

Win1010 Contest Program Overview

The K4HAV Win1010 Contest Program is the 2nd version of the DOS-based K4HAV 1010 Contest Program used by many 1010 Contest Operators since it was first introduced in 1990. Since this program was written to be a Windows 95/98 application, it overcomes the memory limitations that the earlier DOS-based program had. Win1010 allows for more QSO's, bigger databases, better screen displays, improved printer support and more bells and whistles. The DOS based contest program consisted of 26 individual programs, each designed for a single function. This was required to overcome the DOS memory limitations. Win1010 has all functions and options in a single program. After using Win1010 during one contest you will never go back to the old way of hand logging. Win1010 has so many options and features that you will probably not use them all, but they are there if you need them. Many of the features are a result of suggestions by users.

Demo Mode

The full Win1010 Program is available for download from the Hardy Data Systems web site at <http://hds.net>. Without a customized UserID file, Win1010 operates in the Demo Mode. This mode limits the number of QSO's to 25. The UserID file will be emailed or mailed upon receipt of the upgrade or purchase price. The log and dupesheet printer will only print the first 25 QSO's, but all the Database Utilities have no record limit.

Help Files

These Help Files can be printed by going to the Help "File" Menu and choosing Print Topic. Bookmarks can be added from the Bookmark menu.

Support for the K4HAV 1010 County Hunter Program

The Win1010 Contest Program has several export options that will allow the Win1010 contest logs to be exported into the K4HAV Win1010CH County Hunter Program which is an add-on module to the Win1010 Contest Program. The Win1010CH program has a file named CoIndex.DAT that keeps an index of the worked counties. If the "County Input Option" and the "Check new 10X, VP and County Option" in the Win1010 Program is activated, if a new county is worked a red box will appear indicating "New County" – likewise for "New 10X" or "New VP". A Contest log can also be exported into the Daily Log.

Win1010CH Add-on Module

This module can be accessed by clicking on the "County Hunter" tab at the top of the screen. Without the County Hunter UserID file, the program operates in the Demo mode and allows up to 25 QSO's to be entered into the log. However, if you have a Win1010 Contest Log, it can be imported and displayed. During Contest operation, you can switch between the three programs by hitting the Exit on the Certificate Chaser, County Hunter or Daily Log box to return to the Contest and then hit the Certificate Chaser, County Hunter or Daily Log tab at the top to return to those other programs..

Win1010 Daily Log Module

This module can be accessed by clicking on the "Daily Log" and info about this module can be read in the Log Help under the Help Menu. Contest log export to the Daily Log is also provided.

Win1010 Features

Win1010 is designed for the 1010 contester. It includes several databases: the 1010 Database which has all the assigned 10X numbers and calls, the VP database with all the VP numbers and the Contest Database, which is a database of active contesters. Many users have sent their logs to the author and they have been combined into a large database. Most of the stations contacted during a contest will already be in the database and their info will be entered in the log automatically ready for you to confirm.

In addition to the built-in databases, Win1010 accesses the BuckMaster, QRZ, and Amateur Radio Flying Horse CDs

as well as XXIP and the K4HAV FCC Database. The FCC Database can be downloaded from the Internet. This database is updated weekly and would provide the most current callsign and address info. All the built-in databases can be updated on the Hardy Data Systems web page at <http://hds.net/win1010dl.htm>.

Win1010 will print your logs and dupesheets in various formats. Logs can be exported in various formats and imported into the K4HAV Win1010CH County Hunter Program. After the contest is over you can have your logs and dupesheets printed in a few minutes.

Win1010 utilizes your computer's sound card to provide some useful sound features. You can record voice messages and play into your transceiver. Let your computer call CQ for you and give the other station your information. A Function key can be hit and your computer will record an off-the-air message or your computer can be setup to provide a continuous loop of recordings. If you miss a call, just hit replay and the previous minute (or any user set time period) will be replayed.

Win1010 can be used by an operator using both his station and a club station. A second log can be created for the second station and selective QSO's added to this log by hitting the F4 key. The second log will have the same name as the contest log with a "2" added to the end of the name. This 2nd log can be viewed full screen by an option in the VIEW Menu. This same procedure can be used by an OM/XYL team. Later to print the logs, the 2nd Contest Log would have to be loaded into the program. For more details on using the second log feature see the 2nd Log section later in the help file.

Monitor Screen Resolution

This program uses a re-sizing control that will display the program full screen no matter what screen resolution you have your monitor set. However, the resolution that many computers use - 640x480 - will have the largest display fonts and it will be hard to display the screens with a lot of data and displays. It is recommended that you run your screen resolution at 800x600 or 1024x768. At 640x480 only the last 8 QSO's will be shown in the QSO Log Window, whereas at 800x600 the last 11 will be displayed. At 1024x768 the last 16 QSO's will be displayed, and at 1152x864 the last 18 will be displayed. I prefer the 1024x768 resolution using Small Fonts. The Win1010 Program was developed using Small Fonts as the default. On monitors using Large Fonts, some of the text in the various boxes may get cropped or wrapped.

There is a routine that will pop-up a window if you are running 640x480 and suggest that you change your screen resolution to 800x600 or higher. Also on the message window upon start-up will be a message stating what resolution you are using. This window will also state whether you are using Small or Large Display Fonts. To change resolutions and/or size of screen fonts, you can right click on a blank place on the windows desktop and choose Properties, then choose Settings and change your resolution. Most new computers will allow you to change the screen resolution without rebooting. You can usually change to small fonts by using the "Advanced" tab setting.

Before running the program, it is recommended that you hide the Task Bar by going to Start, Settings, Task Bar and clicking "Auto Hide". This will give a larger screen display by using the entire screen.

Starting a Contest – Option Menu

Before starting a contest several things need to be configured and setup. Many of these items will become your defaults saved in the win1010.cfg file, but can be changed later if desired. The configuration and setup is on the Options Menu. This Option Menu can be moved on the screen or resized. However, if down-sized, some of the text may wrap and all the text may not be visible. Also there are additional HELP screens on various individual displays that can be used for fast HELP. For some reason, if you have a new computer and no printer installed, you will get an error when trying to access the Option Menu.

1. **Contest Setup:** This is on the Options Menu located on the menu bar at the top of the display.
 - a. **GMT Offset.** The computer will display the GMT time on the display as well as entering the correct GMT time and date in the log. By using this technique you will not have to change or reset the time and date on your computer. Should you need to change your time or date, you can hit Ctrl-T or double-click on the GMT label on the clock. This will pop-up a window to change first the time, then the date. The change will take effect upon the first entry to the Call input field.
 - b. **Choose Default Contest Database and Address Database.** This choice is needed if you plan to automatically check these databases on each contact. There is a checkbox to check if you want this option. For example, if you have chosen as default the DB95.DAT Contest Database and checked the checkbox to automatically check the contest database on each contact, then after you type in the call and hit enter this database will be searched and if found, the info will be entered in the appropriate contest QSO entry fields. This will happen very fast. However, if the checkbox is checked on the “Automatically Check Default Address Database on every contact”, then there will be a slight delay while this database is accessed, especially if it is one of the databases on CD-ROM. If you have more than one address database installed, you can access it by clicking on the red button at the bottom of the screen that corresponds to that database or use the ALT-Combination shortcut key.
 - c. **County Input Mode Check Box.** This is for the County Hunter. If this check box is checked then after the state has been typed in, the upper left display box will have the counties displayed for that state. You can scroll down and pick out the correct county. A short cut would be to type in the first letter of the county and the display will jump down to the first county beginning with that letter. Then scroll down to the correct county and hit ENTER to file this county. This county will then be filed with the QSO for later use. If you did not get the County, then you can hit the ZERO number and the County field will be left blank. The 1010CH program has a file named CoIndex.DAT that keeps an index of the worked counties. If the County Input Option in the Win1010 Program and the Check New 10X, VP and County are activated and a new county is worked a red box will appear indicating a “New County”.
 - d. **Post Contest Mode.** This would be checked only if you wanted to enter info for a contest after the contest. This mode will allow you to enter the time and date for each QSO. During a regular contest the computer will enter the correct GMT time and date. If this option is enabled, you will need to enter the correct date for the log in a popup box in the format MM/DD/YYYY in the Options routine after you click on this option. After filing the QSO, there will be a pop-up window for you to enter the time of the QSO. During a two day contest, the date will only have to be changed twice. To change the date, just run the Options Menu again. There is a trap to alert the user if the time just entered is earlier than the preceding time. This would be the case for a mistaken time or a change in dates. This mode can also be used for entering contacts from other sources than a contest. After entering the contacts, they can then be exported to the County Hunter or Daily Log using the Contest Export Menu. The Control-S key will sort this type log by time and date.
 - e. **Automatically Check Default Address Database.** If checked, and path to Database is installed, will display database info in message window after the Call is entered into the Call field and ENTER is hit.
 - f. **Automatically Check Default Contest Database.** If checked, will search database and put info in proper QSO fields after the Call is entered into the Call field and ENTER is hit. This info should be confirmed over the air.
 - g. **DX User Mode.** This is used only for non-U.S. operators. If you are a VE or other DX operator, then you will also have to set up the various prefixes for your country, so that the 3 point scoring routine will be correct. This setup is on the MISC page of the Options Menu. Additional instructions for this setup is on that page.

