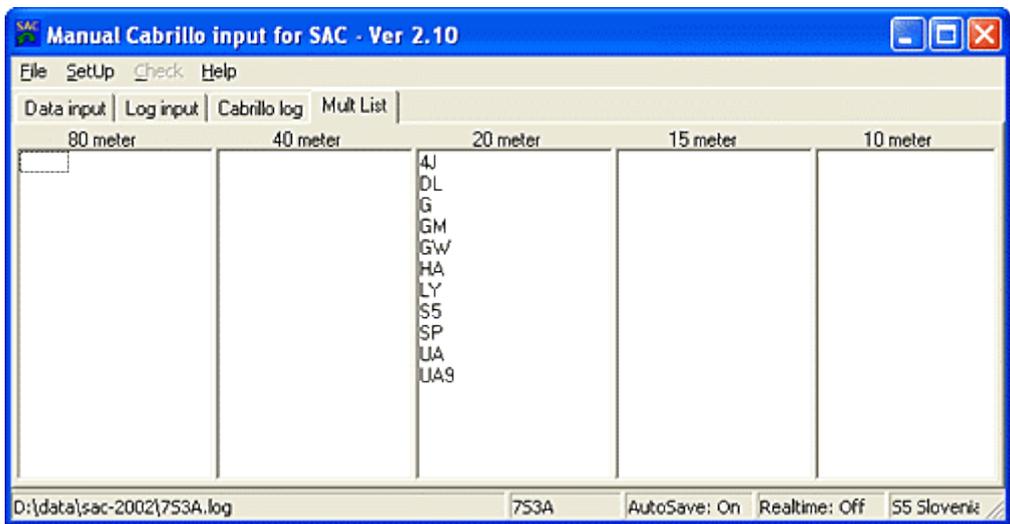


The Cabrillo log is updated after each new QSO logged. If you do any changes in the log window the Cabrillo log reflect those changes immediately.

- To save the log click on **File** and then **Save...** The file will get the name **yourcall.log**. (Example: **7s3a.log**) Make sure you save it in a folder where you can find the file again...!

NOTE: If you're doing a break and would like to come back later to type or work some more QSO:s, you can easily do that:

- Open the program
- Click on "**File**" and "**Open...**"
- Search for the file "**yourcall.log**" and open it
- Click on "**Setup**" and "**Realtime**" (if you're using that option)
- Continue logging from where you took the break
- After you've opened an unfinished or old log you can also see the multipliers by band (Click on **Mult List**). You can also save the multiplier list in a text file. (This also means that a Cabrillo log for SAC will be scored after loading it and you'll get Claimed Scores for that log).



The multiplier lists by band

This is how the multiplier text file looks like:

Mult List for 7S3A
80m 40m 20m 15m 10m
--- --- --- --- ---
4J
DL
G
GM
GW
HA
LY
S5
SP
UA
UA9

If you need to edit the Cabrillo file before you send it to the Contest Manager you can do that in your favourite text editor.