

micro KEYER 2 Radio



MK2R & MK2R+

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Version 1.2

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1 - FEATURES AND FUNCTIONS

General:

- single USB connection (advanced mode) with LPT port for compatibility with "classic standard"
- stand alone operation without computer
- support for independent settings for dissimilar radios
- optimized operation on each radio and dissimilar modes (R1=SSB, R2=CW)
- innovative dual sound card processing
- integrated dual USB sound core (MK2R+ only)
- 16 buttons/42 lights for ergonomic function control and status display
- compatible with most standard MS Windows based logging or control programs
- DOS mode compatibility with LPT port interface of DOS based contest loggers (CT, TR, NA)

Radio control:

- integrated level converter for both radios CI-V, FIF-232, IF-232, or RS-232
- up to 57600 Baud with handshake support
- fully supports most Icom, Kenwood, Ten-Tec, Yaesu and other radios
- optical isolation of radio control port from computer

Keying:

- optical isolation of all keying signals from computer
- intelligent keying lockouts for both radios (Band lock, Busy lock, External lock)
- hardware support for "last one wins" or "first one wins" operation
- easy switching between manual and automatic control
- independent settings for dissimilar Power Amplifiers
- Hot Switch PA protection with user defined timing
- programmable PTT assertion delay in 1ms steps
- T/R sequencer with extended capabilities
- separately sequenced keying outputs for VHF LNA preamplifiers
- supports dual (one per radio) or single foot switch operation
- supports separate PTT for each radio with automatic TX focus control
- supports VOX and CAT T/R switching
- wide range solid state outputs for modern PA keying or QSK PA separately for each radio
- relay isolated outputs for negative or high voltage PA control for each PA

CW:

- integrated second generation K1EL WinKey2™
- front panel speed knob
- selectable side tone capabilities with "paddle side tone" function
- nine (9) user programmable memories
- application independent contest auto-numbering
- supports PS/2 keyboard for CW transmission with type ahead
- supports PS/2 keyboard or keypad for CW "memory keyer" and control
- PS/2 keyboard or keypad CW works without computer connection
- handles multiple CW sources: WinKey2, serial port and/or LPT port with steering

Digital (FSK/AFSK/PSK31):

- six transformers for DC isolation of sound card and radios
- selectable routing of radio outputs (VFO A/B) for each sound card channel
- low noise preamplifiers for improved weak signal decoding
- front panel controls to optimize levels for each sound card channel
- front panel controls to optimize mic drive for each radio
- integrated high performance, low noise floor USB sound core (MK2R+ only)
- separate USB sound codec for digital modes (MK2R+ only)
- separate digital audio drive for each radio
- selectable sound card channel output/steering for digital audio
- application specific mono/stereo signal source handling
- dual FSK output
- supports data codes with 5/6/7/8 data bits and 1/1.5/2 stop bits
- unique, hot switch protected FSK keying
- separate PTT output for digital audio mode operation with microphone muting
- nine (9) user programmable memories (FSK)
- supports PS/2 keyboard FSK transmission with type ahead and diddle function
- supports PS/2 keyboard or keypad for FSK message playback and control
- PS/2 keyboard/keypad FSK works without computer connection

Voice (SSB/AM/FM):

- front panel headset jacks
- rear panel hand/desktop microphone jack
- front panel selection of connected microphones
- supports all microphone control functions for Radio1
- selectable preamplifier supports dynamic microphones with computer interface
- selectable preamplifier for using dynamic microphones with Icom radios
- customizable microphone routing for each state (VOX / computer PTT / foot switch) by radio
- customizable microphone routing for operation style (direct to radio / through sound card)
- Digital Voice Keyer with nine messages up to 120 seconds line and unlimited "banks"

Headphone (Receive) Audio:

- front panel headphones jacks, rear panel external speaker jack
- unique "multi-source" signal handling
- supports second sound card for audio review or "spot announcements"
- able to switch any of six (6) audio sources to either ear
 1. R1 VFOA
 2. R1 VFOB
 3. R2 VFOA
 4. R2 VFOB
 5. Sound Card left channel
 6. Sound Card right channel
- hardware support for independent receive audio selection by operating state
 1. R1=RX, R2=RX, TX focus=R1
 2. R1=RX, R2=RX, TX focus=R2
 3. R1=TX, R2=RX
 4. R1=RX, R2=TX
 5. R1=TX, R2=TX
- hardware support for user defined "scenarios" handling (weak pileup, strong pileup, S&P, etc ...)
- front panel control of audio mix level
- configurable audio source (VFO A/B) for each sound card channel
- support for recording headphone audio (WYH - What You Hear)
- user selectable "delayed" headphone switching (100ms steps)
- independent front panel record level level control for each channel
- additional buttons for "classic" audio control R1/SPLIT/R2 or R1/MIX/R2
- easy switching between manual and automatic control

Other:

- configurable Accessory connection with dual BCD band data outputs
- user definable presets to recall all parameters for different control programs or contests
- all parameters are stored inside the box memory and reloaded after power up
- integrated chokes and filters for maximum RFI immunity
- Metal/Aluminum case, powder coated and silk screened
- Free, no time limit firmware/software upgrades via Internet

2 - IMPORTANT WARNINGS

ALWAYS check the polarity of the 13.8 V power supply.

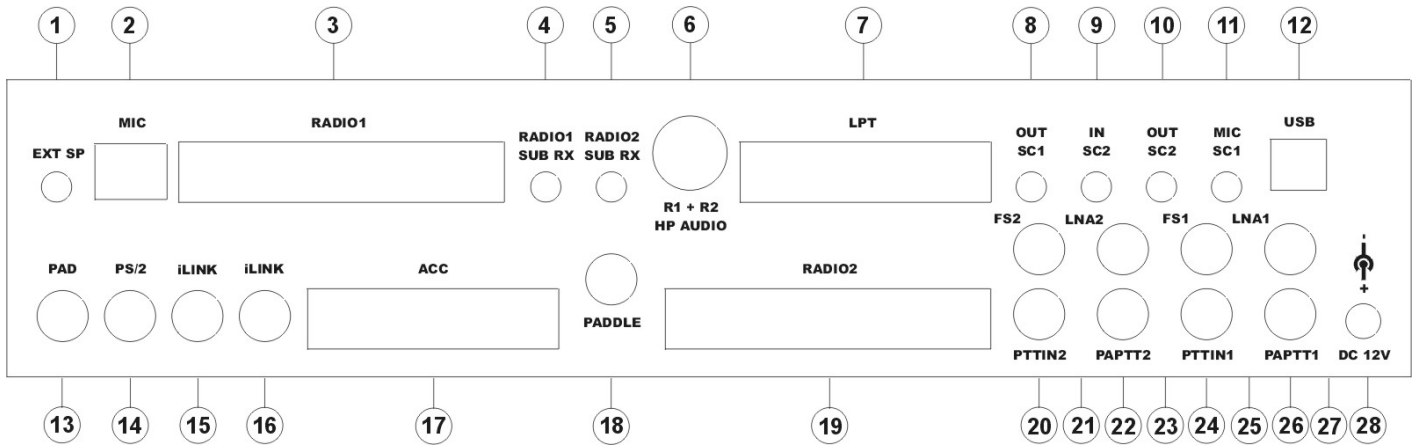
When changing Radio #1, ALWAYS be sure the proper microphone for the radio is connected to the MK2R RJ45 MIC jack BEFORE connecting the DB37 RADIO cable.

If dissimilar radios are attached to MK2R or MK2R+, NEVER connect the microphone of the Radio #2 to the RJ45 microphone jack on the rear panel.

If your radio supports firmware upload, always perform any upload from an RS-232 (COM) port on the computer - NOT through MK2R.

3 - PANEL DESCRIPTION

Rear Panel



(1) – EXT SP

External speaker or second headphones.

Connector: 3.5mm (1/8") stereo

TIP – Left channel RING – Right channel SHELL – Ground

(2) – MIC

Station microphone (original) for Radio #1.

Connector: RJ45 female

If the original radio microphone uses a connector other than an RJ45 the appropriate adapter is provided with the cable set. All microphone controls are connected to the RADIO1 DB37 connector (pins 12-15 and 30-33).

Important warning: If dissimilar radios are attached to the MK2R or MK2R+ NEVER connect the microphone from Radio #2 to this jack.

(3) – RADIO1

Multi-pin jack for RADIO1 interconnection.

Connector: DB37 female

Detailed description is in Appendix A.

(4) – RADIO1 SUB RX

Input for constant level audio from the second (SUB) receiver RADIO1.

Connector: 3.5mm (1/8") stereo

TIP – Signal RING – Signal (internally connected to TIP) SHELL – Ground

(5) – RADIO2 SUB RX

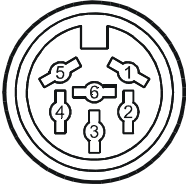
Input for constant level audio from the second (SUB) receiver RADIO2.

Connector: 3.5mm (1/8") stereo

TIP – Signal RING – Signal (internally connected to TIP) SHELL – Ground

(6) – R1 + R2 HP AUDIO

Input for headphone audio outputs from both RADIO1 and RADIO2.
Connector: DIN6



- Pin 1 – RADIO1 Left channel (TIP)
- Pin 2 – RADIO1 Right channel (RING)
- Pin 3 – RADIO1 Ground (SHELL)
- Pin 4 – RADIO2 Left channel (TIP)
- Pin 5 – RADIO2 Right channel (RING)
- Pin 6 – RADIO2 Ground (SHELL)

(7) – LPT

Input from computer LPT (printer) port.
Connector: DB25 female

(8) – OUT SC1 (MK2R only)

Input from Line Out of the computer **Sound Card #1**
Connector: 3.5mm (1/8") stereo

TIP – Left channel RING – Right channel SHELL – Ground

(9) – IN SC2 (MK2R only)

Output to Line In of the computer **Sound Card #2**
Connector: 3.5mm (1/8") stereo

TIP – Left channel RING – Right channel SHELL – Ground

(10) – OUT SC2 (MK2R only)

Input from Line Out of the computer **Sound Card #2**
Connector: 3.5mm (1/8") stereo

TIP – Left channel RING – Right channel SHELL – Ground

(11) – MIC SC1 (MK2R only)

Output to Mic In of the computer **Sound Card #1**
Connector: 3.5mm (1/8") stereo

TIP – Signal RING – Signal (internally connected to TIP) SHELL – Ground

Note: These four jacks (8-11) are present only on MK2R. MK2R utilizes to two external sound cards SC1 (for Voice modes) and SC2 (for Digital modes). MK2R+ includes internal SC1 (Voice Codec) and SC2 (Digital mode Codec).

(12) – USB

Port for connecting to the computer USB port.
Connector: USB B

(13) – PAD

Port for connection of a future external controller.
Connector: Mini DIN6

(14) – PS/2

Port for connection of external PS/2 keyboard or numeric keypad.
Connector: Mini DIN6

(15, 16) – iLINK (internal LINK)

Ports for connecting other *microHAM* devices (future expansion) to MK2R or MK2R+.
Connectors: Mini DIN6

(17) – ACC

Port for connecting external peripherals like 3rd party Band Decoders or custom built level translators.
Connector: DB25 female
Pin description is in Appendix B.

(18) – PADDLE

Paddle input.
Connector: 6.3mm (1/4”) stereo
TIP – DIT Input RING – DAH Input SHELL – Ground

Note: The paddle sense can be reversed using Router or application settings.

(19) – RADIO2

Multi-pin jack for RADIO2 interconnection.
Connector: DB37 female
Detailed description is in Appendix A.

(20) – PTT IN 2

Status input for sensing the state of RADIO2. Connect to the PTT output of RADIO2.
Connector: RCA
TIP – Signal SHELL – Ground

Note: This connection is required to support VOX operation and PTT by software (CAT).

