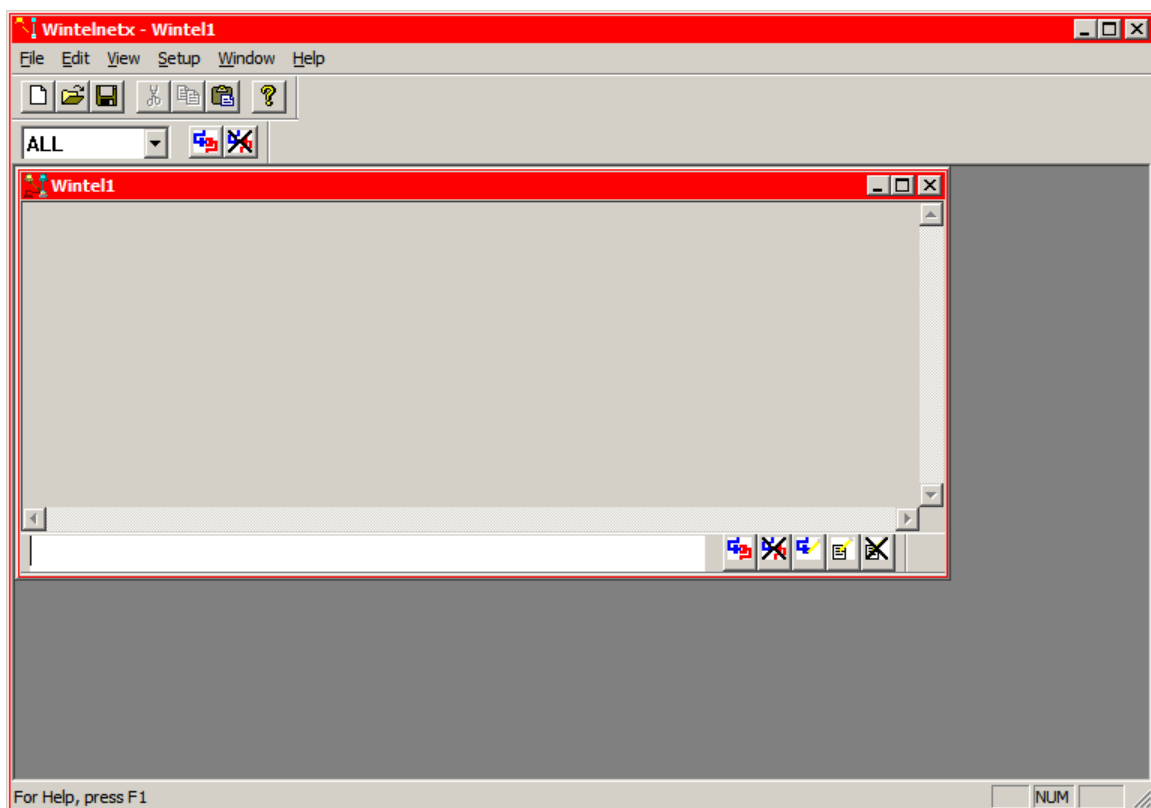


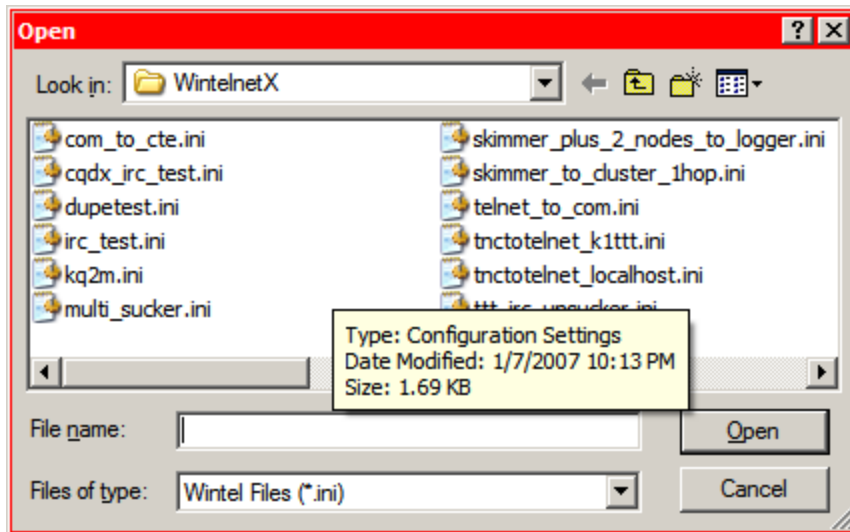
## Using WintelnetX to Combine Skimmer and Cluster Spots (Rev. 1.0, 10/28/08)

Recently, Dave (K1TTT) released version 4.17 of his WintelnetX software, now making it possible to merge Skimmer and one or more DX cluster spots into a single stream of data to send to any logging software. WintelnetX is a little complex at first, though, and as yet there is no Help file, so I decided to write this brief guide to help people set it up and get it working with CW Skimmer.