- h. Disable Dupe Checking.** This would be used if you wanted to use the Win1010 Contest Program as a daily log and you wanted to log all stations, even if they had been worked before. For daily logging purposes, the County Hunter Program would be a much better choice. There is a 3000 QSO limit, but the daily log could be named Daily98.Q95 for the 1998 QSO's and Daily99.Q95 for the 1999 QSO's.
 - i. Disable New County, New 10X and New VP Flags from County Hunter Files.** If the County Hunter data files are present, they will be checked for new 10X, VP or County. This checkbox will disable this routine.
 - j. Disable F4 Key.** One user reported that he had "fat fingers" and sometimes while hitting the F5 key to play a CQ, he would hit the F4 Key first. This option just disables the F4 Key. This is not saved to the Config File, therefore, it would have to be disabled if re-running Win1010.
 - k. Enable QSO by QSO Printout.** This will send each QSO as it is filed to a printer. However, Windows won't print line-by-line, only a full page at a time. You can force a printout by hitting the Ctrl-F Key which will make the printer print and page eject. This option is not written to the Config file.
 - l. Auto Insert County From FCC Database.** If checked this will take the County info from the FCC Database search and insert the County into the County field. This can be done manually by clicking on the red FCC Button, or automatically by enabling the automatic FCC Database search in **paragraph e.** described above. This county is derived from the Zip Code and may be wrong in some cases. Some times the Zip Code covers parts of two counties; therefore, this inserted County must be confirmed over the air. The County can be edited by hitting Ctrl-C which pops up the County Selection Window.
 - m. Disable Beeps During Contest Operation.** If checked this will turn off the warning beeps during the contest operation. This would be needed for those using the Computer Sound Card as a voice keyer. The beeps may trigger the VOX and cause an on-the-air transmission. This option is NOT saved to the config file and will have to be reset whenever the Win1010 program is restarted.
- 2. Change Colors.** Most of the colors can be changed from this option page. If you want to see the result of a different color then you can hit the APPLY button (or ALT-A key). If you want to save these colors to your configuration file then you can hit SAVE to write the new colors to your configuration file. At any time you can always return to the default settings by hitting the DEFAULT button.
 - 3. Set Database Paths.** This allows the user to enter his own paths to the various databases. If the "Installed" check boxes are not checked then that database will not be accessible to the program. The default paths will be correct in many cases. Many users may already have the K4HAV FCC Database Program installed. If so, then these files can remain in the same directory and the path entered. It is assumed that the Zip Code files will be in the same directory as the FCC data. These files could also be placed within the Win1010 directory if desired.
 - 4. Misc Page.** Set your azimuth on this page. This setting is used to calculate the distance and heading to the DX station and also with the FCC Database. These values are included in the UserID file but can be changed by using this option. The user's call, name, and other info are written into the UserID file; however, there is an option on this Misc Page to modify the street address, location and callsign. Also on this page is an option to enable the automatic contest file backup to a floppy disk in Drive A after "X" number of QSO's. This option choice is not written to the config file and must be made at the start of each session. Since this is a multi-purpose program, it may be possible that you may want the program to start in the County Hunter or Daily Log Mode instead of the Contest Mode. There is an option choice of the start-up mode, which will take effect the next time the program is run. A new feature is a method of saving the column positions on the Contest Log and County Hunter Log windows. These values are saved in a Column Spacing configuration file and will take effect the next time the program is run.

VP Insert on County Hunter Menu: There is an option on the County Hunter Options Menu that also applies to the Contest Program. If you have a VP number, then by checking the “Enable Automatic Insertion of VP Number”, the VP number will be taken from the VP Database and inserted into the Contest Program log. A valid VP QSO will be made if both parties have a VP number. If you do not have a VP number then you **should not** check this check box.

There is a special hot key - **Control-N** that when hit, will bypass the VP field during contest operation. This is not saved to the config file and must be hit each time the Contest Program is started. This might be used by someone not having a VP number or by a big-gun contester that needs to save every keystroke. After all the options have been set up, then you will need to choose a contest name. To do this, click on File and choose “New Contest”. The familiar Window’s Open File window will pop up and display the existing contest file names. Choose a file name that does not exist. Now you are ready to begin the contest. If you are resuming a contest, then use the “Open Existing Contest” instead.

PLEASE NOTE: The default Windows folder is “My Documents” – this should be changed to the Win1010 Folder **BEFORE** opening the first contest file. Once this is changed, then the Win1010 folder will be remembered. Opening a New Contest File in the “My Documents” will change the default Win1010 folder. None of the other modules will run correctly unless the program is restarted. There is a popup message window to remind you to do this.

Contest Operation

The home position for the cursor is in the Callsign field. At most times you can return there by hitting the blue “K” button (Kill) at the bottom right of the screen display. The main purpose of the “K” is to Kill the QSO info that is entered but not yet filed. Maybe it was a dupe or you just could not finish the QSO and you want to delete it. Hitting the ESCAPE key does the same thing. The original DOS version of the 1010 Contest Program used the Ctrl-K key to kill the QSO and this can also be used in this Windows version to offer continuity between the two programs. Old habits are hard to die. In this Windows version you can hit ALT-K, Ctrl-K, the ESCAPE key or the Blue K button to accomplish the same thing. You can also use the mouse to place the cursor in any field you wish. Take your choice.

Move between QSO entry fields by hitting the ENTER key. The TAB key (or Shift-TAB for reverse) can also be used to move between fields; however, the ENTER key should be used because it triggers several “KeyPress” events. Another method to move between fields is the Ctrl-LeftArrow and Ctrl-RightArrow keys. For DX stations, after the name is entered, the name of the country will automatically be entered, assuming that the prefix is in the DX Country database (CTY_AZ95.TXT). The distance and beam bearing to the DX country will be calculated and displayed in the Message Window. This DX database can be edited by the user to add new prefixes. If the country name is not entered by the computer then the user can manually enter it. After the 10X number is entered, the VP database is checked and the VP number is entered if the station has one in the VP Database. If you collect VP numbers, this VP number should be confirmed over the air. Hitting ENTER at the VP number field will file the QSO. Hitting the F1 Key will also file the QSO. This may be more convenient if the cursor is not at the VP field.

Introduced with Version 2.0a, there is a Multiple Country Selection menu for the prefixes that can be used for more than one country. At the current time, the prefixes are 3D2, 3Y, CE0, CY0, FO0, FR, FT, HK0, JD1, KH5, OH0, PY0, SV, VE1, VK9, VK0, VP8, VU, VU7, and ZK1. If a call is entered that begins with one of the above prefixes, then the popup window will give you a choice of the countries that the prefix can represent. This routine is also used in exporting contest files into the County Hunter and Daily Logs, as well in those two programs. These prefixes are written into the Win1010 program code and cannot be edited by the user.

Call Field. Enter here either the Call or the 10X number. If the 10X number is entered, then it is converted to a call, the default Contest Database searched and the info put into the proper fields. Many times during a contest you may hear a station just giving his 10X number. A portable station in a DX country should be entered as VK3/K4HAV. In this case the Contest Database will be searched for K4HAV and the info inserted. Since the QTH will be the name in the Database, you will need to click the mouse in the QTH field for the automatic DX country routine to determine the country.

Or you can use the Ctrl-Left Arrow key to return to the QTH field to activate the DX Country name routine. The DX prefix must also be at the beginning for the automatic DX Country insertion to be activated. For example: KP4/K4HAV would have the QTH entered as Puerto Rico. For Mobile stations, the call entry should be K4HAV/M or K4HAV/M7. The database will again be searched for K4HAV and the info inserted. If the county is different, Ctrl-C will pop-up the County Selection windows. Double-click on the desired county and it will be inserted into the County field. As stated above after the call is entered, the Default Contest Database is searched and if the call is found, then the database info is entered into the various fields. However, if the call is not found, then the 1010.TXT database file is checked and if the station has a 10X number, it is entered into the 10X field for your confirmation.

Edit QSO. The QSO can be edited after the QSO is filed by double-clicking on the desired QSO to edit. A window will pop-up displaying the current log info. Use the TAB key or mouse to move between fields and make the necessary changes, then hit SAVE to file the changes. After returning to the main display screen the results of this edit will not be shown unless the red REF (Refresh) button is clicked. This will refresh or update the log display. Version 1.1 added the pop-up County Selection window to edit the County. The state field has to have a valid state abbreviation for this window to appear. Double-click on the desired County and it will be placed in the County field and the County Number placed in that field. Only the County Number is stored in the QSO file.

Delete a QSO. A QSO can be deleted by editing the QSO in the QSO Log Window by double-clicking on the QSO. Then click on the Delete button. The Callsign will be changed to "Deleted". The score will be modified to reflect this deletion. Before the logs are printed you will need to run the "Remove Deleted QSO's From Log" routine in the Contest Utility Menu. If you forget to run this routine and if a deleted QSO which will be marked "Deleted" is found by the log printer, it will be by-passed. It is suggested that if you do delete QSO's then you run the "Remove" routine.

QSO Log Window. The log window box will not display all the fields if the user is using a 640 x 480 screen display. There is a horizontal drag bar which can be moved to the right to display the other fields. You can also change the width of the columns by dragging the heading titles. Or the column widths can be set and saved in the Options Misc Menu. It is recommended that the screen resolution be set to 800 x 600 or even higher. The main screen has a resize feature meaning that if the window is resized that all the controls, boxes and fonts will also be resized. The default display is full screen. If all the fields won't fit on the screen, a horizontal slide bar will appear. If the headings are moved to allow all the fields to be displayed, then this slide bar will disappear. On a new contest the right vertical slide bar doesn't appear until the QSO totals reach a certain level. At that time the bottom QSO may be partially hid, but the display will be back normal at the next QSO. At any time the red Refresh (REF) button can be hit to refresh the screen and add the side slide bar if there are more QSO's than will fit in the window. If using a 1078x768 and/or higher screen resolution, you should adjust the headings so that the horizontal bar disappears. That will allow for the last 16 or more QSO's to be displayed.

