FIELD DAY CALLS (FDCALLS.EXE)

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*With many thanks to Mr. Mark Siegesmund, Systems Analyst, who
did much of the programming and worked over the years with
WB9RQR to fully develop this version.

PUBLIC DOMAIN

Yes. Copy it, share it, modify it, etc. Do anything you want
with   it, EXCEPT: 1. Don't sell it (you can charge a nominal
fee for the disk that its on, but that's all). 2.   Do give
credit for it - don't remove the author's call from the
program or this DOC file. OK?

FILES

There are two files in this package:

        FDCALLS.DOC   7936 bytes 12/25/88 00:00:00
        FDCALLS.EXE   13504 bytes 12/25/88 00:00:00

If your source of these two files was FDCALLS.ARC, the ARC file
itself should show:

            FDCALLS.ARC   14997 bytes

The date and time of the ARC file will vary depending upon when
it was copied. However, when you unARC the DOC and EXE files, a
DIR should show 12/25/88 with no time stamp (00:00:00 is
reflected as a blank, at least under MS-DOS 3.3).

The DOC file is the file you are reading now. The EXE file is
the program iteself, compiled with Turbo PASCAL Version 5.0.

PURPOSE AND GENERAL FEATURES

FDCALLS is a FAST, efficient Field Day Logging program. It has
been in use by the Ozaukee Radio Club, PO Box 13, Port
Washington, Wisconsin 53074, for over 5 years with excellent
results. There is NO waiting; a call is logged practically
instantly when the ENTER key is hit. No visible time span   can
be detected between the ENTER and the next prompt or DUPE beep
until there are well over several hundred calls in a file. You
will be pleased with its speed.

It can be used when Field Day is over, to log each tent or
transmitter site into a separate file. Alternatively, it can
be used at Field Day, if a portable MS-DOS computer is
available, to log each site into a separate file.   This   is
what we did (Ozaukee Radio Club) during 1988.   Another

alternative, for clubs that have several portable MS-DOS computers available, is to use it at each site; the no-wait feature makes dupe sheets obsolete, provided you have a reliable source of power. One caution that should be self-evident. If you are using generators at your Field Day site, SAVE THE DATA OFTEN. Also, work up some system of notifying all power users when the generator is going down for refueling. Don't just kill it, because all data will be lost that is not saved on disk!

RUNNING THE PROGRAM

To run, type FDCALLS <ENTER>. (Note that <ENTER> means pressing the ENTER or RETURN key. A banner will be displayed showing the program name and version number, as well as the upper limits for variables (number of calls that can be placed in a file, prefix first letters allowed, etc.). An explanation of filenames will follow, followed by:

Enter the filename now, or press the ENTER key
without entering any characters to quit the program: ==>

Make up a standard filename and extension. Some examples are:

  80PHONE.RQR   40PHONE.RXJ   20CW.CAN   NOVICE.TNT   SOLAR.CW

You need not use an extension, but its better if you do. In the first three examples above, the extension consists of the call letters of the head of that tent or site. Novice tent and solar CW are the last two. Let us assume you wish to work with a new file, NOVICE.TNT; type it in followed by ENTER. You will see:

Enter the filename you wish to work with ===> NOVICE.TNT
NOVICE.TNT <-- Not found. Create this file (Y/N)?

Respond with a Y (upper or lower case), and you will see the main prompt, shown below under ENTERING CALLS.

ENTERING CALLS

Calls may be entered in UPPER, lower or MiXeD case - case does not matter. The main prompt is shown below, along with a call you have typed in:

Enter a call, or L)ist, S)ave, R)esort or Q)uit: ==> WB9RQR<ENTER>

The next prompt will be:

Answering Y or y <ENTER> will log the call in the list, IN ITS SORTED ORDER. That is, the program puts 9s after 8s, and WB8ABC before WB8XYZ, at the moment you press ENTER. Therefore, the list is sorted as it is being built. That is why dupes are caught so fast; they are looked up in a presorted list.

Now is the time to make a point. It is very important for you to

press the letter S every now and then at the main prompt. Until
that is   done, the data is not saved on disk. If the power
goes down, you loose the calls. It is suggested that you save
after every 20-25 calls. The number is not important, but that
you do it is. SAVE OFTEN. It takes very little time, a   few
seconds with even 500 calls in the file. Do it; you will   be
glad that you did. (Just in case you forget, the program will
automatically save all the calls after somewhere around   50
are entered, depending somewhat on how long the calls are, so
don't panic if you suddenly get a "Saving   the   data....."
message without requesting it. However, you are urged to save
more often than this.)

DUPES

Let us suppose you type a duplicate call, followed by ENTER. You
will see:

*** DUPLICATE CALL ***
Do you wish to delete it from the file? (Y/N)?

and you will hear a beep. Answer N (or n) to this question and
continue with your next entry.

This is also the mechanism for deleting a call from the file, for
example, one   you entered before you discovered it was typed
incorrectly.   In this case, retype the incorrect call to get
the DUPE prompt shown above.   Then answer Y or y to the
question, and it will be deleted from the list.

IMPROPER ENTRIES

The program will accept calls which begin with W, K, N, A or V,
and each must contain a number. If you miss the 3 and hit the
E, entering a call such as VEEABC, you will see:

*** IMPROPER ENTRY ***

with a beep, and the main prompt will again appear. Type it in
correctly and proceed. Note that each call may contain up to 7
characters. A single data file (80PHONE.RQR, etc.) may contain
up to 5,000 calls.

LIST

This   command at the main prompt will list the contents of the
calls, in columns of four across. Each call is numbered.
Following the screen list, you will see the prompt:

Send to printer as well? Enter Y)es for a hard copy -->

No   will   get you back to the main prompt; yes will list the
calls   to the printer, along with space to write in your club
name and a heading showing the filename. This hardcopy is ready
to go to ARRL.

SAVE

This command saves the call list to disk, as mentioned above in
ENTERING CALLS. Save often!

RESORT

This is a command which you will probably never use.   As
mentioned previously, each call is inserted in its proper
position in the whole list, when first logged, the instant you
press the ENTER key. However, should some error cause a call
to be inserted out of order, this command will resort
everything.

QUIT

Returns   you   to DOS, after first S)aving everything to disk
(nice safety factor).

                    <<<<< END OF DOCUMENT
>>>>>