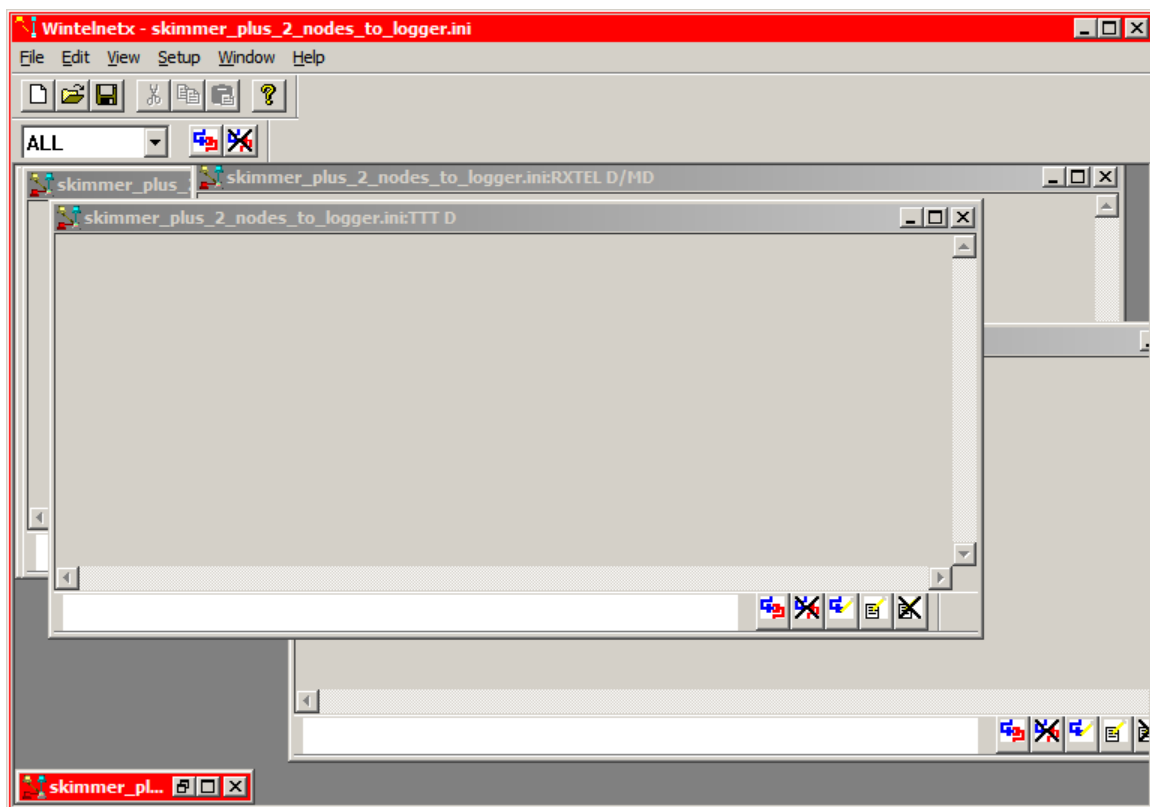
First, download WintelnetX from <http://www.k1ttt.net/software.html#wintelnetx> . Expand the zipfile into a new folder (typically, program Files\WintelnetX). Now start the program. This is what you will see:



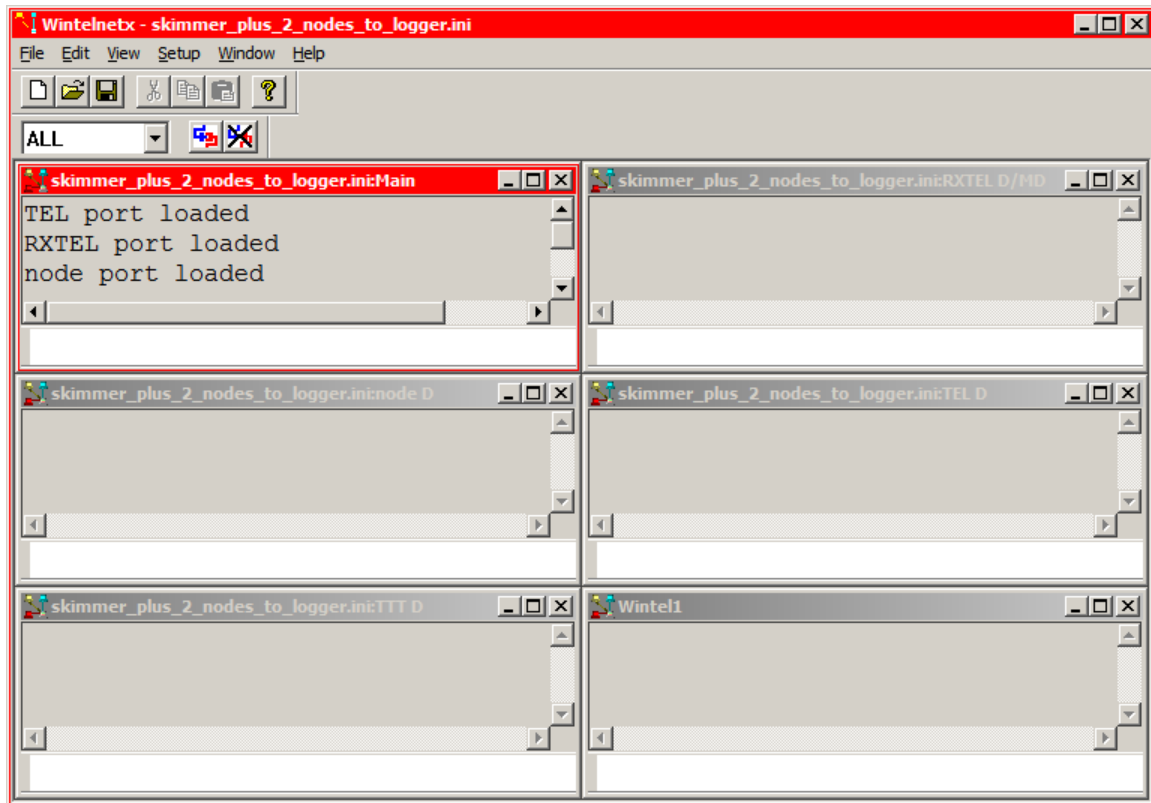
Now click File and choose Open:



If you're not already there, navigate to the WintelnetX folder and you'll see this. Select the file titled "Skimmer plus 2 nodes to logger.ini" and click Open.

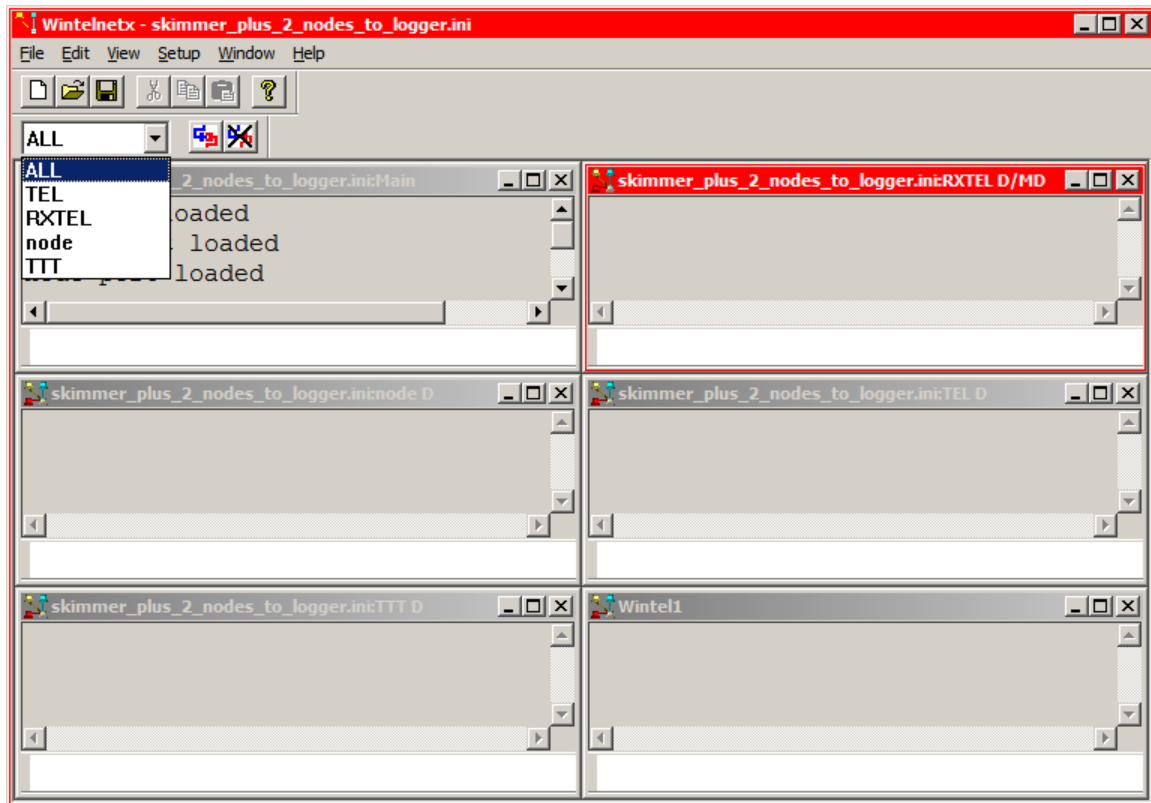


First restore the minimized window at the lower left. Now click on Setup and choose Tile. That will produce this:

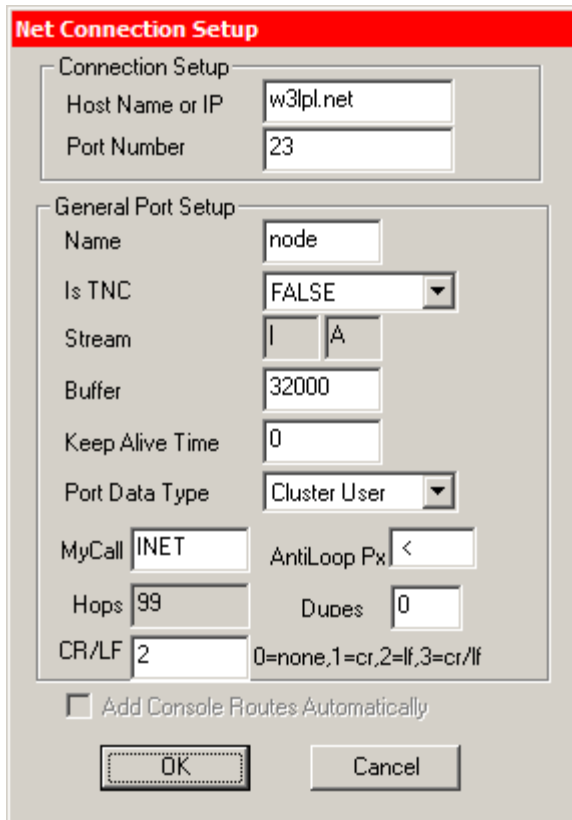


Note that the upper left window is titled Main. This is your operator's console, which keeps you up to date on what the program is doing. The window immediately to its right is the RXTEL window, which will send the combined data stream to your logger.

The window immediately below the console is titled "Node". That is the first Telnet cluster connection. Let's find out some more about it. Right above the console window is a drop-down box that currently shows "ALL". Click the down arrow, and you see:



Select "node." Now click "Setup" in the main menu and select Edit Port! You will see:



The image shows a 'Net Connection Setup' dialog box with a red title bar. It is divided into two main sections: 'Connection Setup' and 'General Port Setup'. The 'Connection Setup' section contains fields for 'Host Name or IP' (w3lpl.net) and 'Port Number' (23). The 'General Port Setup' section contains several fields: 'Name' (node), 'Is TNC' (FALSE), 'Stream' (I and A checkboxes), 'Buffer' (32000), 'Keep Alive Time' (0), 'Port Data Type' (Cluster User), 'MyCall' (INET), 'AntiLoop Px' (<), 'Hops' (99), 'Dudes' (0), and 'CR/LF' (2). A checkbox for 'Add Console Routes Automatically' is at the bottom left. 'OK' and 'Cancel' buttons are at the bottom center.

Connection Setup	
Host Name or IP	w3lpl.net
Port Number	23

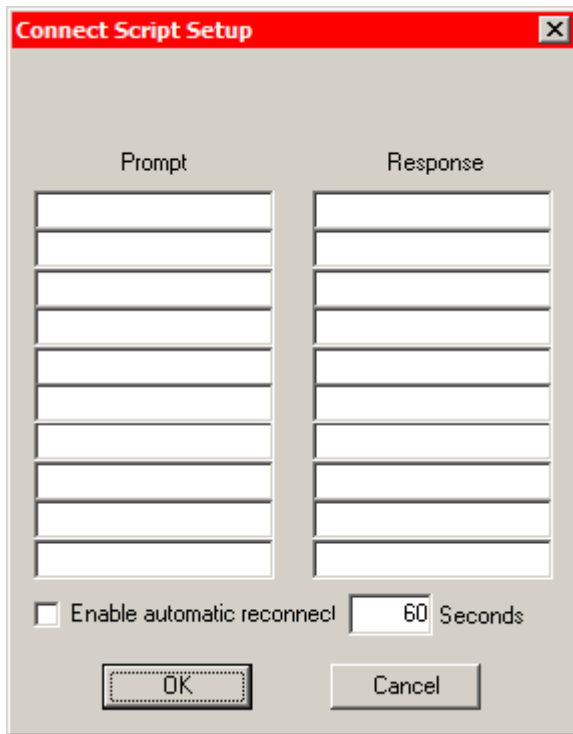
  

General Port Setup	
Name	node
Is TNC	FALSE
Stream	I A
Buffer	32000
Keep Alive Time	0
Port Data Type	Cluster User
MyCall	INET
AntiLoop Px	<
Hops	99
Dudes	0
CR/LF	2

☐ Add Console Routes Automatically

OK Cancel

This same dialog appears whenever you edit a port. The only thing you need to be concerned with here is the name, it'll help if it is something a little more distinctive. In this case, I changed it to LPL and OK'd out. That takes you to another dialog for setting up an automatic log-in, which is pretty self-explanatory but not really needed now:



The image shows a 'Connect Script Setup' dialog box with a red title bar. It contains two columns of text input fields labeled 'Prompt' and 'Response'. Below these columns is a checkbox for 'Enable automatic reconnect' and a text field for '60 Seconds'. At the bottom are 'OK' and 'Cancel' buttons.