Check Contest Database. If the "Check Contest Database" option is ON, after typing in the call and hitting ENTER, the computer will check the database and if found, the results will be automatically entered in the correct fields. Also if there is a VP number in the VP database, it will also be displayed for you to confirm over the air. Hitting ENTER then will file the QSO. Since this contest database is a combination of many different user logs, the accuracy may not be 100 percent; therefore, you should use this database with the understanding that it is up to you - the user - to use this as a guide and make any corrections needed. As mentioned above, you can edit a filed QSO by double-clicking on the QSO in the log window. Version 1.1 adds the insertion of the County from the FCC Database if this option is setup in the "Contest Setup Page" of the Options Menu.

QSO Checking. There are several info checking routines that happens when the QSO is filed. The Call, Name, QTH fields are checked and if any are blank then a warning message box will pop up indicating the blank field and the cursor will return to that field after the message box is cancelled. Also the 1010 database is checked to make sure the 10X entered matches the callsign. If not a pop-up message box warns of a potential error and gives the call that matches the 10X number. If either the call or 10X is wrong, then it can be edited in the log window. You may get this warning

message if the station has recently upgraded his call and it is not in the 1010 database yet. For this routine to be accurate, the user needs to be using the most-current update of the 1010 and VP databases. These files can always be downloaded from the Hardy Data Systems web page at <http://hds.net>. Another info checking routine is the Silent Key checker. If the 10X number in the log belongs to a Silent Key then a warning message box will pop-up. For this routine, only the 10X number is checked because a Silent Key's call may be re-issued as a vanity call.

Automatic Dupe Checking. After the callsign is entered the log is checked for dupes. If the call is a dupe, then a message box displays the warning and the info for the station. Hitting ENTER or ESCAPE will kill the QSO and return the cursor to a blank Callsign field. After the 10X number is entered it is checked for dupes also and a message box pops up if it is a dupe. Likewise hitting ENTER or ESCAPE will kill the QSO and clear all fields. This can be turned off by a check button in the Options "Contest Setup". You could do this if you wanted to use Win1010 as a daily log; however, the County Hunter Program would serve much better as a daily 1010 log.

Rate and Score Box. This box displays the contest rate for the last 10 QSO's, the rate for the last hour, and the overall contest rate. Also displayed is the total operating time. The total time will allow for off times if you exit the program. If you exit the program, say an hour after the last contact is made, then the time for the last contact will be used as the sign-off time. Therefore, the total time will always be less than the exact total time unless you log off just after the last contact is made. The running total time is entered into each QSO record. The Contest Score is updated after each QSO. After the Total Time passes 24:00 it will start over and the Label will change to Time+24H.

Rate Graph. The VIEW Menu has an option that will display a rate graph showing contacts per hour for each day. The first day will be red bars and the second day will be green bars. This display is very impressive when viewed after the contest is over. Exit this display by clicking the "X" in the upper right hand corner. This display is full screen by default, but can be resized if desired. The screen title will have the total number of QSO's and each day's total. The display is valid only for two consecutive dates as would be the case in a contest.

Rate Window. If you hit Ctrl-Q a Help Topic Window will be displayed showing the number of QSO's per hour for Day 1 and Day 2. At the end of the display will be a recap of the 1, 2 and 3 point QSO's.

GMT Time. The GMT time is displayed in a window and the computer time can be changed by double-clicking on the time on the lower right side of the screen on the task bar. The built-in Windows 95/98 time and date change routine will pop up.

Sound Card Features. Hitting any of the Functions Keys (F5 thru F12) will play a pre-recorded message. The F-Key help topic file can be edited to reflect your personal message titles. You will want a short CQ, a long CQ, a long CQ pleading for contacts when things get slow, an info message, a QSL and QRZ message and any others that might be needed during a contest. For more info on setting up this sound feature see the separate section on this later.

New County Indicator. If you are a K4HAV Win1010CH County Hunter Program user, the program will check the CoIndex.DAT file and if the QSO is in a new county, then you will hear a beep and the label on the County field will be replaced with a red box indicating "New County". Since the Win1010 Contest Program does not modify the CoIndex file, you will get this indicator every time you work a station in the same new county. Likewise, if a new 10X or VP is worked a similar red flag will be displayed.

Make QSO Log Backup. Hitting Ctrl-B will make a backup on floppy drive A. Also typing **SAVEA** as a callsign will trigger a backup. An automatic backup can also be made by setting up on the MISC Menu of the Options. **SAVEA** was used in the DOS-based 1010 Contest Program.

Exit Program. There are four ways to exit the program. Clicking on the Blue Exit Button, hitting ALT-E or clicking on

the Exit under the File Menu will exit with a Confirm Exit Message Box giving you a chance to change your mind. Hitting the “X” in the upper right hand corner of the screen is a direct exit without a chance to change your mind.

Contest Aids

- 1. 10X, VP and Call Search.** If you are tuning the band and hear someone just give his 10X or VP number you can hit the red 10X button and enter either the 10X or Callsign and the complete database info for that station will be displayed. This routine can also be accessed by hitting ALT-1. Likewise to search a VP number click on the red VP button or hit ALT-V. The 10X and Call Search input box will remain on the screen until the ESCAPE key is hit. The red VP button has been enhanced to do two functions. If there is a call in the Call field, then clicking on the VP button will display the VP and 10X numbers in the small display box. If the Call field is blank, then an input box will popup for you to insert the VP number and then the call and other info will be displayed. **Ctrl-W:** The normal red button “10X” will check the database for the 10X number for a call that is inserted. This routine will only display the first ‘Hit’ that it comes to. This assumes that each call will have only one 10X number. But this is not quite true. Several stations have 10X numbers assigned to their calls for a club station. This Ctrl-W routine will search the entire 1010 database and find the second 10X number. In the event that a 10X number has been assigned two or three VP numbers, these duplicates VP’s will also be displayed. Also if the first 10X number for a call belongs to a Silent Key and the new holder of the call also has a 10X then both will be shown as in the case of K6ZPW. The original K6ZPW (now a SK) had 10X-91 whereas the present holder of the K6ZPW call has 10X-70183.
- 2. Partial Call Search.** Type in the partial callsign in the callsign field and then hit the red PAR button (or ALT-P). The upper left display window will display the calls & info matching in the Contest User Database. Scroll to the right or double clicking on a call will display the 10X in the database. In the middle small display window will the calls matching the partial call that is in the log. Again, double-clicking on the call will display the info.
- 3. Display Contest Database.** Clicking on the red DB button (or ALT-D) will display the default Contest Database. The database can be edited by double-clicking on the desired call or to display the 10X number you can just click on the call and slightly move the mouse cursor downward and the 10X number will be displayed in the mouse tooltip window. The window can also be scrolled to the right and make the 10X number visible. You can add new calls from the Database Utilities Menu.
- 4. Display WAS.** Clicking the red WAS button (or ALT-W) will display the states needed for Contest WAS and also the states already worked. Double-clicking on any state worked will then display every station worked in that state. This red WAS button only works for the Contest Program.
- 5. Note Pad.** Clicking the red NP button (or ALT-N) will pop-up a message window where a note can be written. You can put Chapter info here or any other desired info. Hit F2 to file the note. There is a limit of 256 characters per note. The note will be stored under the callsign. For example: If K4HAV is entered in the Call Field then the file will be saved as k4hav.not in the Win1010\notes directory. These notes can be accessed later by clicking VIEW menu heading and then choose “Notes”. There will be a list of all the notes saved. Use the normal Windows edit commands, such as Home to return to the beginning or End to go to the end. Should 256 characters not be enough then the second note will be saved as k4hav2.not. Likewise the 3rd and 4th would be saved as k4hav3.not and k4hav4.not. Four notes per call should be more than adequate. However, you can always write a note and save it to any word that is typed into the Call Field. For example: you could have a “mynote” or “mynote2” in the call field and save a note to this Call (name).
- 6. County Display.** Clicking the red CTY button (or ALT-T) will display a list of the States. Double-clicking a state name will display the counties for that state. By clicking the mouse in the display, you can move to counties starting with a letter by typing in that letter. Hitting Ctrl-C will also pop-up a County Selection window. Double-click on the desired county and it will be placed in the County field.