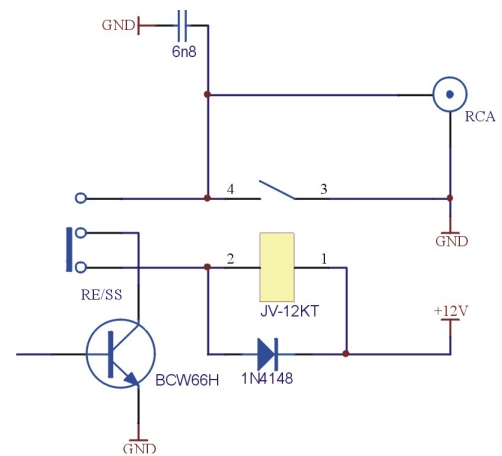
(21) – FS2

Foot switch 2 input (configurable function, by default keys RADIO2).
Connector: RCA, active when grounded.
TIP – Signal SHELL – Ground

(22) – PAPTT2

PTT output for Power Amplifier for RADIO2. Output (**S**olid **S**tate or **R**elay contact) depends on RE/SS jumper position.
Connector: RCA, when active goes to ground.
TIP – Signal SHELL – Ground

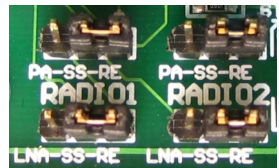
If the jumper is in the SS position, the switching transistor (open collector) is connected to the PAPTT2 jack. The transistor can switch up to 45V/0.8A. This position is appropriate for modern Power Amplifiers with electronic keying. Check the manual of your amplifier to be sure the power requirements do not exceed the transistor rating. If the requirements exceed transistor rating set the jumper to the RE position - this position connects the relay contact to the output jack. Maximum rating for the relay is: 125VAC/2A or 60VDC/2A.



TIP: If you are not sure about the keying voltage of your amp or LNA, use the RE position.



TIP: All of the RE/SS jumpers are located on the bottom circuit board just in front of the DC 12V input jack.



(23) – LNA2

Sequenced keying (bypass) for Low Noise Amplifier or receive antenna control on RADIO2. Output (**S**olid **S**tate or **R**Elay contact) depends on RE/SS jumper position. Connector: RCA, when active goes to ground.
TIP – Signal SHELL – Ground
The output circuit is the same as shown for PAPTT2.

(24) – PTTIN1

Status input for sensing the state of RADIO1. Connect to the PTT output of RADIO1. Connector: RCA
TIP – Signal SHELL – Ground

(25) – FS1

Footswitch 1 input (configurable function, by default keys RADIO1). Connector: RCA, active when grounded.
TIP – Signal SHELL – Ground

(26) – PAPTT1

PTT output for Power Amplifier for RADIO1. Output (**S**olid **S**tate or **R**Elay contact) depends on RE/SS jumper position. Connector: RCA, when active goes to ground.
TIP – Signal SHELL – Ground

If the jumper is in the SS position, the switching transistor (open collector) is connected to the PAPTT1 jack. The transistor can switch up to 45V/0.8A. This position is appropriate for modern Power Amplifiers with electronic keying. Check the manual of your amplifier to be sure the power requirements do not exceed the transistor rating. If the requirements exceed transistor rating set the jumper to the RE position - this position connects the relay contact to the output jack. Maximum rating for the relay is: 125VAC/2A or 60VDC/2A.

(27) – LNA1

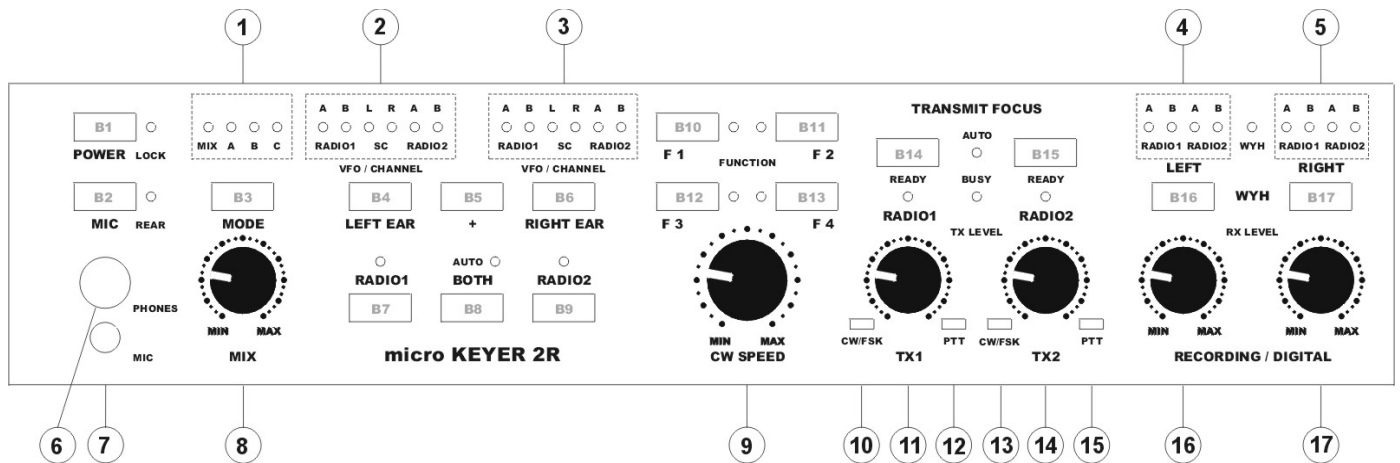
Sequenced keying (bypass) for Low Noise Amplifier or receive antenna control on RADIO1. Output (**S**olid **S**tate or **R**Elay contact) depends on RE/SS jumper position. Connector: RCA, when active goes to ground.
TIP – Signal SHELL – Ground
The output circuit is the same as shown for PAPTT2.

(28) – DC 12V

Power input.
Connector: 2.1/5.5mm coaxial
CENTRAL – Positive pole SHELL – Negative pole (Ground)

Important warning: Be sure to observe the proper polarity!

Front Panel



B1 – POWER

Turns MK2R/MK2R+ on or off. While in operation, a short press will lock or unlock the front panel. When locked, the LOCK light will illuminate.

B2 – MIC

Selects the microphone. When the REAR light is illuminated the microphone attached to rear panel RJ45 MIC jack is active. Otherwise, the front panel MIC jack (3.5 mm) is active.

B3 – MODE

Selects among the operating modes defined at the SO2R tab in Router. The mode is selected or deselected by pressing this button until the light representing the desired operating mode is flashing and allowing it to time out. The active mode(s) are indicated by the MODE lights.

(1) – MK2R MODE status

- MIX – Mix control is active.
- A – Mode A selected/active
- B – Mode B selected/active
- C – Mode C selected/active

B4 – LEFT EAR

Selects the audio source connected to the left ear of the headphones.

(2) – Left Headphone Status

RADIO1:

- A – indicates audio from VFO A of RADIO1 is connected to the left ear
- B – indicates audio from VFO B of RADIO1 to connected to the left ear

SC:

- L – connects left channel audio from the unused sound card to the left ear
- R – connects right channel audio from the unused sound card to the left ear

RADIO2:

- A – indicates audio from VFO A of RADIO2 is connected to the left ear
- B – indicates audio from VFO B of RADIO2 is connected to the left ear

B5 – +

Used with the B4 and B5 buttons to add (mix) additional sources to the left or right headphones.

B6 – RIGHT EAR

Selects the audio source connected to the right ear of the headphones.

(3) – Right Headphone Status

RADIO1:

- A – indicates audio from VFO A of RADIO1 is connected to the right ear
- B – indicates audio from VFO B of RADIO1 to connected to the right ear

SC:

- L – connects left channel audio from the unused sound card to the right ear
- R – connects right channel audio from the unused sound card to the right ear

RADIO2:

- A – indicates audio from VFO A of RADIO2 is connected to the right ear
- B – indicates audio from VFO B of RADIO2 is connected to the right ear

B7 – RADIO1

Disables automatic headphone switching if it was enabled (switch to manual mode) and connects both ears to RADIO1. Selecting the VFO connected to each ear is accomplished by holding the RADIO1 button and pressing the LEFT EAR (B4) and RIGHT EAR (B5) buttons. The selection will be saved in MK2R memory. By default the left ear is connected to VFO A and the right ear is connected to VFO B.

B8 – BOTH

Disables automatic headphone switching if it was enabled (switch to manual mode) and connects one ear to each radio. Selecting the VFO connected to each ear is accomplished by holding the BOTH button and pressing the LEFT EAR (B4) and RIGHT EAR (B5) buttons. The selected assignment will be saved in MK2R memory. By default the left ear is connected to VFO A of RADIO1 and the right ear is connected to VFO A of RADIO2

B9 – RADIO2

Disables automatic headphone switching if it was enabled (switch to manual mode) and connects both ears to RADIO2. Selecting the VFO connected to each ear is accomplished by holding the RADIO2 button and pressing the LEFT EAR (B4) and RIGHT EAR (B5) buttons. The selection will be saved in MK2R memory. By default the left ear is connected to VFO A of RADIO2 and right ear is connected to VFO B of RADIO2

Pressing the RADIO1 (B7) and RADIO2 (B9) buttons at the same time enables the automatic headphone switching (AUTO mode). If enabled, the yellow AUTO light above the BOTH button will be lit. Lights above the RADIO1 (B7) and RADIO2 (B9) buttons indicate receive focus. Headphone switching is based on the configuration options and application control signals described later.

Note: These buttons - RADIO1 (B7), BOTH (B8) and RADIO2 (B9) - are used for headphone control only and do not control transmit focus (select active transmitter).

B10-B13 – FUNCTIONS F1-F4

Store/Recall four independent hardware configurations or “scenarios.” Pressing one of these buttons recalls a configuration. Pressing and holding a button stores the current state of MK2R/MK2R+ in that “memory.” A light will illuminate adjacent to the active configuration.

B14 – RADIO1 TRANSMIT FOCUS

Selects transmission on RADIO1 and disables automatic control of transmit focus if it was enabled. The lights below the RADIO buttons indicates which radio is selected (has focus).

B15 – RADIO2 TRANSMIT FOCUS

Selects transmission on RADIO2 and disables automatic control of transmit focus if it was enabled. The lights below the RADIO buttons indicates which radio is selected (has focus).

Pressing the RADIO1 (B14) and RADIO2 (B15) buttons at the same time enables automatic selection of transmit focus (AUTO mode) and illuminates the AUTO light. The lights below the RADIO1 (B14) and RADIO2 (B15) buttons indicate which radio has TX focus (will transmit in response to a PTT input). Transmit switching is based on the configuration options and application control signals described later.

B16 – LEFT

Selects the audio source connected to the left channel of Sound Card 2 Line In (MK2R) or “Digital” Audio Codec (MK2R+).

(4) – Recording/Digital left channel audio status

RADIO1:

A – indicates fixed level audio from VFO A of RADIO1 is connected to the left channel.

B – indicates fixed level audio from VFO B of RADIO1 is connected to the left channel.

RADIO2:

A – indicates fixed level audio from VFO A of RADIO2 is connected to the left channel.

B – indicates fixed level audio from VFO B of RADIO2 is connected to the left channel.

B17 – RIGHT

Selects the audio source connected to the right channel of Sound Card 2 Line In (MK2R) or “Digital” Audio Codec (MK2R+).

(5) – Recording/Digital right channel audio status

RADIO1:

A – indicates fixed level audio from VFO A of RADIO1 is connected to the right channel.

B – indicates fixed level audio from VFO B of RADIO1 is connected to the right channel.

RADIO2:

A – indicates fixed level audio from VFO A of RADIO2 is connected to the right channel.