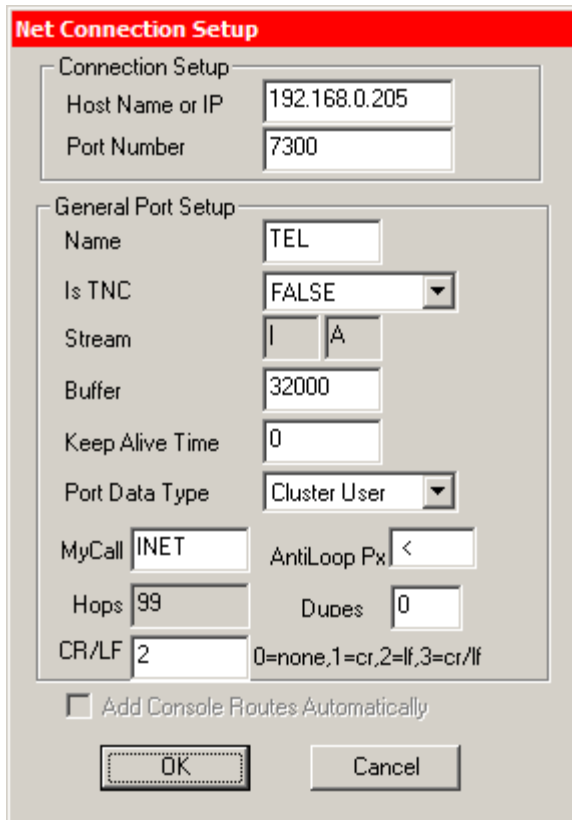
Prompt	Response

☐ Enable automatic reconnect  Seconds

OK Cancel

So just OK out, and you'll be back at the main window. Note that the edit window is now empty. That's because the port "node" has been renamed. You'll need to click the drop-down arrow again and select either LPL or another specific port.

So now select the "TEL" port and go through the Setup|Edit Port! Process again. This time you see:



The image shows a 'Net Connection Setup' dialog box with a red title bar. It is divided into two main sections: 'Connection Setup' and 'General Port Setup'. In the 'Connection Setup' section, 'Host Name or IP' is set to '192.168.0.205' and 'Port Number' is '7300'. The 'General Port Setup' section contains several fields: 'Name' is 'TEL', 'Is TNC' is a dropdown set to 'FALSE', 'Stream' has 'I' and 'A' checkboxes (both unchecked), 'Buffer' is '32000', 'Keep Alive Time' is '0', 'Port Data Type' is a dropdown set to 'Cluster User', 'MyCall' is 'INET', 'AntiLoop Px' is '<', 'Hops' is '99', 'Dudes' is '0', and 'CR/LF' is '2'. A legend for CR/LF values is shown at the bottom: '0=none,1=cr,2=lf,3=cr/lf'. There is an unchecked checkbox for 'Add Console Routes Automatically' and 'OK' and 'Cancel' buttons at the bottom.

Connection Setup	
Host Name or IP	192.168.0.205
Port Number	7300

General Port Setup	
Name	TEL
Is TNC	FALSE
Stream	I A
Buffer	32000
Keep Alive Time	0
Port Data Type	Cluster User
MyCall	INET
AntiLoop Px	<
Hops	99
Dudes	0
CR/LF	2

0=none,1=cr,2=lf,3=cr/lf

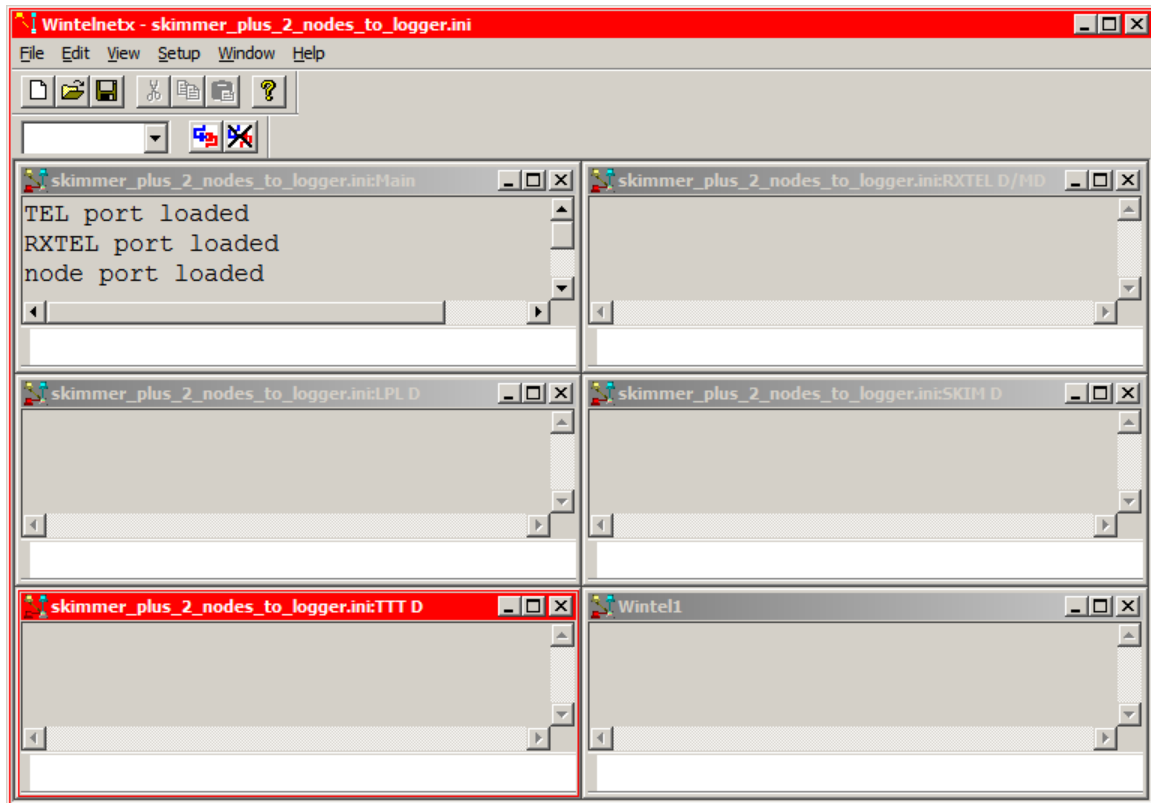
☐ Add Console Routes Automatically

OK Cancel

A couple of things need to be changed here. Dave's example points to one of the computers on his multi-multi network. Assuming you are a single op with one computer running Skimmer, WintelnetX and your logging program, change the Host Name or IP to 127.0.0.1. Leave the port number unchanged, assuming that you have Skimmer set to serve Telnet on its default port (7300).