- 7. Refresh Log Display.** A feature of the log display is that you can sort any column by clicking on the heading name. For example, if the user wanted to display all the stations worked in England you could sort on the QTH heading and that column would be sorted in alphabetical order. Or if you wanted to find all stations that had the name of Jim, you could sort on the Name column. The second click will sort the other way. After you are finished with this sort routine, hitting the red REF button (or ALT-R) will refresh the log display in the logged order. Note: sorting on the 10X column will not produce a true sorted list. This sort routine sorts column by column and since the 10X numbers are not padded with zeroes all the ones in the first column is sorted first. This means that 10000 would be sorted before 11, etc. If the columns are sorted, the screen must be Refreshed before one of the records is edited.
- 8. Checking Callsign Database.** If any of the Callsign CD databases are installed in the Options Menu, any or all can be accessed by typing a call into the callsign field and either clicking or hitting the hot key for the one desired. The XXIP and FCC databases will be installed on the hard drive and can be accessed in the same manner. If using XXIP, type a call in the call field and click on the red XXIP button and the info will be given. If the call field is blank, you can type in a 10X number in the 10X field and click on the red XXIP button and the info will be given in the small display window.
- 9. Checking Previous Callsign Database.** If you want to find a new call for someone you know has got a new call you can hit Ctrl-V (V for Vanity) and check for his new call. To use this option, the Prev_xx.DAT files must be in the FCC Database path. These are files that are used with the K4HAV FCC Search Program and can be obtained from a link on the hds.net web page.
- 10. Check Zip Code Database.** If you want to check a Zip Code then hit Ctrl-Z and enter the Zip Code. The City, State and County will be displayed. The Zip Code files must be in the FCC or the Win1010 directory.
- 11. Pop-up Calculator.** A small calculator is activated by hitting the Control-A key combo.
- 12. Display Log Full Screen.** This option is under the View Menu heading. You can adjust the size of the column width by dragging the heading. Also clicking on the heading will sort that column. Clicking again will sort the other way. You can edit a record by double-clicking on the record. A pop-up Edit Window will appear. Editing should not be done after any column has been sorted. If you wish to edit after a sort, the exit the screen and re-display.
- 13. Display Date of Birth.** Hit Ctrl-D for the DOB. The DOB_xx.TXT files or the single CallDOB.DAT must be in the FCC directory with the path inserted in the Options Path Menu or the Win1010 directory for this routine to work.
- 14. Print Running Log.** One of the features of the DOS version of 1010 was the option to send each QSO as worked to a printer. In case of a hard disk crash this would preserve the QSO data. There is an option on the Contest Setup page to enable such a printout. However, Windows likes to print a full page at a time, so a line by line printout is not possible. The page will print on these three events. (1) The page is full. (2) You exit the program. (3) Hit the Ctrl-F key to Force a Form Feed.
- 15. Check Call or 10X in County Hunter File.** Hitting Ctrl-H will pop-up a box for a call or 10X number and will search the County Hunter data file (ch95.dat) and if found will display the info in the upper left screen. You may want to know if you have worked a station before or the date and time.

Print Menu

The print routines were designed to print a maximum of 55 lines per page at the normal default number 12 font size. Many printers have a 55 line default maximum number of printed lines. Either of the four dupesheet formats will meet the

requirements of the Contest Rules, but it is recommended that both the compact or Alpha-Numeric DupeSheet and the 10X DupeSheet be submitted to the Contest Scoring Committee. A contest name must be selected before any of the following routines are run. Choose one of the existing names from the drop-down box or type in a name of your choice. Print options 2, 4 and 6 use condensed print. The default size is 8 points, but there is a check box to change the font size to 6 or 7 points. The remainder of the print options use the Windows default font and font size of 12 points. There is an option to change this font size to 10 or 11 points. You may have to experiment with your printer to determine the correct size of printer font to use. The default sizes of 8 for the condensed and 12 for the regular worked fine on my HP 870 printer, but I had to go to the 7 point condensed print for my HP laser printer to get everything on the page in the condensed mode.

Some printers start printing at the very top of the page and do not leave a top margin. With many printers, this “unprintable area” is adjustable from the Printer Properties tab under “Paper”. For those who do not have this feature and their printer starts printing too close to the top of the page, an option blank line can be printed at the top of every Contest Printout. You will get the choice when you print the first Contest Printout and this blank line will be inserted on every Contest Printout you make until you leave the Print Routine. This blank line option has to be reset with every new Contest Printing.

- 1. Print Logs** - this prints the log at 50 QSO's per page. On the last page will be a recap of the one, two and three point QSO's. Each page will have a score total for that page. This option also provides for an ASCII file of your contest log. If you want an ASCII log and dupesheet, run the log routine before doing the dupesheet in Option 6 below.
- 2. Print Logs Condensed Version** - this prints the log in two columns of 70 QSO's per column or 140 per page. There will be a recap on the last page. If the band ever opens good and someone makes over 1000 contacts or so, the condensed log (140/page) will be very useful. In order to get two columns of log info a proportional spaced font is required. For some very wide calls such as WA0WWW/VE3, the space allowed for the call will not be wide enough and the balance of the info will wrap to the next line. This should not happen very often and in Version 2.0a the total QSO's per column was reduced from 73 to 70 records to allow for an occasional line wrap.
- 3. Print Dupesheet - Compact Version.** This printout prints sorted columns of calls, starting with the U.S. One Call Area. If one column is not enough, then it will be continued on the next column in a snaking fashion. After the one's are finished, there will be a blank space then the “TWO'S” heading and the U.S. Two Call Area will be printed, and so on to the Tenth Call Area. Then the VE and DX stations will be printed in a sorted column. The sorted list will appear in the display window and a message will pop-up asking to print log or not. If you answer “NO” then you can just look at the dupesheet displayed in the window. Later the dupesheet can be printed if you desire. There will be about 350 calls printed on each page with a recap page on the final page. Note: Hawaii, Alaska and US possessions will be included with the US Call areas in this DupeSheet and the one below.
- 4. Print Dupesheet - One Call Area/DX per column.** This printout will print one call area per column. The disadvantage with this version is that if you work a lot of local stations, then that column will be very long and will take additional pages. The compact version of the dupesheet will have the same data but in a much more compact form. There will be a recap at the end of the data.
- 5. Print Dupesheet - 10X Version.** This is a printout of only the 10X numbers sorted. There will be 8 columns of 52 numbers for a page maximum of 416 10X numbers. The sorted list will appear in the display window and a message will pop-up asking to print log or not. If you answer “NO” then you can just look at the dupesheet displayed in the window. Later the dupesheet can be printed if you desire.

6. **Print or Make ASCII File Alpha-Numeric Dupesheet.** This will sort and print in 11 snaking columns of 80 calls per column or 880 per page. Before the printout, a pop-up window will give you the option not to print the Dupesheet, but to look at the display in the small windows showing the sorted calls. This display can also be seen after the Dupesheet is printed. This is the most universal Dupesheet format and was added with Version 1.1. You can also make an ASCII file of this dupesheet. It will have 50 calls per column and 7 columns per page making 350 calls per page. A second page will be started if needed.
7. **Print Cover Sheet.** This prints a cover sheet with all the necessary info to submit your logs. You may want to copy the info on this Cover Sheet to the Cover Sheet printed on the back of the 10-10 Newsletter. The log has to be printed before the Cover Sheet to get the total number of 1 and 2 point QSO's. Five boxes will pop up for you to type in the Cover Sheet Info. The date of the first QSO will be displayed in the drop-down Date box and can be used or changed to the starting date, if you only made QSO's on the second day of the Contest. Then choose the Entry Type and make your choice, then move the mouse cursor to the Chapter Assignment box and type in your local chapter, if any. The Call Area drop-down box has all ten of the U.S. Call Areas for you to choose, or type in the Country you are operating from. There is an optional Comment message that can be added at the bottom. These comments are limited to 256 characters and consists of 4 lines with a maximum length of 70 characters. The routine does not wrap at the end of the lines and the user will have to format his comments to make sure no words are cut in half. There is a character counter and the other lines need to be started when the counter beeps and shows 70, 140, and 210. If the entry is a club station, then the operators and their calls need to be added in the comment section.

ASCII: The red ASCII button will prepare an Ascii log and Cover Sheet to be transmitted by email that meets the specifications of the Contest Scoring Committee importing software. Two Ascii files will be created with the filenames of MyCall.LOG and MyCall.SUM where "MyCall" refers to your call sign. These two files will be created in the Win1010 folder and should be attached to an email to the contest scorer. No dupesheet is required in this case, since the scorer's software will check for dupes and figure the final score. After hitting the red ASCII button, the Cover Sheet window will appear. Using the mouse, move to each drop-down box and enter the appropriate data. If you have no local chapter then choose the N/A choice. If you choose the Club Entry Class, then a popup window will remind you to enter each contest operator's call and 10X in the Comment section. After completing each box, then hit the "Continue" button. This will bring up the Operator's info screen where you should enter the Name and QTH that you exchanged. The Call and 10X is derived from the User_95.dat file, but can be changed. When finished, hit the "Make Ascii Files" button and both the log and cover sheet will be created in a second or two. For the 2002 1010 Sprint Contest, these logs will be used as a test and a paper log will also have to be mailed.

Sound Setup

The program comes with two sample voice files named Sample1.wav and Sample2.wav. Hitting the F5 and F6 keys will play these two files if the user has not already created his personal contest voice files. The user-created files should be named F5.wav, F6.wav and so on to F12.wav corresponding to the key that plays the file. It will be left to the user to decide how to record his voice files. Hitting ESCAPE while the file is playing will stop the sound. The filename appears in the middle display window and the name will be erased from the display if ESCAPE is hit or something is typed into the Contest Entry fields.

The F12 key has a special use. It is set up to LOOP the sound file. If the F12.wav file is not present then the Sample1.wav (short CQ) will be looped as a demo. The purpose of this routine is to call CQ if the band is nearly dead or you are not getting many responses to your CQ's. When you record your CQ, leave enough blank space (delay) at the end for your VOX to drop out and to allow time to check for calls. Then it will repeat again and again until you hit the ESCAPE key. Note: the Sample1.wav file doesn't have much blank space at the end since it was recorded short to conserve hard disk space. You may have to experiment with the blank space to get the desired length of the delay.

Most sound cards come with recording and mixer programs. Even Windows 95 has a Recorder Program for short files (60 seconds). You can test your files with the Windows 95 Media Player. The user may want to use a sound editing program to edit out any silent time on the recording, especially at the beginning of the recording. I always like for my CQ or exchange message to start the instant I hit the F-Keys. There are many shareware and freeware programs available to edit wav files. Win1010 also has a built in Recorder and Play routine, activated by hitting Ctrl-R or Ctrl-P. These are described later.