B – indicates fixed level audio from VFO B of RADIO2 is connected to the right channel.

Pressing the LEFT (B16) and RIGHT (B17) buttons at the same time enables WYH (What You Hear). The WYH light will illuminate and headphone audio will be connected to the Recording/Digital input - left ear to left channel and right ear to right channel.

Note: Do Not Use WYH during Digital operation (RTTY/PSK/etc.). This will result in headphone audio being sent to the digital demodulators. Performance will be compromised when adjusting the headphone level for operator comfort.

(6) – PHONES

Output for operator headphones

Connector: 6.3mm (1/4”) stereo

TIP – Left

RING – Right

SHELL – Common

(7) – MIC

Microphone input (headset microphone)

Connector: 3.5mm (1/8”) stereo

TIP – Signal

RING – NC

SHELL – Shield

(8) – MIX

Adjusts the level of mixing of audio from one ear into the other.

Mix is selected by the MODE button - when enabled the MIX light above the MODE button will light.

(9) – CW SPEED

Provides manual control of the WinKeyer2. Minimum and Maximum speeds are defined by software.

(10) – CW/FSK

RED color indicates the CW output to RADIO1 is active

GREEN color indicates the FSK output to RADIO1 is active

(11) – TX1

Adjusts drive level from the sound card or codec to RADIO1

(12) – PTT1/PTT2

RED color indicates PTT1 (RADIO1 front panel microphone jack PTT) is active

GREEN color indicates PTT2 (rear panel of RADIO1) is active

YELLOW color indicates both PTT1 + PTT2 are active

(13) – CW/FSK

RED color indicates the CW output to RADIO2 is active

GREEN color indicates the FSK output to RADIO2 is active

(14) – TX2

Adjusts drive level from the sound card or codec to RADIO2

(15) – PTT1/PTT2

RED color indicates when PTT1 (RADIO2 front panel microphone jack PTT) is active

GREEN color indicates when PTT2 (rear panel of RADIO2) is active

YELLOW color indicates when both PTT1 + PTT2 are active

(16) – RECORDING/DIGITAL LEFT

Controls the left channel audio level to SC2 Line In (MK2R) or “Digital” Audio Codec (MK2R+) for audio recording or digital mode operation.

(17) – RECORDING/DIGITAL RIGHT

Controls the right channel audio level to SC2 Line In (MK2R) or “Digital” Audio Codec (MK2R+) for audio recording or digital mode operation.

4 - INSTALLATION

Installing MK2R consists of several steps:

- 1) preparing MK2R to work with your radios
- 2) installing microHAM USB Device Router (the control and interface software)
- 3) installing the USB drivers
- 4) configuring the Windows USB Audio Devices
- 5) configuring Router
- 6) setting audio levels

Preparing MK2R for Use

DO NOT apply power to MK2R at this time.

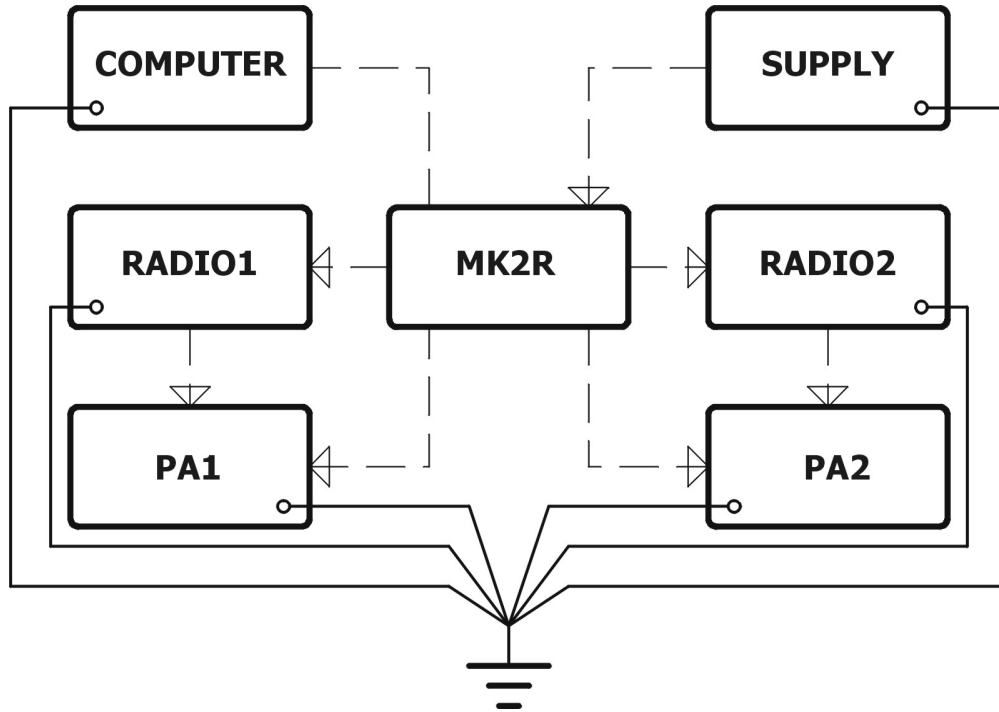
1. **Turn off both radios** and make MK2R rear panel accessible.
2. Plug the DB37M of the radio cable set into the RADIO1 connector on the rear panel of the MK2R. Connect ALL connectors from the cable set to the matching jacks on the rear panel of your transceiver. Each connector on the radio interface cable is marked same as the jack on your transceiver. Do same for RADIO2 - remember which radio is **RADIO1** and which is **RADIO2**.

RADIO1 should be your primary radio. Only the original station microphone for RADIO1 can be connected to the MK2R rear panel mic jack (RJ-45). Using the wrong microphone can damage the microphone, the radio or MK2R.

3. Plug the microphone for RADIO1 to the RJ45 **MIC** jack. If your microphone has a Foster (round) connector, use the adapter supplied with the RADIO1 cable set.
4. If your radios have two receivers (FT-1000D, FT-1000MP, FT-2000, FT-9000, Orion, IC-7800) connect the fixed level audio output from the second receiver to the **SUB RX** jacks of MK2R
5. Connect the supplied headphone cable to the MK2R **R1+ R2 HP AUDIO** jack and plug the 6.3mm (1/4") plugs into the headphone jack of each radio.
6. Connect your paddles to the **PADDLE** jack.
7. If you use a foot switch, connect the foot switch for RADIO1 to FS1 and foot switch for RADIO2 to FS2. If you use only a single foot switch, connect it to FS1. You will configure MK2R for single or dual foot switch operation later with the MK2R control program – "Router."
8. MK2R only (not MK2R+) – connect two sound cards to their respective jacks
 - OUT SC1:** connect to the output of sound card 1 (line out or speaker)
 - MIC SC1:** connect to the microphone jack of sound card 1
 - OUT SC2:** connect to the output of sound card 2 (line out or speaker)
 - IN SC2:** connect to the Line In of sound card 2
9. Connect a 12V-16V DC supply to the **DC 12V** jack.
Be sure to observe the proper polarity.

10. Prepare but **DO NOT connect USB cable to the USB jack of the MK2R at this time.**

Proper grounding layout for two radio setup



Installing *microHAM* USB Device Router



The Windows installer will start and ask into which folder Router and its supporting files should be installed. Unless you have a very strong reason to install Router elsewhere, please accept the default location: C:\Program Files\microHAM.



To install Router click on the ***Install USB Device Router*** link on the installation CD or download the most recent installation package from the *microHAM* web site: www.microHAM.com/downloads.html.

Note: Router is updated regularly. Check the web site at: www.microHAM-USA.com/downloads.html for the most recent version.

If you download an updated package, click on "urouter_release_xx_yy_zz.exe" (xx_xx_zz is the version) to start the installation.



When the Router installation is completed, UNCHECK the "Launch microHAM USB Device Router" box.

The USB device driver must be installed before starting Router.

Note: If for any reason you need to completely remove an installed copy of Router, click "Delete configuration data in Windows registry during uninstall."

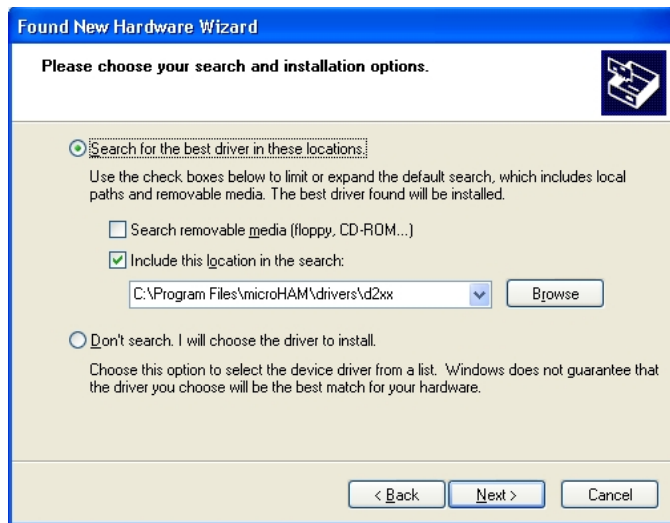
Important warning: After you uninstall Router you **MUST REBOOT** the computer **BEFORE** installing any version of Router again.

Installing the USB DRIVER

Connect one end of the USB cable to the MK2R or MK2R+ and plug the other end into an open USB port in your computer.



Now, select "Install from list or specific location (Advanced)" and click "Next."



During installation on Windows XP a driver certification dialog will appear. Ignore this message and click "Continue Anyway".

If the USB driver is successfully installed, a "microHAM USB Device" should appear in the Universal Serial Bus controllers section of Windows Device Manager without any exclamation mark.



The automatic Wizard will appear, insert the installation CD into the CDROM drive. Select "No, not this time" when asked to connect to Windows Update, then click "Next."



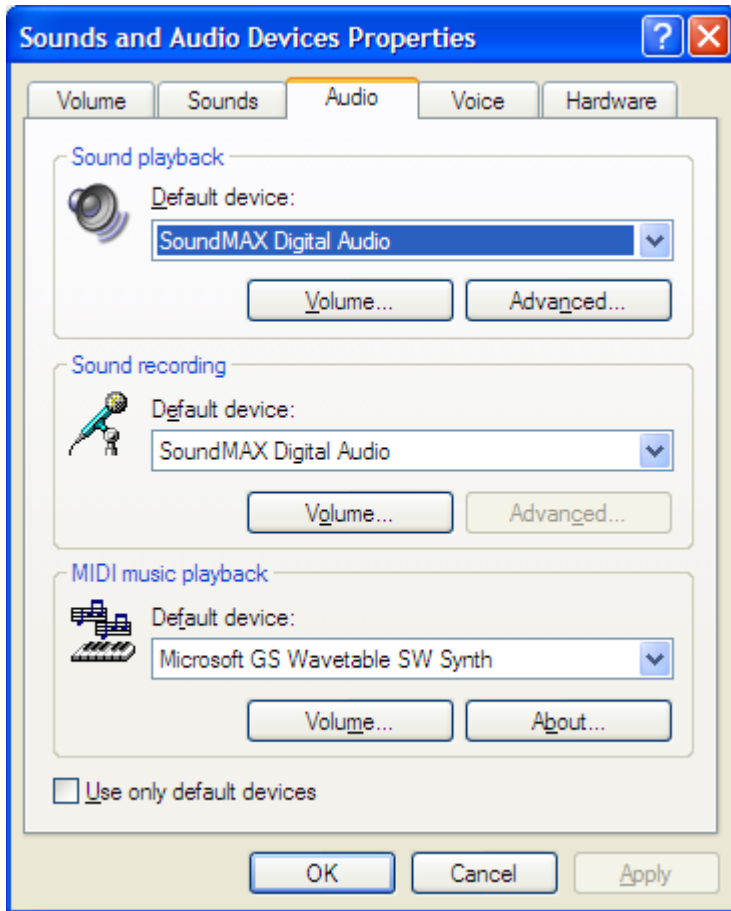
When asked for your search and installation options use the path to the Router installation directory. The default path is:

C:\Program Files\microHAM\drivers\d2xx

Wait until the driver is copied.

