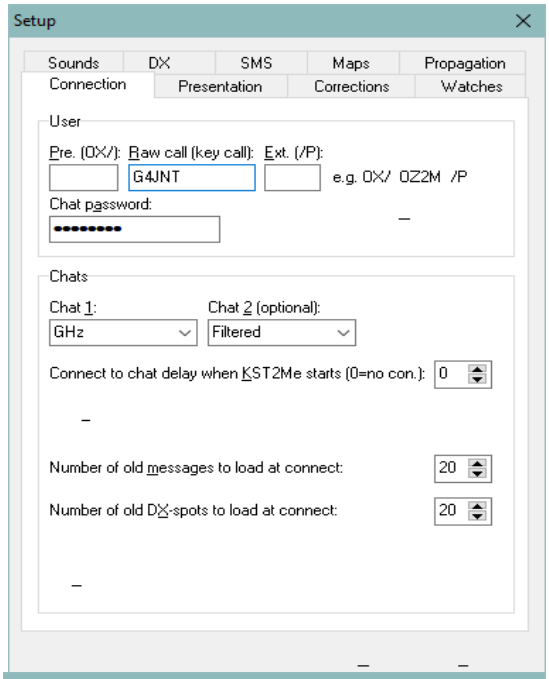
A *KST2ME* GET-you-GOING <u>for Microwavers</u>

Set it up First

Make sure you have registered your callsign and details on the main KST website http://www.on4kst.com/chat/start.php Without registering, you will not be able to use KST2ME.

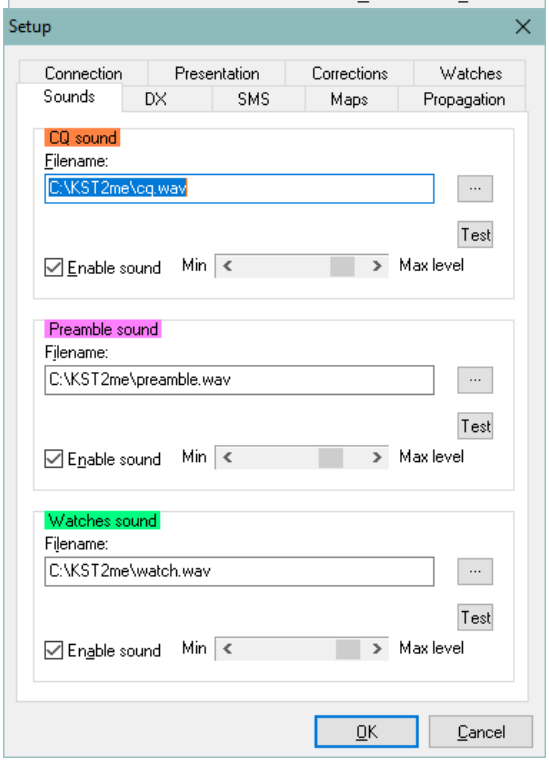
Download the KST2ME software package from http://www.rudius.net/oz2m/software/kst2me/ Request a KST2ME key from Bo, OZ2M (details are on the same web site) and follow the instructions for installing it. Once you've done that, run the KST2ME software



First of all, on the top toolbar, go to Tools / Setup KST2ME and you will get a window like that shown here:

Under the *Connection* tab:

Enter your own callsign and KST password; select GHz for Chat 1 and filtered for Chat 2. (Everything I'm about to describe to make life easy for microwave operating uses the filtered settings.



Then go to the *Sounds* tab which will open up this window. Initially, most boxes will be blank.

Tick the enable sounds boxes and using the pull down menu select a suitable .WAV file for each sound. The ones provided are called *CQ.WAV*, *preamble.wav* and *Watches.wav* but you can browse to and use other .wav files of your choice

Set the level (volume) to a high(ish) value and use the test button to make sure the sounds appear from the computer speakers.