Interface to Transceiver: Since there is an unlimited number of rig and computer combinations, it will be up to the user to design and build his sound card-to-transceiver interface. Having a phone patch input on your transceiver certainly makes it easier. I prefer to use headphones, a boom mike and VOX during contest operations. This leaves the hands free for computer use. I also like to mix the sound output of the sound card with the headphones. If the sound card is driving a speaker then it has to be very low to prevent feedback. Again you are on your own with this end of this setup and operation, but the author would like to hear from users who develop a successful and easy-to-use interface.

Sound Recorder: Win1010 also has a built in Sound Recorder which is accessed by hitting the Ctrl-R key. There is a drop-down box that lists the files that can be recorded. Clicking on one of the files will erase the file if it already exists and will open the file for recording. Clicking on the Record button will begin the recording session and will stop when the Stop key is clicked. To hear the recorded file, click on Rewind and then hit Play. If it is OK then you can hit Save, if not, reselect the file name from the drop-down box and record again. Note: this routine cannot be used to play the existing recordings. Instead use the Sound Player by hitting the Ctrl-P key.

Sound Player: Hitting the Ctrl-P key will pop-up the Sound Player with a drop-down box displaying all the wav sound files. This routine will also let you delete a sound file.

Recording using the Windows 95/98 Sound Recorder. You have a 3 sound quality choices: CD, Radio or Telephone. I recorded the two Samples using the PCM Radio Quality. The better the quality, the larger the sound WAV files. After you record your messages you can go to Properties Under File and convert to a different Audio Format. This recorder has a maximum recording length of 60 seconds, which should be adequate for 1010 Contesting.

Off-the-Air Recordings. By hitting Ctrl-1 through Ctrl-0 you can record ten off-the-air recordings. Only your hard drive space will limit the length of the recorded file. End the recording by hitting the Escape Key. There will be a red label in the middle of the screen to let you know when the recorder is on. A one minute recording will take about 1.3MB of hard disk space. If the sound file already exists then a warning message will pop up and ask if you want to overwrite the existing file. If not, you will need to choose another file. You can see a list of the sound files already recorded by going to the View Menu Item and choosing "Recorded Files".

Continuous Loop Recording. Hitting the F3 key will activate this routine. It will record the receiver audio until the F3 key is hit again. When activated, there will be a red "REC" button to appear in the lower portion of the screen indicating REC-1, REC-2 or REC-3 depending on the current loop file being recorded. This is to remind you that the continuous recording is in process. There are 3 loop sound files named L1.WAV, L2.WAV and L3.WAV, each one's length being in multiplies of 30 seconds, as determined by a value in the configuration file. The default is 90 seconds for each file, but can be changed in the Misc Options Menu. When the F3 key is hit, L1 records for 90 seconds, then L2 records for 90 seconds, then L3 records, and then L1 is erased and records again, and so on. Therefore, whenever the F3 key is hit again to stop the recording there will be two complete loop files and a partial depending at which part of the 90 seconds F3 is hit. This means that the last 180 to 270 seconds of received audio can be replayed by hitting the Ctrl-P key and choosing the L1, L2 or L3 files. Increasing the default file length to 3 minutes would mean that the last 6 to 9 minutes of audio could be replayed if you missed some info or wanted to listen to a transmission again. Although this routine works in the background, on some computers it may slow certain operations. Each minute of recorded audio takes about

1.3MB hard drive space. When the F3 key is hit to stop the recording, a message will appear in the middle message window indicating the last loop file that was recorded. This will give you a clue as to which of the L1, L2, or L3 files to listen to first using the Sound Play activated by hitting Ctrl-P.

There is an option on the Options Contest Setup menu to disable the beep whenever a dupe is worked. This will prevent this beep from triggering your VOX.

<http://www.muenster.de/~welp/sb.htm> is a web site that has a lot of soundboard software and misc info posted.

Contest Database Utilities

The Contest Database that is packaged with the Win1010 program has the name DB95.DAT. Updates of this file will always be posted on the HDS web site. If you modify this Default Contest Database by adding your personal logs, then it is advised that you rename the database to something that starts with DB and has the extension "DAT" such as DB_JIM.DAT. Then you can choose your customized database as the Default Contest Database in the Options Menu. This would prevent overwriting your custom database if you downloaded an update from the HDS web site. Some of the routines below automatically make a backup copy on the hard drive, but it is highly recommended that before you do any sorting, removing dupes, etc., that you make another copy of the database in question on a floppy disk as a precaution.

Add Contest Log To Database. This will allow you to add a log of your choice from the pop-up "Open Existing File" window to the database that is chosen as your Default Contest Database. Should you want to add the log to another Database file, then go to the Options Menu first and choose another default contest database. New Calls added will be displayed in the upper left display screen and the total number displayed at the end of the displayed list.

Add New Call To Database. This routine will pop-up a window to add a new callsign to the current default contest database.

Convert Old DOS Database.BIG to Windows 95/98 Format. The new database format adds several digits to the name and QTH fields. The old DOS database only used two digits for the QTH field. This caused DX country names to be cut-off with only two letters. This conversion routine expands the DX country name to the full name.

Create New Database From Log. This will create a new database using the contest file chosen from the pop-up "Open Existing File" window. Another pop-up "Open New File" window will appear displaying the existing database names. Choose a name that does not exist.

Edit Database. When displaying the Database (by clicking on the red DB button), just double-click on the record that you want to edit. A pop-up edit window will pop-up. After editing, the entire contest database file is re-read into memory.

Find Database Dupes. Before running this routine you should run the Sort DB routine. The Find Dupes routine depends on dupes being adjacent records. This routine only displays the duplicate calls on the screen. To remove the dupes run the "Remove Dupes From Database" routine. There is also an option to find all 10X dupes.

Merge Two Databases. There are options that will allow you to merge one database into another database or to combine two databases and create a new combined one. There is a pop-up screen for this routine. Choose from the drop-down boxes the name of each database. The default routine is to merge #1 into #2, however, if you want to create a new database #3, click on the "Create New Database" check box and type in the name of the new database using this format DBxxxxxx.DAT. The "xxxxxx" is what you will use to create a new name. During this routine the #2 database is copied to the new filename and #1 is then merged into #3, thus creating the new contest database. To view this

new database, you can go to the Options Menu and choose the new database as your Default Contest Database and then choose the option to read into memory. Then display by hitting the red DB button.

Remove Dupes From Database. The Sort Database routine has to be run before this routine is run. This routine requires a sorted database and depends on dupe calls being adjacent each other. The default Contest Database if copied to a backup file named DB95.BAK, should you need it. There is a maximum of 300 calls that can be removed in one operation. If there are more than 300 calls, then you will need to rerun this routine.

Remove Silent Keys/Non-10X Records From Database. This routine checks the 10X database (1010.TXT) and if the 10X number in the 10X database belongs to a Silent Key, then the callsign for this record is changed to "DELETE" and can be deleted later by running the "Remove Dupes From Database" routine. An up-to-date 10X database should be used for best results. This menu item will also allow you to remove all records with a 10X number of zero.

Update Database by 10X Database. This reads the 10X in the default Contest Database and then checks the call for the 10X number. If it is different from the database, then the database is updated with the new call. Updates are received monthly reflecting vanity calls and call area moves. Again, the 10X database should be current for best results. This routine is very fast. For this to be successful it requires the 10X member to notify the 1010 Records Keeper of the new callsign. In many cases, new vanity calls in the database will not have been reported to the Records Keeper and the correct call will be changed back to the old callsign. **A much better method to update vanity callsigns** is the Update below by PrevCall Database. This database is updated weekly by K4HAV and posted on the FCC Web page

Update Database For New 10X Numbers. This checks the 10X database for each callsign in the default Contest Database that has no 10X number. If that call is found then its zero 10X number is replaced with the newly issued 10X number. Many times you will work a station in a contest that has no 10X number at the time, but gets one later. This routine will update the Contest Database in those cases.

Update Database By PrevCall Database. The FCC posts a weekly file with all call changes. I have been compiling a databases of these previous calls and new calls for several years. Many 1010ers sometimes delay notifying the 1010 Recordkeeper of call changes and this previous call database can be used to update the database with the very latest call changes. This file is considered a FCC file and should be in the FCC Path. It can be downloaded from a link on the HDS web site. This is a slow routine because every call in the Contest Database has to be compared to every call in the PrevCall Database. Depending on the size of the Contest Database this operation could take 3 to 5 hours. At the present time there are over 143,700 calls in the PrevCall Database. On a recent update on an AMD 333 Mhz CPU, this routine took just over three hours, but would be faster on the current entry level computer.

Other Utility Programs

Backup Log. This will make a backup of the Contest Log to a floppy disk in DriveA. Typing SAVEA as the call in the Call field will also trigger a backup as well as hitting the Ctrl-B key. There is also an automatic backup after "X" number of QSO's. This can be setup on the Options Misc Menu.

Check Log. This routine should be run before printing logs and dupesheet. For this to be accurate, the 1010.TXT file should be current. This routine checks each contact with a 10X number and compares the call in the 10X database with the call in the log. If it is not the same then a display will list the QSO number and callsigns. If the calls are different, it may mean that a mistake was made copying the info or that the station has got a new vanity call and it has not been updated in the 10X database yet. Running this routine is optional, but it will point out potential errors in the log. Another possibility is that an error exists in the 10X database. You should not make the assumption that all the databases are 100% accurate.