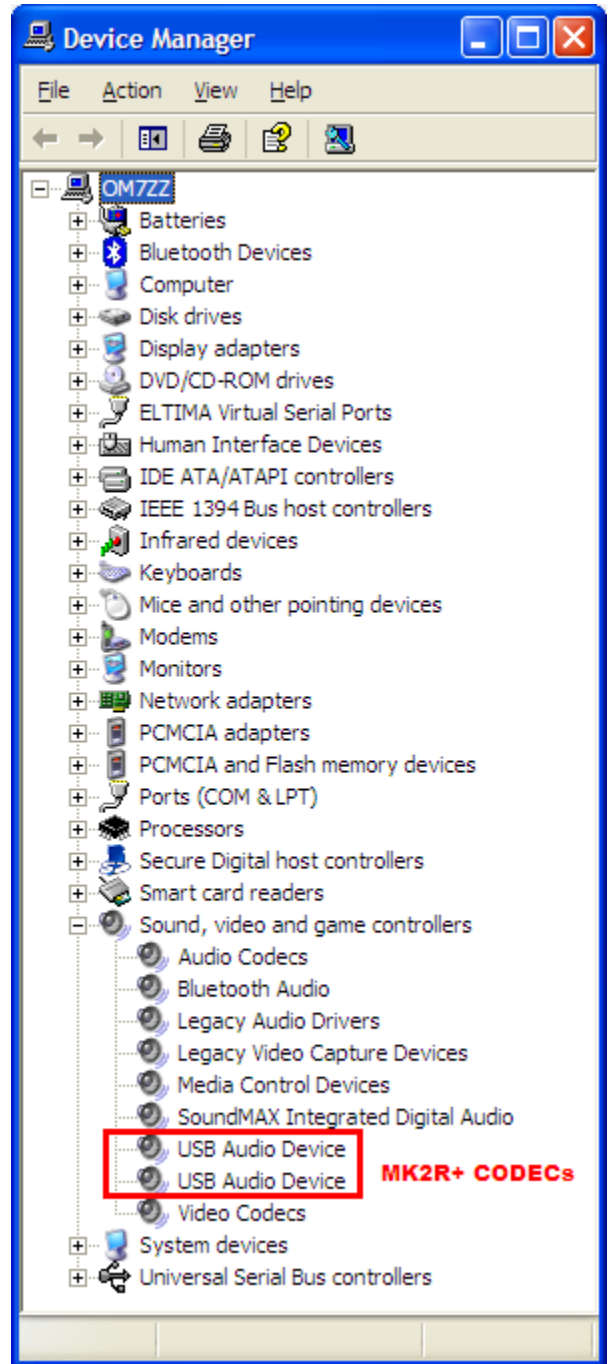
Configuring the USB Audio CODEC and USB Voice CODEC (MK2R+ only)

Windows will automatically install the USB Audio Device driver to support the USB Audio CODEC and USB Voice CODEC in MK2R+.



Windows automatically selects any newly installed audio device as the default device for Sound Playback and Sound recording. This is undesirable as Windows Sounds would be played through MK2R+ and onto the air!

Right click on the Speaker Icon on the task bar and select "Adjust Audio Properties" or open "Sounds and Audio Devices" in Control Panel and reset the Default device for Sound Playback and Sound Recording to your computer's primary sound device.



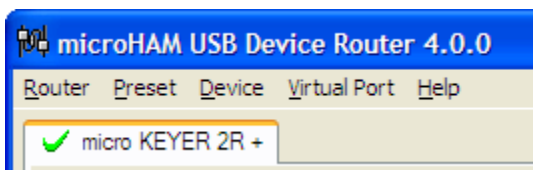
Configuring the *microHAM* USB Device Router

The *microHAM* USB Device Router (Router) program provides a Windows compatible *configuration tool* for *microHAM* USB Devices (MK2R or MK2R+ as well as DIGI KEYER, *microKEYER*, CW Keyer and USB Interfaces) and *software interface* to other Windows applications (logging software, digital mode software, etc.). The software interface is provided as *Virtual Serial Ports*.

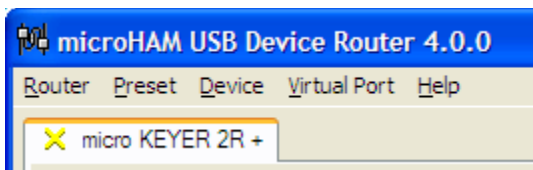
In order to configure and use MK2R with Windows compatible application programs, you must have installed the USB driver (d2xx), started Router, applied power to MK2R and turned the device on. Router is then configured as required by the application (logging, control or digital mode) software.

MK2R includes LPT (parallel) port control. This connection is required for applications which do not make all of the traditional parallel port functions available on serial ports or via software control.

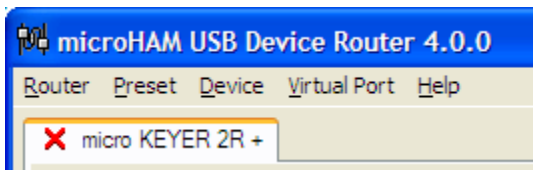
MK2R Status



When the USB driver is installed correctly and MK2R is turned on Router will show a device tab with a **GREEN** check beside the device name (micro KEYER 2R).

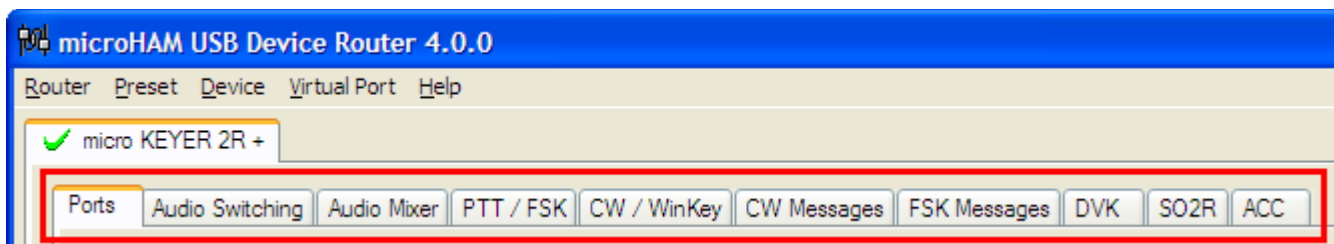


When Router shows a **YELLOW** "X" instead of a green ✓, it means the USB driver is correctly installed but MK2R is not turned on.



When Router shows a **RED** "X" instead of a green ✓, it means the device is disconnected and Router does not see the USB part of MK2R. This happens when the USB cable is unplugged or the USB driver is not correctly installed.

Initial Setup



Router must be used to configure MK2R for proper operation. The device configuration tabs (in the red rectangle) are used to setup each part of the MK2R.

Creating and Using Virtual Serial Ports

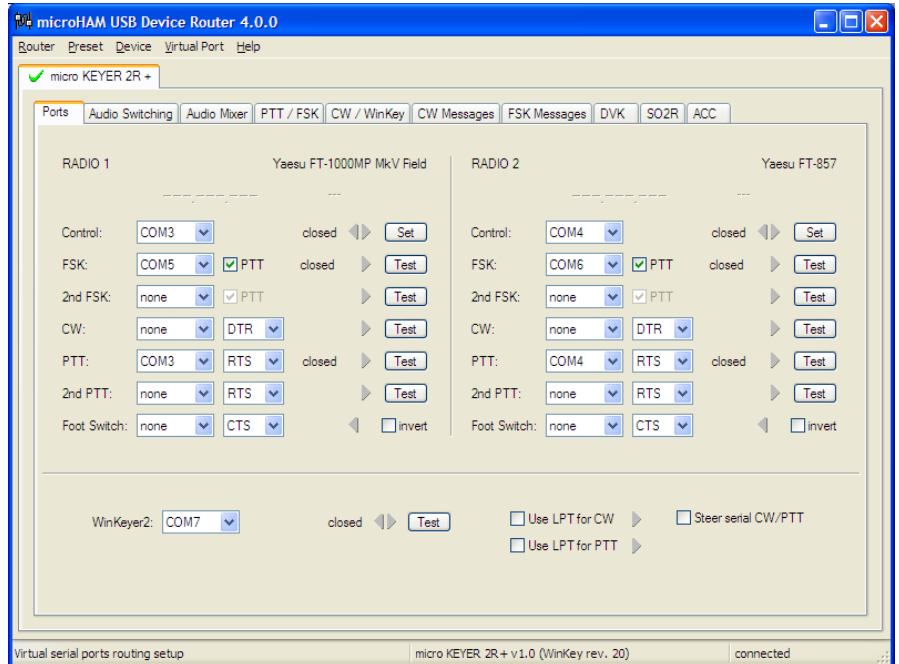
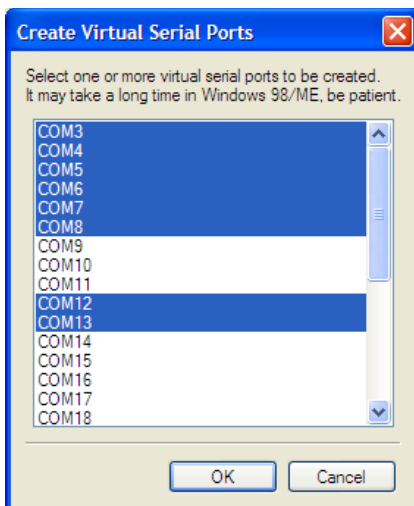
microHAM Router provides a set of virtual serial ports which allow Windows applications (logging and digital software) to work with MK2R just as they would work with "real" (hardware) serial ports.


In order to use these virtual Ports, you must first create the ports and then assign a port to each function you wish to use (radio control, PTT, CW, FSK, etc.).


DO NOT define a port that is already in use (for example, COM1 or COM2 which are hardware ports on many motherboards) or a virtual port that is used by another USB device. Even though Router will not allow creating a virtual port on a COM port number which is already present in the system (like hardware COM ports or internal modems), sometimes these ports are hidden. If a device which also uses virtual serial ports (external USB devices, bluetooth devices, mobile phones, PDAs etc.) is not connected to the computer when creating virtual ports in Router, the ports can overlap and will not work properly when you connect such device.

Warning: Before you start creating virtual COM ports, attach all external devices you are using with computer and allow them to be connected to the system. Restart Router and then create virtual COM ports.

You must create virtual ports manually. Click Virtual Port | Create on the menu. Creating a virtual port may take a long time, be patient.



 **TIP:** It is possible to select multiple ports at one time by holding the *Control* key on keyboard and clicking on the COM port numbers.

 **TIP:** If you have uninstalled another device which used own virtual COM port and Router does not offer this COM port number you have to reset virtual ports bus. You can do this by deleting all virtual ports in Router but you must delete them all at once. Select menu item "Virtual Port | Delete All" and create the ports again. The missing COM port number should appear.

5. microHAM USB DEVICE ROUTER

ROUTER MENU

Restore Router Settings: used to restore settings from a *urs* file created by the backup command.

A *urs* file can be used only with the device for which it was generated (the file contains the unit serial number) on a computer with same port assignments.

Warning: Restoring a backup deletes all current Router settings including presets, use it carefully!

Backup Router Settings: used to create backup *urs* file.

This file contains Router settings (including Presets) for all devices defined in Router.

Options | General

Load Router on Start-up: when checked, Router will start automatically each time the computer is started or rebooted.

