

EWD.js-connected Page Features

1. After calibrating (the 3 v's part), key-in QRK. The server should reply with a signal report at the same speed you have calibrated for sending. If the speed is too fast, change it using the 'Receive speed' data input box located above the 'Show Text' line. Then resend QRK.
2. Key-in the following message: QRZ DE [your call]. Note that there is a space separating QRZ and DE and a space between DE and your call. If this succeeds the status bar will indicate that you are successfully registered. In other words, the message router on the server knows who you are. (If you make a keying mistake, wait for the partial message to pop down into the history buffer and then try again—do not reset, as reset would require re-calibration.)
3. Choose a call sign or handle. Anything will do. Shorter is better because, there are fewer opportunities for keying mistakes. The call sign or handle must be alpha-numeric. There is no minimum length requirement. Key-in 'QRZ DE [your call]'. This will register your call on the server. If successful, your call will also appear in the 'My call' box (second status line).
4. There are two ways of establishing contact with another station (computer). You can call the other guy or the other guy can call you. The first QRZ message only informs the server that you are connected and available to receive a message. It does not inform any other users that you are connected. However, if you key-in 'CQ DE [your call]' other users who are connected will receive your message (in code, of course). They may then reply. —The application does not know how to deal with multiple different users replying at once, but that is not likely to be a problem!
5. If you already know the call sign or handle of another connected user, instead of keying-in CQ you can key-in the message: [other user's call] DE [your call] This will establish a connection between you and one other user.
6. If you have sent CQ another user may reply to you, and once someone replies the channel will be established. Either way at this point the other user's call sign or handle should appear in the 'Remote call' box (second line of status information). At this point it is possible to use a shortcut form of replying (without keying-in call signs).
7. Once both the 'My call' and 'Remote call' boxes contain values, you can key 'R [anything]' and your message will go to the user identified in the 'Remote call' box.
8. When the conversation has ended, to disconnect (terminate the connection), type QRT DE [your call]. The second status line will no longer display connection-specific values.