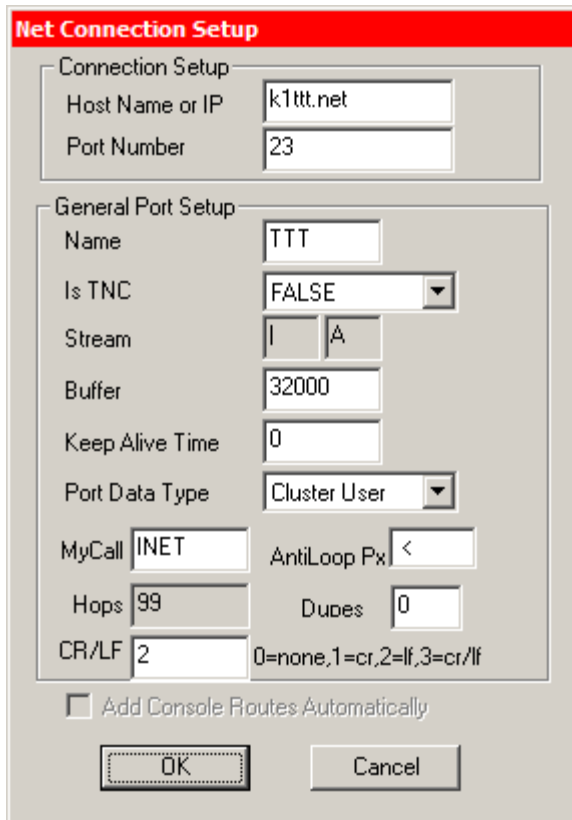
I would also change the port name to SKIM – easier to remember.

This is how the main screen looks now:



Let's see if anything needs fixing on TTT.





The image shows a 'Net Connection Setup' dialog box with a red title bar. It contains two main sections: 'Connection Setup' and 'General Port Setup'. The 'Connection Setup' section has fields for 'Host Name or IP' (k1ttt.net) and 'Port Number' (23). The 'General Port Setup' section includes fields for 'Name' (TTT), 'Is TNC' (FALSE), 'Stream' (I and A checkboxes), 'Buffer' (32000), 'Keep Alive Time' (0), 'Port Data Type' (Cluster User), 'MyCall' (INET), 'AntiLoop Px' (<), 'Hops' (99), 'Dudes' (0), and 'CR/LF' (2). A checkbox for 'Add Console Routes Automatically' is at the bottom, along with 'OK' and 'Cancel' buttons.

Connection Setup	
Host Name or IP	k1ttt.net
Port Number	23

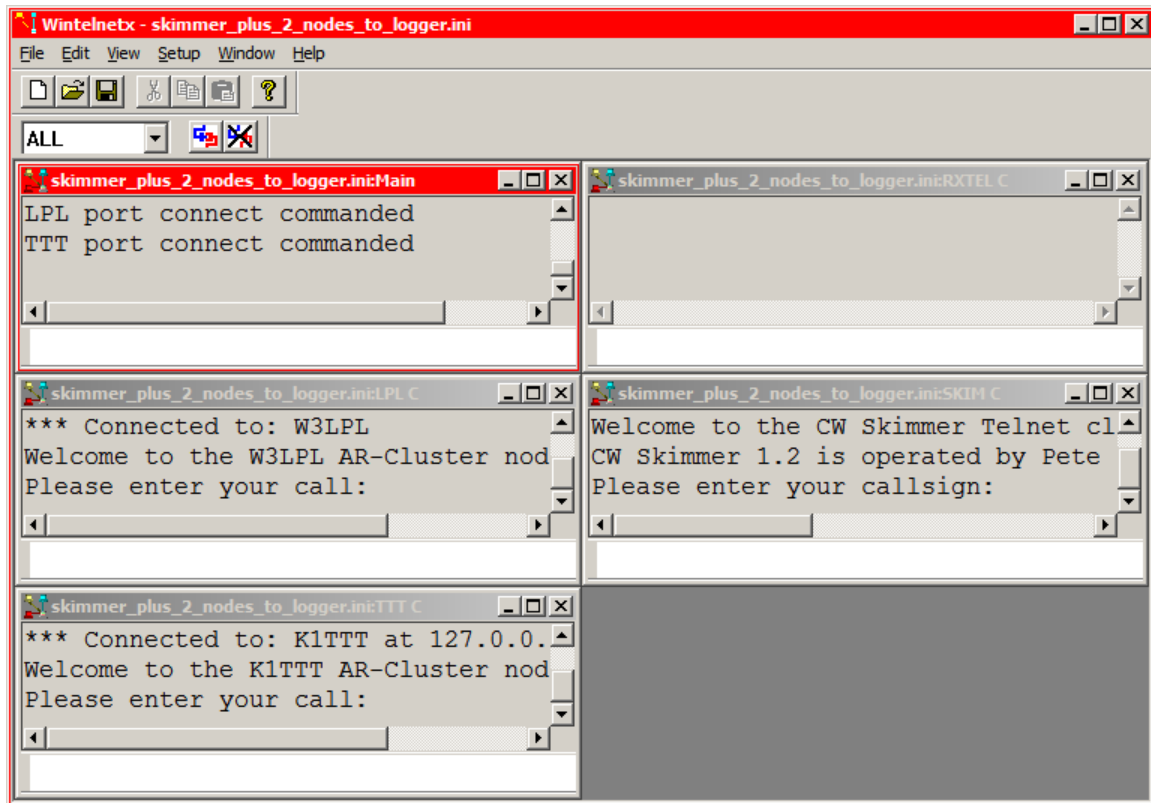
General Port Setup	
Name	TTT
Is TNC	FALSE
Stream	<input checked="" type="checkbox"/> I <input type="checkbox"/> A
Buffer	32000
Keep Alive Time	0
Port Data Type	Cluster User
MyCall	INET
AntiLoop Px	<
Hops	99
Dudes	0
CR/LF	2