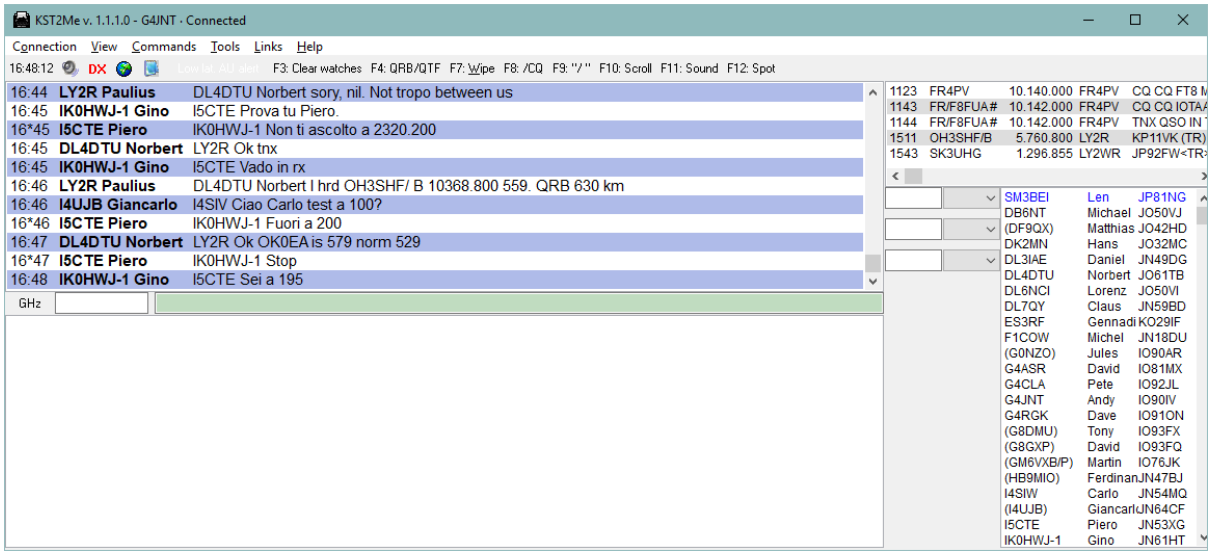
Then exit the Setup menu as that is all the configuring you need at this stage.

Make sure the speaker icon, top left does not have a red cross on it indicating sounds are off. Use the F11 key 'Sound' to toggle sounds on or off.

Go to the Connection Tab on the man menu bar and click *connect*. The upper window should then fill with messages.

Using KST2ME

This is where many people seem to get confused and is the reason for writing this short guide, What follows was mostly gleaned after initially sitting with two PCs with the software running and two callsigns logged in, then subsequently realising two independent KST2ME setups were possible on one PC (*)



Type a message in the box at the bottom of the upper window (light green), and that message will then appear in everyone else's upper window – that is the trivial way to use the KST2ME package, and not very helpful as in the heat of a contest / event, non-highlighted messages will be missed. CQ and general calls do need to be sent this way.

/cq The traditional way

To send a message to a specific station, in that message box type, exactly as shown here

/cq g4jnt this is a test message

replacing 'G4JNT' with the callsign of the station you want to send to, and your actual message for the text after it. The /cq at the beginning is necessary and is a specific command to the software

If the target station has set his software up correctly, that message will play the *cq.wav* at the destination station and highlight the message on the main screen, it will also appear highlighted orange in the filtered messages window (if he is running that way). Anyone doing the same using your callsign will result in your *cq.wav* sound file appearing out of your speakers and the message appearing highlighted on your lower window. The supplied *cq.wav* file is the loud 'Meep Meep' that KST is famous for. You can use any other sound of your own choice, via the sound-setup menu.

Preamble

The little box bottom left of the upper window is called the preamble, and is used to store a callsign of the station you are interested in. The preamble box can be filled by typing in manually, or clicking on the callsign/name where it lies to the left of the message in the main chat window to transfer it. The preamble box can also be updated by clicking on the name of the station in the right-hand-side list of those logged on. Do not click on the callsign there, that does not do the job. Confusing !

If a message arrives to you from the station whose callsign is in that preamble box, the *preamble.wav* file is played through your speakers and the message appears highlighted in pink in the lower (filtered) window

So there are two ways in which specific messages from individual stations can generate warning sounds when they arrive. Using the /cq format, where you have to remember to properly format the message string including the target callsign or by inserting the target callsign into the preamble box by typing it manually or clicking on it from the list).

As an alternative, go the *Presentation* tab in the setup and change "Call click mode" to "/CQ and preamble" then there's not need to manually add the /CQ (or use F8) when sending a message to someone, just click. Also you can right click in the callsign in the right hand pane and choose "/CQ call and preamble". (Thanks to G4CLA for that tip).

Watches

This is a third method for generating audible alarms when a string, for example a callsign, or 'CQ' or anything, appears in a message. This time the message does not have to be intended for you and can be used to see, for example, when a station has completed with someone else so you can call him, or look for a CQ (in the generic sense) etc. Anything you like

In the Setup Menu, go to the Watches tab and enter a callsign (or any other string you want to alert on) in the first box under Chat 1. In the pull down menu, select IM. This sounds the watch alert playing the *watch.wav* whenever that callsign or string appears in any chat message. The relevant message is highlighted in green.

And Finally…

It seems that if you are NOT connected to the internet and you try to launch KST2ME then very bad things happen; you get plenty of 'access violation' messages that can only be stopped by drastic computer reset actions.