Duplicate Log. This routine is for use with two-station logging. After the contest is over, it will duplicate the first log and add a “2” to the file name. For example, if the contest log is named FALL98.Q95, then the duplicated filename will be FALL982.Q95. The purpose of this duplicate log is not having to hit the F4 key to file the QSO in the second log. This method assumes that most of the time both QSO’s will be made. If several are not completed, then jot down their calls and when the second log is duplicated from the 1st log, just delete these missed QSO’s. This method would probably be best for the 2nd station being the Club call, but could also be used in an OM/XYL team operation.

Convert Old DOS Logs to Windows 95/98 Format. A good use of this routine would be to convert your old logs if you wanted to import them into a current Windows 95/98 format Contest Database. Or you may just want to display the old log in the new contest window or perhaps want to sort one of the columns. The converted contest file will have the same name but a different extension. All the Win1010 contest files end with the Q95 extension. The converted logs will not have the 3 point scoring for the DX stations.

Export/Import Logs. This routine has several different output formats.

1. **Comma Delimited ASCII File.** Exports all the log info in a comma delimited file named Export1.DAT. If the file already exists it will be overwritten; therefore, if you should want the existing file, it should be renamed.
2. **Comma Delimited ASCII File w/VP Only.** Exports all log info only for stations with a VP number with file name of Export2.DAT.
3. **Fixed Length ASCII file.** Exports all the log info in a fixed length file of 143 columns named Export3.DAT. If the file already exists it will be overwritten.
4. **Fixed Length ASCII file.** Exports only records with VP Numbers and adds Call and 10X with filename Export4.DAT.
5. **Callsign Only.** Exports only the callsigns to a file named Export5.DAT. If the file already exists it will be overwritten.
6. **ADIF Contest Format Export.** This is a standardized export format developed by a group of contest and logging programmers listed at the <http://www.hosenose.com/adif/> website. The following software supports ADIF import: LOGCONV, SWISSLOG, ProLog, NA Contesting, Super Duper contesting, Log-EQF, IcomLog, KenLog, EasiLOG, LogWindows, HyperLog, CT, BV QSL mgmt and printing, FT Manager, Lux Log, XMLog, LOGic, DX4WIN, WJ2O Master QSO, and RTTY by WF1B. Therefore, Win1010 contest records can be imported into any of the above programs. The ADIF file created will have the same file name, but with the ADI extension. It can be read with any DOS file reader, such as NotePad, Word Pad or the DOS Edit Command.
7. **Export New 10X Numbers to Win1010CH County Hunter** - This routine will export all contacts with a new 10X number into the Win1010CH County Hunter Program. It will also check the County and if it is a new County, then it will be marked “New County”. For Export Options 7–9, the CH95.DAT and COINDEX.DAT files are checked for existence. Logs cannot be exported to a non-existent CH95.DAT File A pop-up window will display all the calls exported and a print routine will be available if desired. For calls with prefixes that can be used for more than one country, a “Multiple Country Selection” window will pop up. The country that was chosen in the Contest Program will be displayed on the Country Selection screen.
8. **Export New Counties to Win1010CH County Hunter** - This routine will export all contacts with 10X numbers that is a new County. If the 10X has already been entered then the BAR indicator will be filed as “U” indicating that the 10X has already been entered. This would be the case if you worked a Mobile station in

several different counties. The normal procedure would be to run Option #7 first and then Option #8. These two options will also enter the VP number if in the log. A pop-up window will display all the calls exported and a print routine will be available if desired.

9. **Export New VP to Win1010CH County Hunter** - This routine checks the 10X record in the County Hunter and if the record does not have a VP number then it will be exported. Therefore, this routine must be run after the Export New 10X Number routine has been run.
 - A. **Export New CW Contacts to Win1010CH County Hunter** - The normal Export New 10X numbers will export all new 10X, but if the 10X is already in the CH as a SSB QSO, then the CW contact will not be exported. This routine checks the 10X numbers in the County Hunter file and if already worked but not as a CW contact, then this record will be exported. Therefore, before running this option, options 7, 8 and 9 above should be run first, otherwise new CW 10X numbers would not be exported, but only existing non-CW 10X numbers. This routine will check the County Index file and if it is a new county, then the NewCo indicator will be set to "Y". Likewise, the VP will be checked and if it is a new VP, the VPBAR will be set to "N" meaning that it has not been used. If the VP has already been entered in a previous record, then the VPBAR indicator will be set to "U" — meaning Unusable. The CWBAR indicator will be set to "N" for all CW contacts transferred. If later you transfer new counties and it happened to be the same CW station, the CWBAR will still be set to "N". This will require that the Update CW Indicators routine be run as indicated below.
 - B **Export New Mobile to Win1010CH County Hunter** - The normal Export New 10X numbers will export all new 10X that is a mobile, but if the 10X is already in the CH, then the mobile contact will not be exported. This routine checks the 10X numbers in the County Hunter file and if already worked but not as a mobile, then this record will be exported. Therefore, before running this option, options 7, 8 and 9 above should be run first, otherwise new Mobile 10X numbers would not be exported, but only existing non-Mobile 10X numbers. This routine will check the County Index file and if it is a new county, then the NewCo indicator will be set to "Y". Likewise, the VP will be checked and if it is a new VP, the VPBAR will be set to "N" meaning that it has not been used. If the VP has already been entered in a previous record, then the VPBAR indicator will be set to "U". The MobileBAR indicator will be set to "N" for all mobiles transferred. If later you transfer new counties and it happened to be the same mobile, the MobileBAR will still be set to "N". This will require that the Update Mobile Indicators routine be run as indicated below.

ReCreate Index and Indicators Update Routines: The above contest log export routines to the County Hunter, do not update the DX and Prefix Indexes or the NewCtry, CWBAR and MobileBAR indicators. The County Index is updated as well as the NewCounty, 10X BAR and VPBAR indicators. It would be very difficult to write the code to compare all indicators and update everything on the fly. Therefore, the above mentioned ReCreate Index and Indicator Update routines **MUST** be run to get the indicators in sync. The VP and 10X Update Indicator routine can also be run if desired. As always, you should make a backup of the CH95.DAT file before exporting contest logs or running the update index and indicator routines.

- C. **ADIF Contest Format Import.** This will import into Win1010 another logging program's log provided it is in the ADIF format. This routine will import the time and date, call, name, QTH, State, county and 10X number. The new contest file will be named ADIF.Q95 and will overwrite any existing ADIF.Q95 file. At the present time the ADIF specifications do not have a separate field for the VP number. No QSO point values will be imported. The ADIF specifications now has a separate ten_ten field and this routine is written to support the new ten_ten specification. If your ADIF export program is not current, then it may put the 10X in a misc comment area. If that is the case then the imported 10X number will not be correct and you will need to either choose the option "not to import 10X numbers" or contact the program's author that you are trying to ADIF export and get the latest version that supports the ten_ten ADIF specification. The State must be in the State field. Some logging programs put the State in the QTH field and thus, will not be imported. Names longer than

19 digits will not be imported and names from 15 to 19 digits will be cutoff at 15 digits.

If the ADIF file to be imported contains the VE_PROV field, then the Canadian Province will be imported, otherwise "Canada" will be used for the QTH. If the State is not used for U.S. stations (or is missing for a record), then USA will be used for the QTH. For the County to be imported, the spelling must be the same. Non-matches are displayed in a message box and can be written down and entered later by editing the record and using the "Get County Number" from the Edit routine. A "County Not Found" file (Co_NotFd.TXT) will also be created and will contain this list of non-matched counties and calls, which can also be used for later editing. Remember that Dade County, Florida has been changed.

An error routine detects any import errors and displays the Call and Record Number. Write these down and edit later. At any error, an ABORT option will be offered to exit the import routine if desired.

- D. **Export Contest Log to Daily Log.** This will export the contest log loaded into memory into the Daily Log. The default RST's of 59 or 599 will be imported for each call. This routine does not check for existing 10X or calls, it imports everything without checking for dupes.

NOTE: Before exporting into the County Hunter or Daily Log you have to check the proper QSO MODE - CW, SSB, AM, FM, or RTTY.

ASCII LOGS: A recent addition in Version 1.2 is the option to print a log and dupesheet in ASCII format. You may want to send a copy of your log to your chapter via email. This option is on the Contest Print Menu and uses Option 1 for the log and Option 6 for the dupesheet. At the beginning of each print option you will be given the choice of the ASCII log or to proceed to the printout. Version 2.2 introduces a new ASCII log and cover sheet for submission via email to the Contest Scoring Committee. This is in the trial stage so it may or may not become an accepted method of submitting logs. The routine is activated by hitting the red "ASCII" button on the Contest Print Menu.

Remove Deleted QSO's From Log. When a QSO is deleted in the Edit Mode, the call sign is replaced with "DELETED". Running this routine will remove these Deleted records and renumber the Contest File. A window will pop-up with an option to make a backup of the QSO file to a floppy disk. During this routine, each QSO is checked and if not "Deleted" then it is written to a new file named Remove.dup. At the end of the routine the Contest File is deleted and the Remove.dup file renamed back to the Contest File. Then the new Contest File is read into memory and the QSO Log Window can be updated by hitting the red Refresh (REF) button.

Find Number of Silent Keys in 10X Database. This routine will search the 10X database (1010.TXT) and find the number of Silent Keys. To be accurate the 1010.TXT file should be current. This routine was added to answer a recent question posted on the 1010 Mail List.

Pop-up Calculator. A small calculator is available by hitting the Control-A keys.