Start Router Minimized: when checked, Router will started minimized

Options | HF Band Map: Customizable band edge boundaries used to drive the band data output. BCD codes can be customized for driving antenna switches or bandpass filter control.

Options | Digital Band Map: Customizable band boundaries for the digital modes used for automatically selecting VOICE/DIGITAL settings for Audio Switching and selecting proper keying output (PTT1/PTT2). Proper boundaries are necessary for transceivers which do not have a special mode for AFSK operation or do not provide this information via computer control. This primarily effects Kenwood transceivers although it is applicable to some Icom, Ten-Tec and Yaesu radios.

Options | Audio Devices:

Don't use audio devices: when checked, Router does not use audio devices and the settings on the Audio Mixer and DVK tabs have no effect.

Manually assign audio devices: when checked, Router will allow the user to select audio devices (sound card) in the appropriate fields at Audio Mixer tab and will actively control the audio devices

Automatically assign microHAM audio devices: when checked, Router will automatically assign proper audio device of the same name if multiple microHAM interfaces of the same kind are connected to the one computer. This setting does not apply to MK2R or MK2R+, it applies only to DIGI Keyer.

Options | DVK:

Voice message time limit: maximum time for each voice message up to 120 seconds.

Sample rate: sampling frequency used during recording and playback of voice messages.

Sample size: sampling size used during recording of voice messages. Sampling size primarily effects audio quality of the messages. 16bit samples provide higher quality than 8bit.

Note: Select the same sample rate and size as used by your software to avoid message distortion.

Options | USB:

Noise immunity: selects how many times an undelivered USB packet will be repeated before the USB device is disconnected from the operating system.

Response time: selects how long the USB interface will wait for additional data before sending data to the operating system.

Minimize: Clicking this will minimize Router to the system tray at the bottom right corner of the Windows Task Bar (the "System Notification Area").



TIP: When Router is minimized you can restore it by double-clicking on the Router tray icon. You can also restore Router by double-clicking on the Router icon on the desktop or in the Programs menu.

Exit: Clicking on this item will terminate Router.

Note: when Router is terminated, application software will be unable to communicate with MK2R and the radio.

PRESET MENU

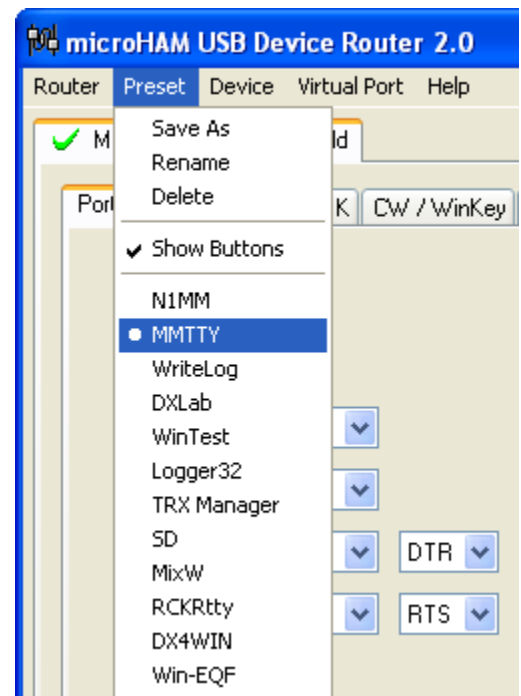
The requirements of each application (logging, control and digital mode programs) are different and each program handles radio control, CW, FSK, PTT, and the sound card its own way. In some instances what works for one application may not work properly with another. To get maximum performance from MK2R, you may wish to customize the settings for each application.

For easy switching among applications, Router supports up to 12 user definable **Presets**. Different configurations can be stored in these presets and recalled almost instantly simply by clicking on the preset button.

Each preset contains the settings for all devices connected to, and controlled by, Router. For example, if Router controls a MK2R, a *microKEYER*, a CW Keyer and a USB Interface, each preset remembers the settings for all four devices including the assignment of COM ports and the contents of all sub-tabs except the FSK/CW Messages tabs.

There are three ways to apply a preset once it is created:

1. Click **Preset** and select from the pull-down menu.
2. Click on a preset button. To have buttons visible in Router, **Preset | Show Buttons** must be checked. When the settings from a preset are applied, a green light located in the preset button is lit. The green light is on **ONLY** when all settings in Router are same as those stored in the preset.



3. By right clicking on the system tray icon when the Router is minimized.

The presets and the current router configuration are stored to the registry when Router is closed and recalled when Router is loaded.

Save as - Saves the current Router settings to a preset for future use.

Rename - Allows renaming of an existing preset.

Delete - Delete chosen preset.

Show buttons - When checked, Router shows the preset buttons.

DEVICE MENU

Router can control several devices. This allows configuring the settings for all connected devices at one time by using the Presets.

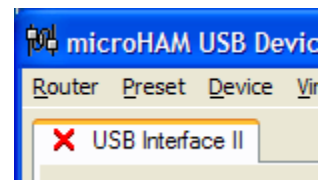
Each device has its own tab (page) in the main Router notebook. The content of a device tab depends on device type. Adding a device is automatic the first time Router detects a supported device (USB driver). Once detected, a device remains in Router even though device is disconnected. Each device is identified by product identification number and a unique serial string.



Rename – Creates a custom device name. This is useful if two or more devices are connected to the Router. For example CW KEYER, micro Keyer and USB Interface II can be renamed to more identifiable names as shown here.



Delete - Removes a device from the Router. Only disconnected devices with a **RED "X"** on device tab can be removed. To disconnect a device from Router, unplug the USB cable from the computer or device.



Load Template – will automatically configure Router from a template (*.tpl file). When clicked, Router will open a standard File dialog – the default location is: *C:\Program Files\microHAM\template* - and the desired template can be chosen. When Router loads a template, it looks for an *html* or *txt* file with the same name as the template in the same directory. If such file is found, it is displayed.

Save Template - will save the current Router settings to template file. When clicked, Router will open a standard File Save dialog window – the default location is: *C:\Program Files\microHAM\template*. If a hypertext (*html*) or plain text (*txt*) documentation file of the same name as the template is present in the same directory, it will be associated with the template.



TIP: Templates are a powerful tool for quickly configuring Router to work with a particular application. Template files are interchangeable between computers and ideal for cloning setups in multi-computer stations or for sharing configurations between users.

Store as Power-Up Settings: - will store the current settings of the Audio Switching, PTT, FSK, WinKey, SO2R and the ACC tab to the MK2R's EEPROM. If MK2R is powered-up without connection to the computer it will use the settings stored in EEPROM. If an operating MK2R is connected to Router, the power-up settings will be overridden by the Router settings but the default settings are retained in EEPROM.

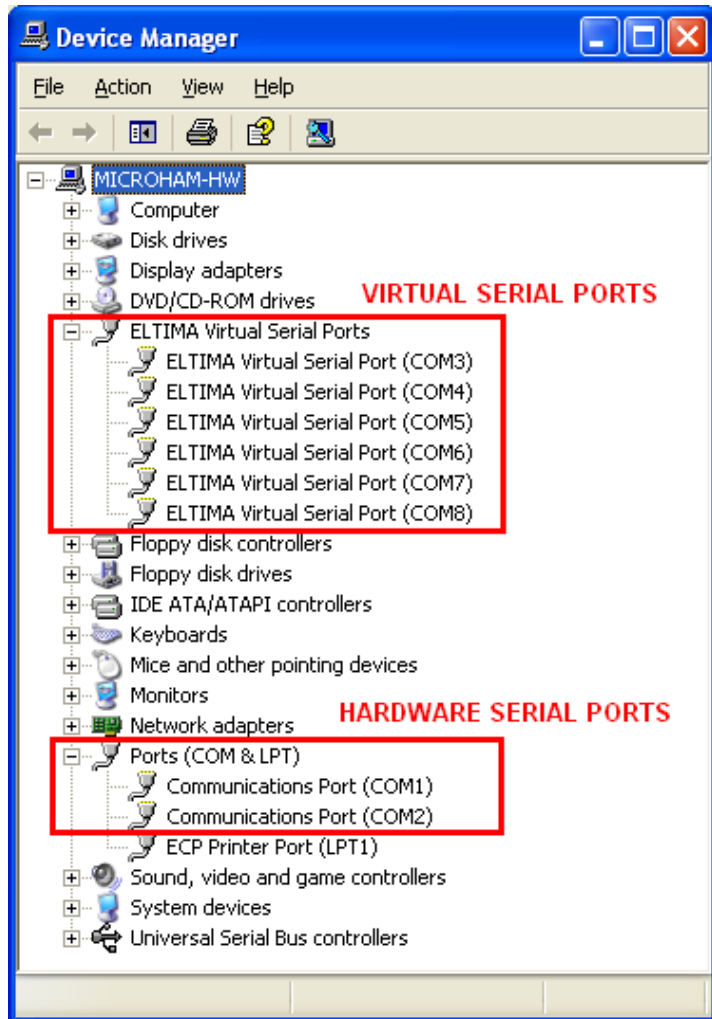
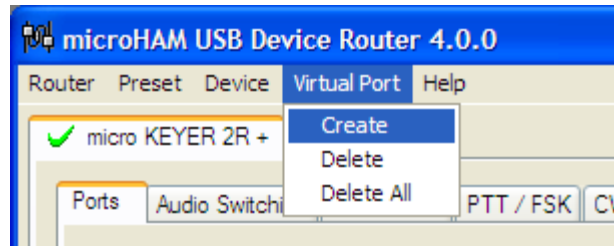
Upload Firmware: *microHAM* will occasionally release updates to the firmware in MK2R. The update may support new features in Router or improve application compatibility. The most recent public version of the firmware is always available from www.microHAM.com/downloads.html.

To update firmware, download the firmware file to your computer, then click on **Device | Upload Firmware**. A Windows file dialog will open, navigate to the directory into which you downloaded the firmware file and select the file.

Note: If you upgrade Router, each upgrade will include the latest firmware file. The new firmware will be automatically uploaded to the MK2R when the new version of Router connects for the first time, you have just to confirm the upgrade when prompted.

VIRTUAL PORT MENU

It is necessary to create several virtual serial ports (COM ports) in order for a Windows application (logging, control or digital mode program) to access *microHAM* devices.



Create - Creates virtual COM ports. It is possible to select more ports at once by holding the *Ctrl* key on the keyboard and clicking on COM port numbers. Creating a virtual port may take a while, be patient.

Delete - Deletes any single virtual port.

Delete All - Deletes all previously created virtual ports and resets Virtual Serial Port bus.

Do not delete a virtual port unless all applications using that port have been closed.

Successfully created Virtual Serial Ports can be reviewed in Device Manager, under the ELTIMA folder.

Note: Properly working ports should not display an exclamation mark (!).

HELP MENU

microHAM Home Page - Link to www.microHAM.com

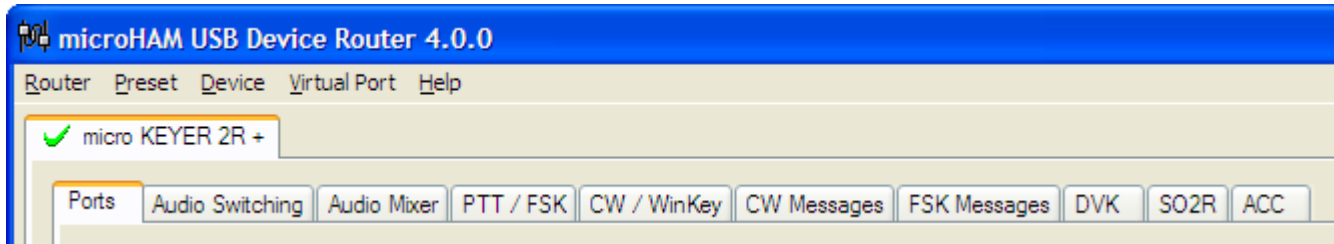
microHAM Downloads page - Link for downloading the latest software and firmware updates

Show Tooltips - When checked, small, single line help is displayed below the mouse cursor

About - Shows the version number

DEVICE CONFIGURATION TABS

There are ten (10) tabs for configuring MK2R. Each tab controls part of MK2R's functions. Except for the CW Messages and FSK Messages tabs, any change is applied immediately to MK2R. Changes in the Messages are only applied in response to the **Store** or **Store All** buttons.