Conclusions

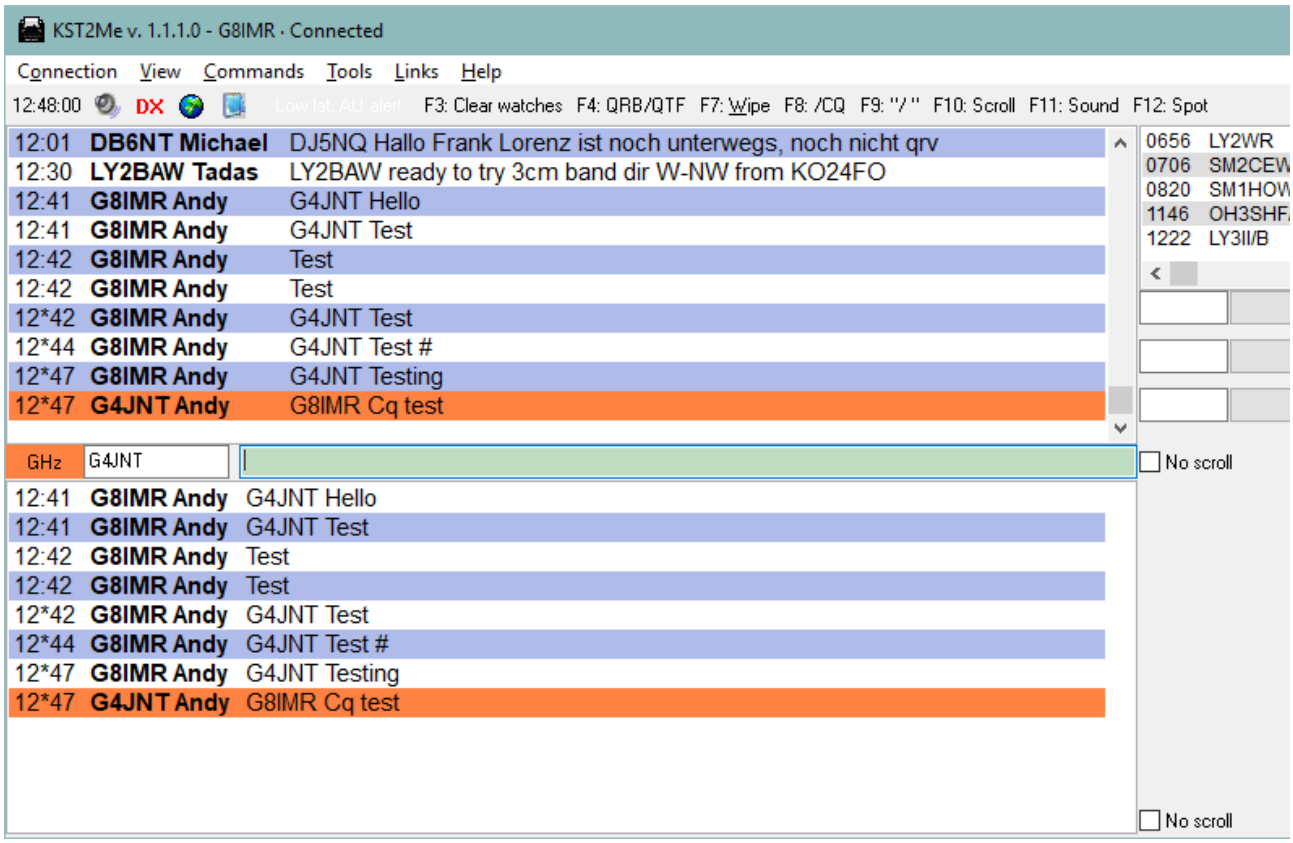
For using KST2ME as talkback for microwaves, that's all you really need. It has a lot more capabilities which, if you are into HF, Dxing, Cluster and all that sort of thing, may be relevant. In which case read the manual; it's all in there. In fact, after reading this how-to, take a look at the manual anyway and it will make more sense. The manual can be found via the Help tab on the main menu

(*) **Running Multiple instances of KST2ME**

If you have multiple callsigns , such as a club station or you just happen to have two, obtain a KST2ME key for each. Then, by starting the KST2ME software with a 2 after it a completely separate and independent instance can be run in parallel with the first one. To start it this way, type ' ***KST2ME 2*** ' at a command prompt. Or use a windows short cut with *KST2ME 2* in the Target of the shortcut. In both cases, don't forget to include the installation folder within the shortcut / command prompt run instruction. Then go through the entire set up procedure again for this second instance.

If you run two instances with different callsigns, you can happily chat to yourself and test out all the capabilities shown here, as well as all the other in the manual. But beware, everyone else will be watching

you doing so – and at quiet times someone will probably chip-in! At busy times in contests, such playing may just cause annoyance.

The screen-shot below shows the two screens for G8IMR and G4JNT. Note that all except the last message were sent from G8IMR to G4JNT. The word 'TEST' was set as a watch on the later messages at the G4JNT end.

Andy Talbot G4JNT / G8IMR