Contest Program View Menu

1. **Notes.** This option will give a directory listing of all the notes that were written during the contest. The note will be displayed by "opening" the note file name.
2. **Contest & County Hunter Revision File:** This is the combined revisions by version number and date.
3. **Graph of QSO/Hour.** This will display a rate graph showing contacts per hour for each day. The first day will be red bars and the second day will be green bars. This display is very impressive when viewed after the contest is over. Or it can be viewed the second day to see what was done the first day. Exit this display by clicking the "X" in

the upper right hand corner. This display is full screen by default, but can be resized if desired. The screen title will have the total number of QSO's and each day's total. The display is valid only for two consecutive dates as would be the case in a contest.

4. **Graph of WAS.** This will display a graph of all 50 States and the number of QSO's made in each state. The number of QSO's and a list of stations in that state can also be displayed using the red WAS button.
5. **Log Full Screen.** This option will display the QSO Log in a full-screen window. Each column can be sorted by clicking on the column header and a QSO can be edited by double-clicking on the record.
6. **Log Full Screen - DX Calls Only** This option will display the QSO Log in a full-screen window, displaying only the stations with a DX Call.
7. **Log Full Screen - Mobile Stations Only** This option will display the QSO Log in a full-screen window, displaying only the Mobile Stations with "/M" at the end of their call.
8. **Log Full Screen - VPStations Only** This option will display the QSO Log in a full-screen window, displaying only the Stations with a VP number.
9. **Log Full Screen + Print Labels.** This option will display the QSO Log in an almost full-screen window. The routine allows the user to tag certain QSO's and print either QSL Labels and/or Address Labels. See the Print Labels after this View Menu section.
10. **2nd Log Full Screen.** This option will display the 2nd QSO Log in the case of a Club Station or an OM/XYL team operation.
12. **Recorded Files.** This option will give a list of all the WAV files in the Win1010 directory. This same list can also be found by hitting Ctrl-P for the Sound Player Routine. The files can be played in the Player routine, but not in the View option.

Print Labels

This routine is accessed on the View Menu Selection #5. The main purpose of this routine is to print selected Address labels, but also includes a QSL label printer. There will probably be little interest in printing QSL Labels; therefore, not much time was devoted to the QSL routine. The Address Label routine only uses the FCC Database as its source of data. There is a separate help window that can be accessed from the routine to refresh your memory on the various buttons and options. There are separate print routines for the Dot Matrix and Inkjet/Laser type printers. Some of the printer properties can be changed to alter the print output. When printing in Windows, the spacing between lines is determined by the font size; therefore, 3 font sizes are selectable to adjust to the fixed label spacing. Test printouts should be done on plain paper before using the blank label page.

Label Style: Two types of labels can be used. The Inkjet Style prints either three columns of 10 labels making a page total of 30 labels of 2 5/8 x 1 size or 20 labels in two columns of 4 x 1 size.. One page is printed at a time. The Dot Matrix Style will print the 30 labels on a single column type fan-fold label. When you hit the Print button, you will have a choice of either 2 or 3 columns. You **MUST** have set up your tabs before printing. Suggested tabs are 0,67 for two columns and 0. 44. 88 for 3 columns. You should test using plain paper before using a label sheet to insure that the tabs are set correctly.

Selection Mode: Mode One allows you to select one call at a time. Mode Two allows you to select one at a time if you hold the Control Key down, or you can hold the Shift Key down and click on one record, then skip down several records and click on that one and all in-between. Mode Two is also good for de-selecting the entire list selected by just clicking on a record. All the others will be cleared.

Font Size: On the HP Inkjet printer the 10.5 point font size produces the best spacing on the label printout. This value can be changed by clicking on the desired font size.

Top Spacing: Most labels on the inkjet type label page start about one-half inch from the top. This Top Spacing value inserts blank lines to start the labels at the correct position. On the HP Inkjet, 3 lines start the labels at the correct position.

TABS: This is only used for the Inkjet Print Style Address labels and adjusts the starting position for the two and three columns printouts. On the HP Inkjet 895 the tab setting of 0, 44 and 88 starts at the correct position for the 3 column labels, but can be adjusted for other printers. Tab #1 is also used in printing the QSL Labels.

Display: This will display the tagged calls and will let you know when you have the maximum of 30 tagged. If you have over 30, then only the first 30 will print. The FCC Database only has U.S. and VE calls and therefore will not print DX Address labels.

QSL: This will activate the QSL Label Printer and will print the first line “Confirming QSO with K4HAV”, then skips a line and then the 3rd line will be “26 JUN 1998 03:44 10M SSB 59”. Before the QSL labels are printed you have the option of “SSB 59” or CW 599”. As stated before, not much time was devoted to this routine, and it has certain limitations. In the Dot Matrix Mode, you can print 20 QSL labels on a one-column fan-fold label, but in the Inkjet mode only one column of 10 can be printed. To print the next 10 you will need to reverse the label page and run back through for the next ten on the third column. The left hand tab can be set by hitting the TABS button and setting Tab #1.

Print: The Print button will print the Address labels. Use the QSL button to print the QSL labels. The Print button will give you an option to use the 2 column 4 x 1 labels or 3 column 2 5/8 x 1 labels. All 20/30 sets of address info is read from the FCC Database and stored in an array before the printing starts; therefore, you will experience a “searching time” of 2 to 3 minutes while the addresses are being searched. For the three column printing, if the length of the call and name is longer than the label will fit, then the call will not be used.

Help: Displays some basic info about the Label Printer.

Help Topics

- 1. F Keys.** A display of the various Function Keys. This file (Help_F.TXT) can be edited to give a title to your Sound Files if desired. A second set of F Keys are used in the County Hunter Program.
- 2. Alt Keys.** A display of the various Alt-Combination Keys. These keys can be used instead of the mouse when running any of the routines at the bottom of the screen indicated by the red buttons.
- 3. Control Keys.** A display of the various Ctrl-Combination Keys.
- 4. Buttons.** A display of the red/blue buttons at the bottom of the screen. These routines can also be accessed by using the Alt-Combination Keys in Help Topic 2 above. The underlined letter on the buttons indicate the Combination Key that is required to activate that routine.

5. **Beacons.** A display of the Beacon List downloaded from the 1010 International Net's web site. The file name is Help_B.TXT and can be edited to add more beacons. There is a capacity of 150 beacons.
 6. **DXCC List.** A display of the DXCC list that was downloaded from the ARRL web site. The file name is Help_DX.TXT.
 7. **Prefix by Country.** A display of prefixes sorted by country. At the end of the record is the ARRL DXCC number. This number is used in the ADIF Contest Export Routine. This file contains just over 850 prefixes and has a capacity of 1200. To add a new prefix you would need to use a DOS editor, Word Pad or NotePad. Use the same format as other prefixes in the same country. The file name is CTY_AZ95.TXT. Before adding new prefixes it would be a good idea to make a backup copy. For the automatic DX Country Recognition Routine to work, the prefix must be in the file. A prefix can also be a callsign up to 6 digits that is an exception to the prefix, such as KG4DX who is in Guantanamo Bay. Normally a call such as KG4AA would not trigger Guantanamo Bay because it would be assumed to be in the USA. Entering KG4DX would enter the QTH as Guantanamo Bay. Other exceptions include KC6GZ which is in Micronesia whereas most KC6's would be in California
 8. **Country by Prefix.** A display of prefixes sorted by prefix.
 9. **Misc.** A display of misc info. The file name is Help_MIS.TXT and can be edited if desired.
- A. **User_1.** There are four user files available, each with a 50 line capacity. Use these for anything you desire, such as, a list of Counties Needed, Schedules, results of previous contests, etc. The file names are Help_U1.TXT, Help_U2.TXT, etc. You can use NotePad to create or edit these files. The program reads the contents of these files on start-up, so create the new files before running the program.
 - B. **User_2.** User files
 - C. **User_3.** User files
 - D. **User_4.** User files

Two Log Setup

This was designed for the operator that is operating his station and also giving out numbers for the Club Station. It can also be used by an OM/XYL team. To start a Two Log Operation, simply hit the F4 Key to file the first QSO (and following QSO's). It will be saved to a file with the same name, but with a "2" appended to the filename. A file named File2Nr.DAT is created when the first QSO is transferred to the 2nd Log. The purpose of this file is to file the QSO Number of the QSO that was put in the 2nd Log. This file is only used for the Full Page Display of the 2nd Log under the VIEW Menu. It is possible for the band to change and the second QSO may not get confirmed; therefore, not being filed. Whenever a new Contest Filename is created the old File2Nr.DAT file is erased. Should a new Contest Filename be created then the old 2nd file could not be displayed full screen, but could be read into the program as a Contest File from the "Open Existing Contest" Menu.

To print the logs of the second log, you will need to open it as an existing contest. The name and call of the registered station will be printed on the logs and can be manually over-written to indicate the Club station operated by the registered user or the XYL of the registered owner. If you should want a customized UserID file for your club or your XYL then please advise by email and the file will be emailed to you at no cost or mailed on a floppy for a small fee to cover expenses. If the second UserID file which will be named User_95a.Dat is in the Win1010 directory, then you will get a pop-up message asking which UserID file to use when printing the log.

The program will recognize that a Two Log Operation is in progress if you reopen the existing log and all you have to do

to file the next QSO to the 2nd Log is to hit the F4 key.

This two log routine was designed to run only the 1st log as the main log and copy the desired QSO's to the 2nd log. However, in the case of the second operator being gone and then comes back and hears a station that the 1st operator worked during their absence. The 2nd station can work this station by opening the number "2" contest log as an existing contest log. Then when finished, reload the number 1 log and continue. If this procedure is followed, an error will be generated when displaying the 2nd log full screen, but the program will not crash. The station that was just worked and filed using the 2nd log as an existing log will not show up on the display, but will be in the log for printing the logs and dupesheet. If you are using the 2nd log as an existing log, then do not hit the F4 key to file a QSO back into the number 1 log.