Ports – used to assign virtual ports to the MK2R for use by applications

Audio Switching – used to configure microphone and sound card audio routing based on operator preference, application sound card handling and operating mode

Audio Mixer – used to set levels of each channel of the sound cards or codecs.

PTT/FSK – used to configure T/R keying, keying sequencer and FSK keyboard functions

CW/WinKey – used to configure the internal CW keyer, PTT from the CW keyer, and side tone

CW Messages – used to configure internal CW messages

FSK Messages – used to configure internal FSK messages

DVK – used to record and adjust the level of the computer based voice keyer

SO2R – used to configure automatic control of essential functions for SO2R contesting

ACC – used for configuring accessory port

PORTS TAB

Once the virtual ports have been created they must be associated with a specific function or device channel (e.g., Control, CW, PTT, etc.). These assignments should correspond to settings of the application software and must be configured first in Router then in the application (e.g., logging or digital mode program).

Proper configuration of the COM port assignments in this tab is critical for proper operation with application software. Read the following information carefully.

MK2R has eight channels – each channel provides an indication of the settings applied by the application and current state (e.g., on or off). These seven channels (functions) are available for each radio:

- Radio **Control** (uses RxD and TxD)
- **FSK** (uses TxD for FSK and RTS for PTT if checked)
- **2nd FSK** (uses TxD for FSK and RTS for PTT if checked)
- **CW** (uses DTR or RTS)
- **PTT** (uses DTR or RTS)
- **2nd PTT** (uses DTR or RTS)
- **Foot Switch** (uses CTS, DCD, DSR or RING)

These channels/functions are common to both radios.

- **WinKeyer2** (uses RxD and TxD)
- **Use LPT for CW** (uses pin 17)
- **Use LPT for PTT** (uses pin 16)
- **Steer Serial CW/PTT** (control flag)

Note: Do not assign virtual ports to the channels/functions which are not used by your applications. It is unnecessary and only consumes resources.

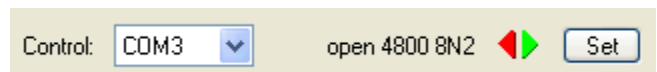
CONTROL PORT

The control channel is used by the host application to control transceiver frequency, mode, T/R switching and many other parameters. The application communicates with the radio using a serial protocol. Most modern radios implement some form of serial control but almost every radio implementation is different. The amount of radio control depends on the particular application and radio.

Note: The COM port number assigned in Router MUST match the port number assigned in the host application. First configure the virtual COM ports in Router then configure the application.

When a COM port is assigned in the Router but not in the application (or the application is not running) Router will indicate the channel is **closed**.

When an application opens the COM port assigned for control (usually at start-up), Router shows the channel as **open** and displays baud rate, data bits, parity and number of stop bits used by the application. For example, 4800 8N2 means: 4800 baud, 8 bits data length, parity = none, and two stop bits.





TIP: If the application permits, always configure the Radio Control port to use two stop bits. Communication is a little bit slower (9%) but more reliable.

Data flowing through the Control channel is indicated by two arrows. A green arrow shows data flow from the host application to the radio and a red arrow shows data flow from the radio to the application.



TIP: If the application provides PTT (T/R) by radio control (CAT) turn this function OFF. PTT by CAT is not reliable because RFI can prevent the radio from switching back to receive. In addition, MK2R cannot properly handle T/R sequencing or protect the Power Amplifier and LNA from hot switching since the radio must be keyed before MK2R can sense it.

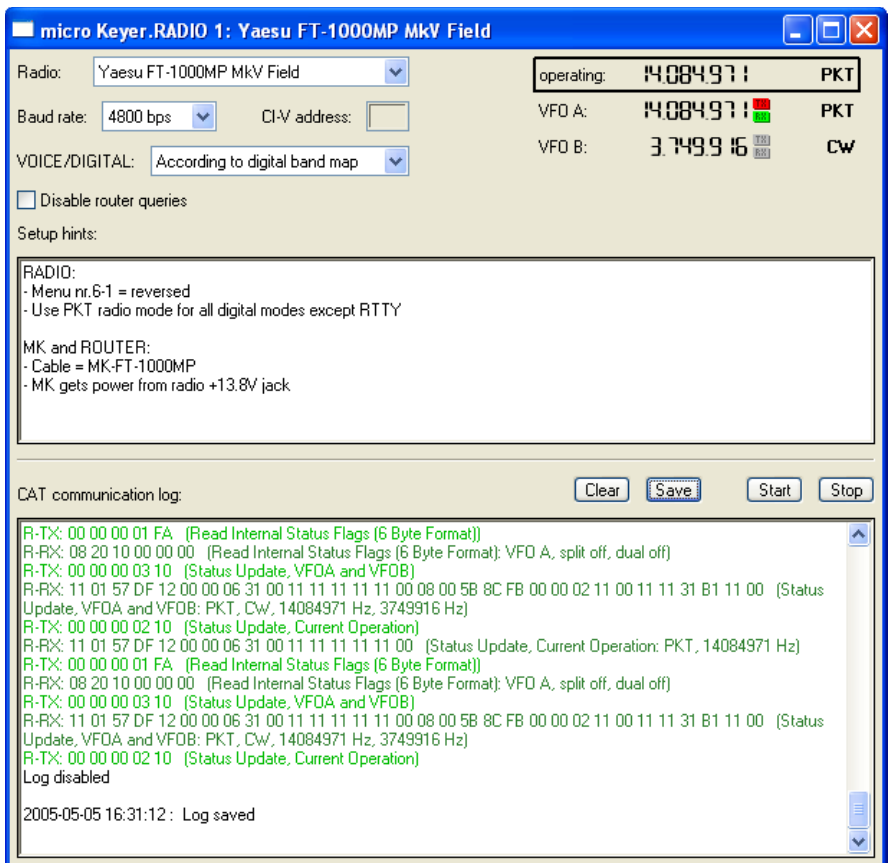
Note: The virtual COM port assigned for radio control in Router can be shared with CW, PTT and/or foot switch (use same virtual COM port), but sharing is not recommended unless it is specifically supported by the application. Many applications use the control lines (RTS, CTS, DTR, DSR) for handshaking or apply a fixed level.

In order for Router to automatically control Audio Switching and PTT keying, it must know what radio model is connected to MK2R. To configure the radio, click the **Set** button for each radio.

Select your radio in the **Radio** combo box. Then select the communication speed in the **Baud rate** box. Note: The baud rate must match that of your radio. All Icom and some Ten-Tec radios require setting the appropriate **CI-V address** (use the information from **Setup hints** window). If everything is configured properly, your radio's current operating frequency and mode should be displayed.

Configure your radio parameters as described in the **Setup hints** window. These parameters are different for each radio and can be set in radio menu. Check your transceiver manual for information on configuring your radio.

The special **VOICE/DIGITAL** combo box is used to automatically switch Router and MK2R/MK2R+ between VOICE and DIGITAL (AFSK/PSK) operation.



TIP: Disable the auto baud function in any Icom Radio used with MK2R. Configure the radio, Router, and your application software to operate at 9600 baud.

Unfortunately, many radios fail to provide a separate mode for digital operation or the control protocol implemented in the radio does not report the digital mode when operating AFSK, PSK and other audio based digital modes. This is true for all Kenwood transceivers as well as many Icom and Ten-Tec radios. In those cases, digital operation must be done using voice modes (USB, LSB or FM).

The traditional method – feed the microphone jack with sound card through a transformer – is not optimum for many reasons including the need to turn off the compressor, EDSP and other signal processing for digital operation. In addition, the radio's microphone amplifier can cause distortion because it is optimized for speech and very often does not have the flat frequency response required for digital modulation.

The proper method is to feed sound card audio to the microphone jack only for voice modes (SSB, AM, FM) and to the jack designed for digital modes - generally on the transceiver's rear panel – when using sound card based digital modes.

Even though DIGITAL or VOICE mode information may not be available, Router can make an intelligent decision about the mode based on operating frequency and apply the appropriate DIGITAL or VOICE settings. When Router detects USB, LSB, AM or FM, the setting of the **VOICE/DIGITAL** combo box will control whether the Digital or Voice configuration will be used:

Always VOICE: VOICE settings will be used regardless of frequency.

Always DIGITAL: DIGITAL settings will be used regardless of frequency.

According to Digital Band Map: Router will automatically select DIGITAL settings when detecting a frequency inside the "Digital Mode" boundaries. These boundaries can be fully customized in the Band Map by clicking: **Router | Options | Digital Band Map**.

Disable router queries – When this box checked, Router will not poll the radio for operating frequency and mode information when that data is not available from monitoring the communication between the control software and radio.

At the bottom of the **Radio** window is a serial communication monitor. This can be used by experienced users who know how to read protocol commands. The monitor uses colors and signs to indicate which device is responsible for the data. Black queries (H-TX) and gray radio responses (H-RX) are from the "host" application (e.g., logging software), green packets (R-TX and R-RX) are polls/responses from/to Router and not routed to the virtual serial port.

Router monitors the communication when the host application performs control and polls the radio periodically for any missing information (VFO frequencies and mode). Because some applications do not poll the radio periodically or completely, Router must enter to this communication to update its internal state. In order to avoid confusing the application, when Router polls the radio, data from the application is buffered and sent to the radio after Router receives a response to its latest query. If Router does not receive response to a poll within the allowed time or does not understand the response, it displays "oldest query discarded" but all data is sent to the virtual serial port to avoid confusing the application.

Since USB transmits data in frames with a delay between frames, Router indicates frame boundaries with three dots (...). When a packet ends with three dots it means the data continues in the next frame.

Note: "Disable router queries" disables Router polling only when port has been opened by an application. When the virtual port is closed, Router always polls the radio to support the automatic switching functions of MK2R. If you want to completely disable all polls, select "none" instead of the radio model in the Radio box.

Warning: Always select "none" when configuring microHAM Band Decoder through MK2R.

FSK PORT

The FSK channel is used by the application program to send the FSK keying signal. FSK is used primarily for RTTY. It is very important to understand the difference between FSK and AFSK.

FSK is a digital (On/Off) signal from the computer serial port (or an external modem). This signal is used in the transceiver to generate a frequency shift. FSK must be supported by the transceiver (this mode is commonly labeled RTTY or FSK).

AFSK is an analog (audio) signal generated by the computer sound card (or external modem) used in the transceiver modulation circuits for operating digital modes as RTTY, PSK31, AMTOR etc. Computer sound card generated AFSK or PSK does not require special transceiver support and can be used in the LSB, USB or FM mode of the transceiver. Some radios have dedicated modes for AFSK (generally labeled PKT, DATA, LSB-D or USB-D) with special features.

It is very important to properly adjust the audio drive level of an AFSK system so as to not overdrive the first transmit audio amplifier stage in the transceiver and produce a wide, distorted signal, full of intermodulation products. It is important to appreciate that distortion generated at this point due to overdrive CANNOT be reduced or eliminated by the reduction of the microphone gain control – it is the signal level that must be adjusted to be about the same as would be expected from a microphone. The microphone gain control then becomes a form of transmit power control.