☐ Add Console Routes Automatically

OK Cancel

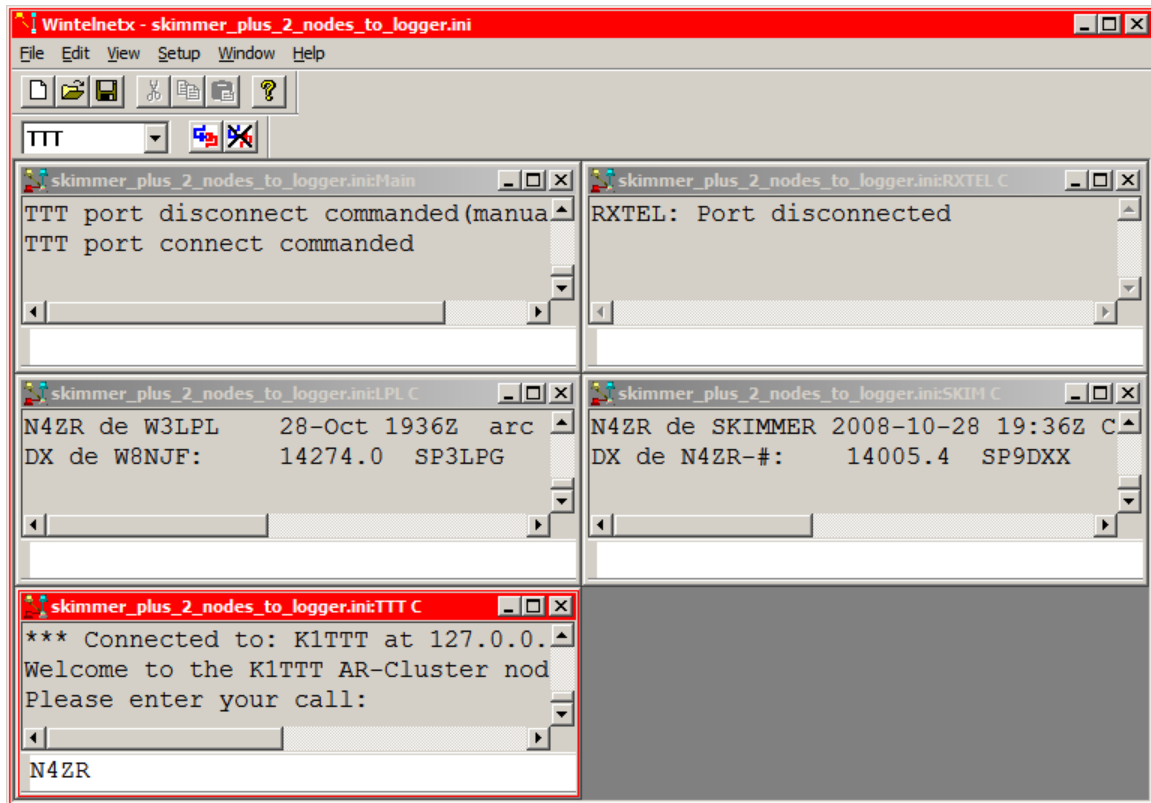
No, that should work fine. Instead of the IP address, this one uses the Host Name.

OK out, get back to the main screen, and – believe it or not – you’re ready to connect to the various data sources. Select ALL in the edit dropdown list. To its right you see two buttons. The one to the left is to connect to all the nodes at once. The one on the right (with the big black X) is to disconnect. Now click the “Connect” button.



Wow, just like downtown! In each of the telnet windows you can see the prompt from the node (or in the case of Skimmer, from the program). Quickly type your call in the bottom line of each node window, just like you would with your telnet client in response to the prompt of you were connecting directly.