Alternative Method: Some stations reported during their first use of the F4 Key to log to the second log that on occasion they would forget to hit the F4 key. Another approach would be NOT to hit the F4 key at all, in fact, just forget about the 2nd log until the contest is over. Then go to the Contest Utility Menu and choose the Duplicate Log option to copy the contest log. The name will be the same with a "2" appended to the end of the file name. This method assumes that most of the time both QSO's will be made. If several are not completed, then jot down their calls and when the second log is duplicated from the 1st log, just delete these missed QSO's. This method would probably be best for the 2nd station being the Club call. If the XYL made the 2nd exchange, then it would be more natural for the XYL to hit the F4 key as the final act of the QSO.

Updates

Updates will be posted on the Win1010 download page at <http://hds.net/win1010dl.htm>. The 1010.TXT file is updated monthly and the VP.DAT file is updated several times a month. The FCC Database is updated weekly and posted on Sunday night or Monday depending when the FCC posts the data to their web site. The Default Contest Database - db95.dat is updated before every Phone Contest with newly received 10X numbers for those contacts during the previous contest that had no 10X number. Also the db95.dat database is updated with new vanity calls. Program updates will also be posted on this page. These program updates will be the main win1010.exe file and other files that have been changed will need to be copied to the Win1010 directory replacing the existing Win1010.exe file. From time to time the Help Files (Manual) will also be updated and posted as a file and also the web page displaying the Help File will be updated. For those not on the Internet or without friends on the Internet, updates will be furnished by U.S. Mail for \$10 which will include a CD with the latest Win1010 Program and FCC databases. Just the updated Win1010 program file and other databases that are updated will be available for \$1.00 for a floppy disk (\$2.00 for DX).

Update Program

A new Update Program was added to Version 2.3. This program is activated by hitting the "file" button in the upper left hand part of the screen and hit the "Run Win1010 - FCC Update Program." The use of this program is optional, but was designed for those who have a problem unzipping an update into the proper folder or not being able to find the update file once they have downloaded it. There is a Help file that can be accessed from the Update Program. This program will find the download and unzip it into the correct location.

Supporting Files

These are files that, if installed, will add features to the Win1010 Program. These files can be installed either in the Win1010 Directory or the path set up in the Options Path Menu. There is a link on the Win1010 download page to download these files, if desired.

FCC - These files consist of the Addr_xx.DAT address files, the Prev_xx.DAT, and the Zip Code files. These files are used in the K4HAV FCC Search Program, but can also be accessed from within Win1010. The Prev_xx.DAT Previous Call Database is also used to find new calls for stations that have upgraded or received vanity calls. A new addition to

Version 1.0d is an Index File search routine. If hard drive space (7.3MB) is available then an increase of search speed up to 8 times can be achieved. These Index files must be of the same date as the FCC Address files and will be posted at the same site as the FCC files. A link to the FCC Index files is given on the Win1010 Download Web Page. The Index files will be used if present and at the bottom of the display will be the note "Using FCC Index Mode." **NOTE:** In September of 1999, the FCC revised the format of the Amateur Radio database and the DOS based FCC Conversion program was rewritten as a 32 bit Windows 95/98 program. The format of the converted FCC database has been changed slightly and the Win1010 FCC routine has been modified to read both formats – whichever one is present. The new format of the DOB file is a single file named CallDOB.DAT and the Previous Call Database is now also a single file named PrevCall.DAT. The Win1010 FCC program will use whichever is present. If both are present then the new format will be used.

Date of Birth - These files are named DOB_xx.TXT and can be downloaded from a link on the Win1010 download page. This is the last DOB file that the FCC published and was current to July 1997. This file will not be updated because the FCC changed their policy about including the DOB with the FCC database. This file was updated again in late November 1998 with the new vanity calls and will be updated several months or so to include the updated calls. The revised FCC format now uses a combined file named CallDOB.DAT. However, Win1010 will use either format in the FCC folder. This file is downloaded as DOB.ZIP and was updated in October 1999.

County Hunter Files - The CH95.DAT and CoIndex.DAT can be used by the Win1010 Program to determine if a station worked is a new 10X, new VP or a new County for you. If so, a red flag will appear at the top of the field that is a new item that is not already in the CH files.

System Info

On the Help Menu tab is the "About Win1010" and on this display is an option to obtain the "System Info". This has all kinds of info about your computer including amount of memory, free resources, programs that are running, number of hours your computer has been on, version of Windows, IRQ info, I/O info, DMA info and just about everything about your computer that you ever wanted to know.

Uninstalling Win1010

If you are going to reinstall the Win1010 program, you must uninstall it first. Go to the Control Panel and choose the Remove Programs icon. This will only remove the files that were installed during the setup routine. To completely remove the program you must go to the Win1010 directory and manually erase the files created after the installation. However, if you want to use your existing data then the only file that you might need to manually delete is the Win1010.exe file. If you try to delete and get the "file in use" error, then you will need to go back into Windows and hit the Control-Alt-Delete keys to display the active programs and manually close the Win1010.exe program. On some of the early versions of Windows 95, the Win1010.exe program was not fully terminated upon EXIT. On later versions and Windows 98, the program makes a clean exit.

Misc Info

The DOS-Based 1010 Contest Program had a small program to find calls from 10X, and 10X from calls. Included in the Setup package is a program named 10X.EXE. It is a small Windows 95 program that loads fast and can be used for fast lookups. Also the 1010 and VP numbers can be displayed in a range (a feature not available in Win1010). You can manually create a shortcut to this program or run from the START – RUN box after typing in the path. The Setup in Version 1.8 now will give you an option to let the Setup add the icon.

The 10X Cat Icon (XX_CAT.ICO) is included in the setup files in case you want to use this icon on your desktop. To change the icon, right click on the existing icon, choose Properties, then Shortcut and then click Change Icon.

Whenever you hit the red DB button to display the Default Database, the time required to load the database into the display window will be shown at the end of the display. On my AMD K6 233 with 64MB RAM it takes 7 seconds. On a Cyrix P166+ with 64MB RAM it takes 11 seconds and on a 486DX120 with 16MB RAM it takes 42 seconds. On an Athlon 600 Mhz with 192MB of Ram it takes 4 seconds.

In the 10X Search Routine, the unassigned 10X numbers in the 1010.TXT database has for its call – the 10X number. For example at the present time if you search for 10X of 74999 then the call that you will get will be 74999. The 1010.TXT file has recently been increased in size to handle 75,000 10X numbers. The original 1010.TXT file had 70,000 records. Either will work with the Win1010 program, but the current version should be downloaded and used.

Several stations have reported failure to register the Resize OCX – these stations were using the very first version of Windows 95a. This OCX requires a newer MFC40.DLL file that came with the original Windows 95. See this web page about problems registering the Resize32.ocx <http://www.lyoung.com/faq/faq1.htm> Check the date on your computer that runs win1010 for the MFC40.DLL file and if it is newer than the one that does not run, then updating that file should work. On my Windows 95 computer the file is 922K and dated 2/28/96 and on my Windows 98 it is 924K and dated 12/8/97. Also see <http://www.lyoung.com/faq/faq18.htm> Win1010 uses the version 2.0 of the ReSize Control. To manually register a DLL, you would go to the START button and click on RUN and enter **REGSVR32.EXE MFC40.DLL** and click OK. A message should appear saying that the control was successfully registered. Recently added to the Misc Folder on the Win1010 CD starting with version 1.5c is a file named Resize.EXE which when run will install the newest Resize.OCX file. This also has been successful in registering the Resize OCX file for users using the very first copy of Windows 95.

Installing the Win1010 Program on a New Computer

Just copying the Win1010 folder from an old computer to a new computer will not work. The Win1010 full Setup program must be used to install the program on a new computer. This full Setup program will also install the supporting Windows DLL and OCX files. You will need to copy your user_95.dat file from your original CD or from a backup – however, this file should be included in any backups that you make. You can install the Win1010 program from your original CD if it is version 1.5b or later. Versions earlier than this did not have the Y2K updated DLL and OCX files. If you have an older version, then you should download the full setup program from the HDS web page. This file is about 6MB in size and is a self-extracting EXE file.

There are several methods to transfer an existing Win1010 program to a new computer:

The ideal method would be to copy your entire Win1010 folder with all the sub-folders to a ZIP Disk. Then after you install the full Win1010 Setup program on the new computer, just copy the ZIP full backup on top of the new install. If this method is used, then the version copied from the old computer will now be the version on the new computer. If you had version 1.8 on your old computer and installed version 2.0 on the new computer and then installed your complete backup, then you would end up with version 1.8 on the new computer.

Another method would be to connect the two computers with the Windows Direct Connection and copy the old win1010 folder on top of the new install. A network connection could also be used to transfer the data files from the old computer.

Another method would be to make a floppy backup using the Backup Menu in the Certificate Chaser. This will prompt you for additional floppies if the first one gets full. After you install the new Setup on the new computer, then go to the Certificate Chaser and run the Backup Menu and choose the Restore from Floppy option.

Another good method would be to burn a CD with the complete Win1010 folder from the old computer and use this CD to copy the old files on top of a new install.

After you are finished, the program should run and recognize all your old files. If the program starts in the DEMO mode, then this means that your user_95.dat file was not installed. You will find this on your old computer or on your original Win1010 Program CD in the root directory and also in the Backup directory.