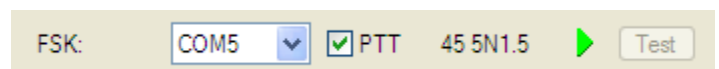
An initial indication of proper audio drive level can be seen on the ALC meter of the radio. Provided that there is NO audio processing in circuit and that the microphone gain control is in its normal operating position, then, if the ALC does not show or just starts to indicate during transmission, the signal is likely to be clean. It is also important is to turn off the microphone compressor, ANY transmit audio equalizer, AND transmit DSP when AFSK is used. DO NOT use any form of digital modulation (sometimes called "Transmit DSP") with AFSK or PSK. Some transceivers bypass these circuits automatically when signal is routed to the rear audio jack instead of the microphone jack, but some do not (for example, the TS-850).

Edited by Geoff Anderson, G3NPA

If your transceiver supports FSK, use FSK for RTTY whenever possible. It's the only sure way to get a clean RTTY signal no matter the microphone gain or compressor (processor) settings on your radio.

When a COM port is assigned to the FSK channel in Router but not in the application program (or the application is not running), Router will indicate the channel is **closed**.

When an application opens the COM port, Router will indicate the channel is **open** and display baud rate, number of data bits, parity and number of stop bits in use. For example, 45 5N1.5 means: 45 Baud, 5 data bits, no parity, 1.5 stop bits.



The virtual port used for FSK can also support PTT (required by MMTTY). When you use MMTTY, select the PTT box and RTS will be used for PTT. Do not use the FSK port for any other function.



TIP: If you see a baud rate other than 45.5 baud (e.g., 4800 or 9600), the application is NOT configured correctly for FSK RTTY operation.

FSK data flowing through the channel is indicated by green arrow.

To test FSK from Router to the radio, click on the **Test** button with no port assigned or the port closed. The Test button will generate "RY" two times.

Note: Select RADIO1 or RADIO2 (as appropriate) with the buttons on MK2R when testing.

2nd FSK PORT

The second FSK channel is identical to the primary FSK channel.

The second FSK port is useful when operating split with radios that have two receivers (e.g., FT-1000, FT-2000, FT-9000, Orion or IC-7800). The second instance of the RTTY program should specify "right channel" for its audio source and should be configured to use the 2nd FSK port for its FSK output. Radios without a second receiver can use the 2nd FSK port for another RTTY program using a different decoding algorithm to provide diversity decoding and allow FSK from either program.

CW PORT

By its very nature, USB is not well suited to transfer the real time events required for CW keying. In addition to the latency inherent in the USB protocols, there are also latencies caused by computer CPU load, internal Windows message processing (inter-process communication) and data flow from another peripherals sharing same the USB hub. This can result in transmitted characters that are garbled. To minimize these unwanted operating system effects Router uses a specially developed oversampling and prediction algorithm to assure the smoothest possible transfer of control signal events over USB. Using this principle, CW keying in the Router is, in most cases, usable up to 50 WPM if the application generates keying signals accurately and does not consume 100% of CPU time at the highest priority class.

Router allows assigning a virtual serial port for software CW using DTR or RTS signals. The DTR* and RTS* are identical to DTR/RTS except that the output is inhibited for one second after the COM port is opened. RTS*/DTR* should only be used with programs that cause unwanted key-ups during startup.



TIP: More applications use DTR for CW than RTS.

When an application opens the COM port (usually at start-up), Router will indicate the channel is **open**.



The state of the CW channel is indicated by a red arrow. If port is opened, it does not mean that it is properly configured. The red arrow will light in time with the transmitted CW when the port is properly configured. To test CW operation, click on the **Test** button with no port assigned or the port closed.

Note: Select RADIO1 or RADIO2 (as needed) with the buttons on MK2R when testing.

PTT PORT

The PTT channel is used to control transmit/receive switching of the transceiver, Power Amplifier and Low Noise Preamplifier (LNA). An internal sequencer assures 100% protection against transmitting through the LNA or hot switching of the PA when the PTT channel is used. More information about T/R switching, MK2R PTT outputs and the sequencer is provided under the PTT/FSK tab.

Router allows assigning a virtual serial port for PTT using DTR or RTS signals. The DTR* and RTS* are identical to DTR/RTS except that the output is inhibited for one second after the COM port is opened. RTS*/DTR* should only be used with programs that cause unwanted key-ups during startup.



TIP: More applications use RTS for PTT than DTR.

When an application opens the COM port (usually at start-up), Router reports the channel as **open**.



The state of the PTT channel is indicated by a green arrow. If the port is opened, it does not mean it is properly configured. When the port is properly configured, the arrow will light during the entire transmission. To test PTT operation, click on the **Test** button with no port assigned or the port closed.



TIP: Always use serial PTT instead of the radio command PTT or VOX. It is right way to assure proper sequencing of an LNA and Power Amplifier.

Note: Select RADIO1 or RADIO2 (as needed) with the buttons on MK2R when testing.

2nd PTT PORT

The 2nd PTT channel is identical to the primary PTT channel. 2nd PTT provides a way for a second application to key the radio if the primary application (logging software) also controls PTT.

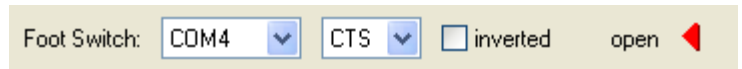
FOOT SWITCH

Even though many applications do not monitor the status of the foot switch and do not have the ability to perform specific functions base on closing or releasing the foot switch, we have decided to implement this feature to the Router. Hopefully sometime soon applications will be able to detect the foot switch status and use this this information for automating user functions like in the DOS based TRLog.

Router allows assigning a virtual serial port to the foot switch channel and selecting one of four available input control lines (CTS, DCD, DSR or RING). *Note:* CTS is not available if the foot switch channel is shared with the radio control port. The state of the signal on the virtual port can be inverted by checking **inverted** box.

When a COM port is assigned for the foot switch but the application does not support foot switch status (or no application is running), Router reports the channel as **closed**.

When an application opens the COM port (usually at start-up), Router reports channel as **open**.



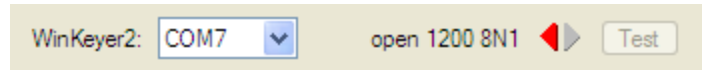
When the foot switch is pressed, this state is indicated by a red arrow.

WinKeyer2

WinKeyer2 is the next generation of the unique external CW processor developed by Steve Elliott, K1EL: WinKey with integrated dual radio support. This CW processor supports paddle input like any other electronic keyer, is highly configurable, and converts input received in ACSII (text) format to Morse characters. This unique property assures perfectly timed CW output regardless of operating system load. More detailed instructions for configuring WinKey are found in the description of the CW/WinKey tab.

When a COM port is assigned to WinKey in Router but not in the application program (or no application is running), Router reports the channel as **closed**.

When an application opens the COM port (usually at start-up), Router reports the channel as **open** and displays settings used to configure COM port.



TIP: If you see settings other than 1200 8N1, the application is not configured correctly for WinKeyer2.

Data flowing through the channel are indicated by two arrows. The green arrow indicates data flow from the application to WinKey and the red arrow indicates data flow from WinKey to the host application.

Important note: When an application opens the port assigned to WinKey it takes control of all WinKey functions. The application sends its own configuration to the WinKey when it initializes. When WinKey is controlled by a host application, Router does not access WinKey at all to avoid confusing the host application - when under application control, WinKey performs only as directed by the application.

To test operation of WinKey, click on **Test** button when the channel is unassigned or closed.

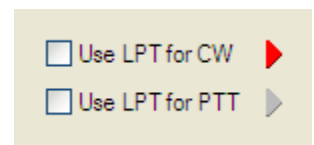
Note: Select RADIO1 or RADIO2 (as appropriate) with the buttons on MK2R when testing.

CW and PTT from LPT (parallel port)

MK2R includes an LPT interface for "CT/NA compatible" CW and PTT inputs.

When the "Use LPT for CW" box is checked, MK2R will accept CW input on pin 16 of the LPT input. The red arrow indicates when LPT CW is active (key down).

When the "Use LPT for PTT" box is checked, MK2R will accept PTT input from pin 17 of the LPT. The red arrow indicates when LPT PTT input is active.



Note: Never enable more than one CW source at a time. You must select which source (WinKey, Serial or LPT CW) will be used by MK2R. Selecting multiple sources will result in distorted CW output.

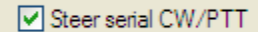


TIP: If you plan to use MK2R with DOS based software, check both Use LPT for CW and Use LPT for PTT and select "Device | Store as Power-up Settings" from the Router menu.

CW/PTT steering

When manual control of transmit focus is selected in MK2R, CW (including WinKey) and PTT signals will be redirected to the active (selected) radio. This function was implemented to avoid confusion and assure "expected" behavior. This means that CW and PTT signals for both radios will be directed to the selected (active) radio.

Some logging programs do not support two radios or are designed to generate only one set of keying signals which are connected to the selected radio using a steering (A/B) control. Select the "Steer serial CW/PTT" to allow Router and MK2R work properly with those applications.



When steering is enabled, the Serial CW, Serial PTT and 2nd PTT channels for RADIO1 are also used for RADIO2 and the active radio will be selected based on the "steering" control signal (**TX focus**) defined on the SO2R tab. Note: the A/B steering signal is usually by the status of Pin 14 of the LPT input.

AUDIO SWITCHING TAB

MK2R provides extensive and unique flexibility in routing audio among the computer sound card, transceiver, and the station microphone. To understand the way MK2R handles the sound cards, transceiver audio inputs and microphone you must understand how the sound card works. The following description is valid for both MK2R and MK2R+, the only difference is that the sound cards are integrated with MK2R+, where MK2R requires externally connected (in the computer) sound cards.

Understanding Sound Card operation in Amateur Radio programs

Note: the following discussion and tests apply to external sound cards used with MK2R and microKEYER. It is not applicable to MK2R+ due to the unique dual codec sound system.

Each sound card has two sets of controls - PLAYBACK and RECORDING. For most cards these settings are independent and can be controlled by the application software, the user (from Windows VOLUME CONTROL application), or both. To understand the operation of these controls, it is recommended that you conduct the following tests:

- Connect headphones to the sound card output and connect a microphone to the sound card microphone jack.*
- Open the VOLUME CONTROL application (click Start | Run and type SNDVOL32 if you do not see a speaker icon in the System Tray area of the Task Bar).*
- If your system has more than one sound card installed (as it should with MK2R or MK2R+), click Options | Properties and select the sound card you are using. Then select "Playback" and enable ALL controls to be displayed.*
- Leave the PLAYBACK VOLUME CONTROL running and open second instance of VOLUME CONTROL. Arrange them on the desktop so both are visible at the same time (later you can run your logging software and watch for interactions). In the second instance of VOLUME CONTROL, click Options | Properties, choose the same sound card as you chose for the PLAYBACK VOLUME CONTROL, select "Recording" and enable ALL controls.*
- Now you have both PLAYBACK VOLUME CONTROL and RECORDING VOLUME CONTROL on your desktop.*
- Confirm that you have a "Microphone" channel in the PLAYBACK window. If not, your sound card will not support "live mic" mode. You will need to upgrade your sound card to make use of those functions.*
- Now UNMUTE all controls in the PLAYBACK window. If you speak to the microphone, you should hear your own voice in headphones. You can control level with the microphone slider or master volume slider. This is because sound card has INTERNAL LOOPBACK from the microphone input to the sound card output ENABLED. If you MUTE microphone control in the PLAYBACK window, loopback will be disabled and you will hear nothing.*

- This function is used by software to mute the microphone during message (F1-Fn) PLAYBACK and avoid mixing noise from the microphone with message. During playback, the microphone is muted; after the message is completed the microphone is unmuted allowing VOX operation.