Suppose you're not quick enough and aq node disconnects you. Simply select that node's name, click "Disconnect" and then "Connect" again.



That's what I am doing on the screen above. You can see that both Skimmer and W3LPL began sending spots immediately.

Now open the RXTEL port for editing:

**RX Net Connection Setup**

**RX Setup**

Host Name or IP: 127.0.0.1

Port Number: 23

**General Port Setup**

Name: RXTEL

Is TNC: FALSE

Stream: I A

Buffer: 32000

Keep Alive Time: 0

Port Data Type: CT User

MyCall: MYCALL AntiLoop Px: <

Hops: 99 Dupes: 25

CR/LF: 3 0=none,1=cr,2=lf,3=cr/lf

☐ Add Console Routes Automatically

OK Cancel

Nothing to edit here, unless you want to change the name. It is all set up for a logging program or other telnet client on the same machine as WintelnetX. Just OK out.

Now comes what you've been waiting for. Start your logger and point it to 127.0.0.1, port 23. Different logging programs have different syntax for this. The merged stream of spots will immediately start to flow, like this:

**Telnet Window - Host: 127.0.0.1 23 - Timeout 30 minutes**

Packet Telnet Type: wintelnetX Close Port

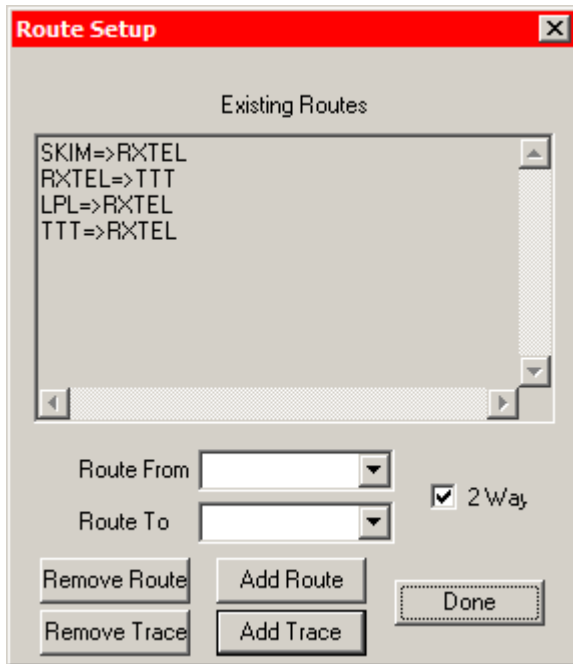
```

Rx:FM19AE CQ-ing          2001Z
DX de W4AK0:      14265.0  ON5CAR
ON 2002Z
DX de N4ZR-#:      14028.9  W5TOM
Rx:FM19AE CQ-ing          2004Z
DX de N4ZR-#:      14039.9  DK5FP
Rx:FM19AE CQ-ing          2004Z
  
```

BYE CONN DI/N 20/0 2000 WWV 10M 15M 20M 40M 80M N4ZR

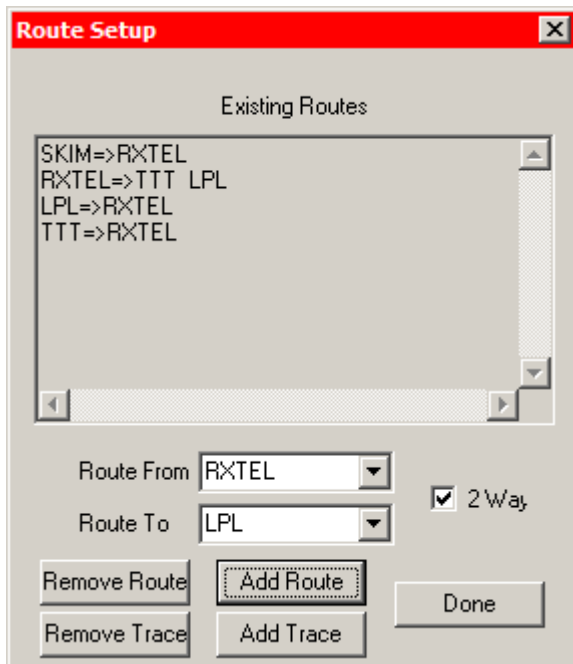
Note the packet spot for ON5CAR interleaved among the Skimmer spots.

That's really all there is to it. But before we leave you to your own devices, let's talk a bit about routes. Click Setup on the Main Menu and then select "Routes."



This is really pretty self-explanatory. The SKIM, LPL and TTT ports are set up to send data to RXTEL. RXTEL can also send data to TTT. What that means, for example, is that you can type any standard DX cluster command in your logging program's telnet window, and that command will be passed to the TTT node. It will not be passed either to Skimmer or to LPL.

You can change this to meet your needs. For example, if you also wanted to pass those commands to W3LPL, you would just type in the from and to nodes, click on Add Routes, and voila!



So this will get you started with WintelnetX, Skimmer, and telnet DX clusters. If you want to automate logging onto the various nodes, the script windows we saw earlier are pretty self-explanatory.

Please let me know how this guide works for you, and what I can do to improve the next version.