Note: manipulating the microphone controls (slider or select/mute box) in the RECORDING window has NO effect because you are NOT recording. The recording controls are used only used when the logging software is recording (Ctrl-Shift-Fn or Control-Fn) a message as a WAV file. To record, the RECORDING mic control MUST be selected. The logging program usually handles this function automatically.

MK2R allows customizing the audio configuration to meet the needs of a specific logging program and operating style (VOX, foot switch, computer generated transmit/receive switching, etc.) for each mode. In addition, two sound cards (external for MK2R or internal for MK2R+) - one for CW and voice (**USB Voice CODEC or SC1**) and one for digital modes (**USB Audio CODEC or SC2**) are selected automatically based on radio mode and user preferences.

If the same mode (CW, voice, FSK, digital) is selected on both radios, the same sound card is used for both radios, One channel is used for each radio – typically left channel to RADIO1 and right channel to RADIO2. Output for the “unselected” radio is muted automatically when using Router DVK.

The output of the sound card or codec not being used for transmitting can be utilized for audio “feedback” - software events/warnings, external spot announcements, or audio review. The output of this sound card can be switched to the headphones under user control by selecting SC left or SC right to the left, right or both ears. When RADIO 1 and RADIO 2 are in different modes (digital <-> voice/cw), each radio uses a separate sound card or codec and the sound card output will not be connected to the headphones.

There are three distinct audio paths in MK2R and MK2R+. Each path is handled independently:

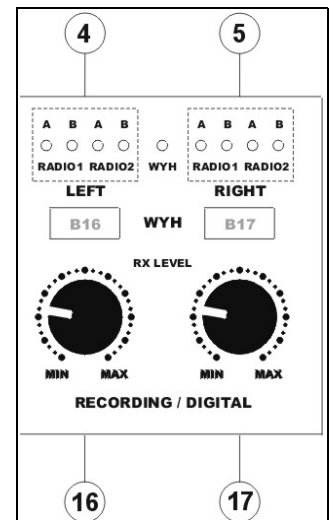
- from the transceiver fixed level audio outputs to the sound card input
- from the transceiver headphone output to the operator headphones
- from the sound card to the transceiver inputs including microphone switching

From transceiver fixed level audio outputs through MK2R to the sound card.

MK2R allows fully customizing audio selection of both radio outputs (or outputs from both receivers if radios with dual receivers are used). Audio from the transceiver “fixed level” outputs are connected to the **SC2 line in** (MK2R) or **USB Audio CODEC** (MK2R+). The signal for each sound card channel is selected using the **LEFT (B16)** and **RIGHT (B17)** buttons on the front panel. The level for each channel is adjusted individually by the pots **(16)** and **(17)**.

The **+** (**B5**) button can be used in conjunction with the **LEFT (B16)** and **RIGHT (B17)** button to allow selecting more than one source to each sound card channel. The selected sources are shown by the front panel lights **(4)** and **(5)**.

Pressing the **LEFT and RIGHT** buttons at the same time connects the input of SC2 or the USB Audio Codec to the MK2R headphone output. This is called “What Your Hear” (WYH) and permits recording exactly the same audio as heard in the headphones. The WYH light will illuminate when WYH mode is selected.



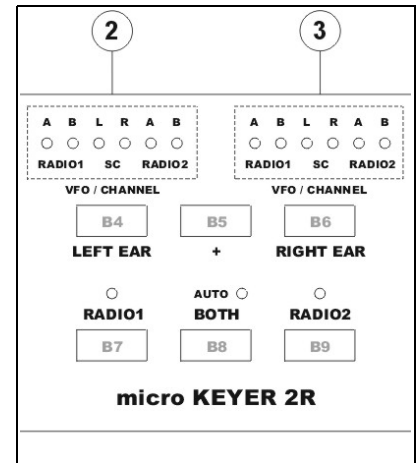
Note: Audio to SC2 (MK2R) or USB Audio CODEC (MK2R+) DOES NOT CHANGE with the transmit/receive state of the radios, the selected transmitter or selected receiver.

From transceiver headphone outputs to the operator headphones.

MK2R allows fully customized audio selection of both radio outputs (and outputs from both receivers if radios with dual receivers are used). Audio from the transceiver headphone jacks is connected to the MK2R rear panel headphone input, (optionally) mixed with other audio sources and switched to the operator headphones connected to the MK2R front panel headphone jack.

Pressing and holding the + (B5) button in conjunction with **LEFT EAR (B4) or RIGHT EAR (B6)** buttons allows selecting/mixing multiple sources for each ear. The audio selection for each ear is indicated by lights (2) and (3) at front panel.

The **RADIO1 (B7), BOTH (B8) and RADIO2 (B9)** buttons allow fast, manual selection of Radio1, Both (Split/Mix), or Radio 2.



When the **RADIO1** and **RADIO2** buttons are pressed simultaneously, the AUTO light will illuminate and MK2R will switch to the **AUTO** switching mode. The AUTO mode recognizes five (5) states:

- RADIO1=RX & RADIO2=RX & RX focus=R1
- RADIO1=RX & RADIO2=RX & RX focus=R2
- RADIO1=TX & RADIO2=RX
- RADIO1=RX & RADIO2=TX
- RADIO1=TX & RADIO2=TX

Receive audio (headphone) switching can be programmed separately for each of these states. MK2R stores up to eight sets of audio configuration Functions or “scenarios”. Functions F1 through F4 are saved/recalled by pressing **F1 (B10)** through **F4 (B13)**. Functions F5 through F8 are accessed by holding + (B5) and pressing F1 through F4.

To enter into programming mode, MK2R must be placed into AUTO mode by pressing the **RADIO1 (B7)** and **RADIO2 (B9)** buttons at the same time and then selecting + (B5) and **BOTH (B8)** simultaneously. The AUTO light will flash while the MK2R is in programming mode. To exit Programming mode, press B5 and B8 simultaneously.

From the sound cards to the transceivers including microphone switching.

Audio from the sound cards or codecs can be used for two purposes - it can be used as a digital Voice Keyer (DVK) in voice modes (SSB, AM, FM) or for generating digital modes (AFSK/RTTY, PSK31, MFSK, etc.). If both outputs of either sound card/codec are unused, that sound card can be routed to the headphones by using the LEFT EAR and RIGHT EAR buttons described above.

MK2R recognizes four operating modes for each radio: CW, VOICE, DIGITAL and FSK. Each operating mode has a separate configuration for routing audio among the microphone, sound card or codec input, sound card or codec output and the transceiver inputs. The microphone can be switched to either the sound card mic input or the microphone input of either transceiver. Output from the sound card can be switched to the transceiver microphone jack (VOICE modes) or to the transceiver rear panel audio input (FSK and DIGITAL modes).

There are three audio configurations (settings):

- **setting A:** disconnects the computer generated audio and connects the microphone directly to the transceiver microphone input.
- **setting B:** routes the audio generated by computer to the transceiver rear panel audio input (PKT, AUX, or ACC depending on manufacturer). This audio routing is used for digital mode operation and sound card SC2 (MK2R) or USB Audio CODEC (MK2R+) output. Since the PKT or AUX input of most radios bypasses the radio internal microphone preamp and other audio processing stages which can distort digital modulation from the sound card, setting B is recommended for digital mode operation. In setting B, the microphone should be muted to avoid “hot mic” issues.
- **setting C:** routes the computer generated audio to the transceiver microphone input. This audio routing is used for VOICE modes and DVK operation from contest software. In setting C the microphone is normally connected to the microphone input of sound card SC1 (MK2R) microphone input or USB Voice CODEC (MK2R+).

For settings B and C, the microphone can be muted in the sound card if necessary. If the microphone is NOT muted, it is indicated by a lower case “m” in the setting string.

Router manages the Audio Switching based on three ways of generating PTT (VOX or software command, COM/LPT/WinKey PTT, and foot switch or hand mic PTT). Each PTT type can have a different audio configuration.

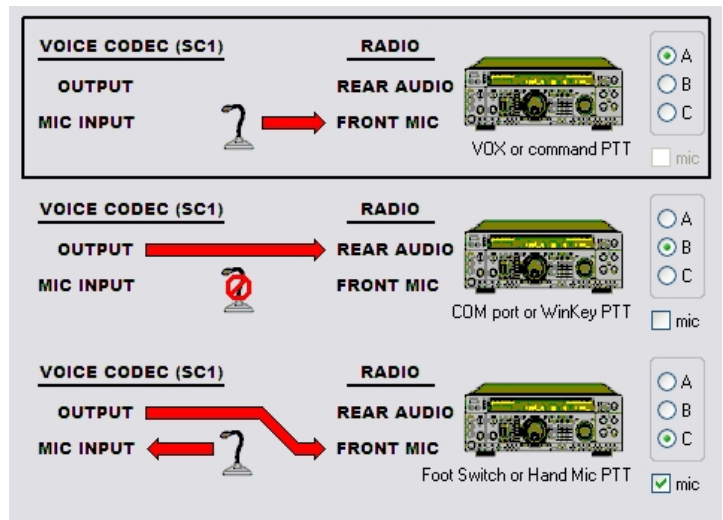
1. Transmit by VOX or software (CAT) command.

This setting is displayed in the TOP picture and indicated by the first letter of the settings (ABCm). The current operating state is indicated by a large black frame around the switching scheme picture.

A: Computer audio is disconnected from the radio and the station microphone is connected directly to the transceiver microphone jack. This setting is for those who prefer VOX operation in SSB.

B: Computer generated audio is routed to the transceiver accessory input and the station microphone is muted. This is the preferred setting for digital mode operation (AFSK, PSK, etc.) when the computer generates a PTT keying signal on a COM port.

C: The station microphone is connected to the sound card microphone input and audio output from the computer is connected to the radio's microphone input. This setting is similar to “A” but microphone signal first goes to the sound card where it is looped to the output and then to the radio microphone jack.



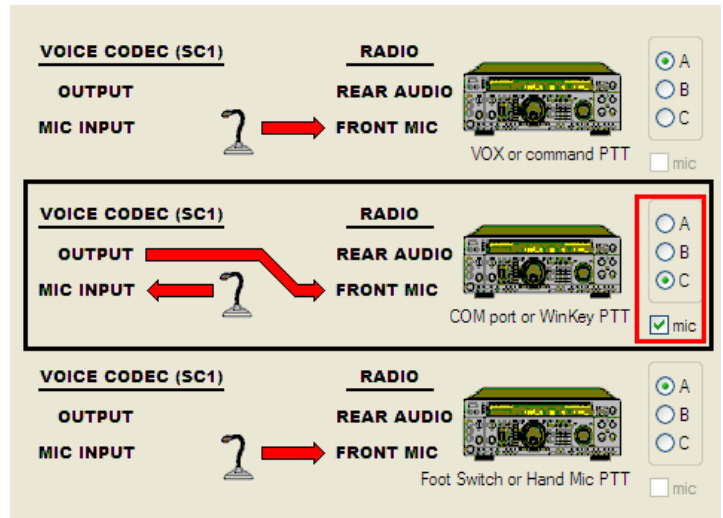
2. Transmit by computer generated PTT or WinKey PTT.

This setting is displayed in the MIDDLE picture and indicated by the second letter of the settings (AC**m**A). The current operating state is indicated by a large black frame around the switching picture.

A: Computer audio is disconnected from the radio and the station microphone is connected directly to the transceiver microphone jack. This setting is for VOX operation.

B: Computer generated audio is routed to the transceiver accessory input and the station microphone is muted. This is the preferred setting for digital mode operation (AFSK, PSK, etc.) when the computer generates a PTT signal on a virtual port.

C: The station microphone is connected to the sound card microphone input and audio output from the computer is connected to the radio's microphone input. This setting is similar to "A" but microphone signal goes through the sound card. This configuration is useful for voice key operation (DVK) and is the preferred setting with N1MM Logger, Win-Test, or WriteLog.



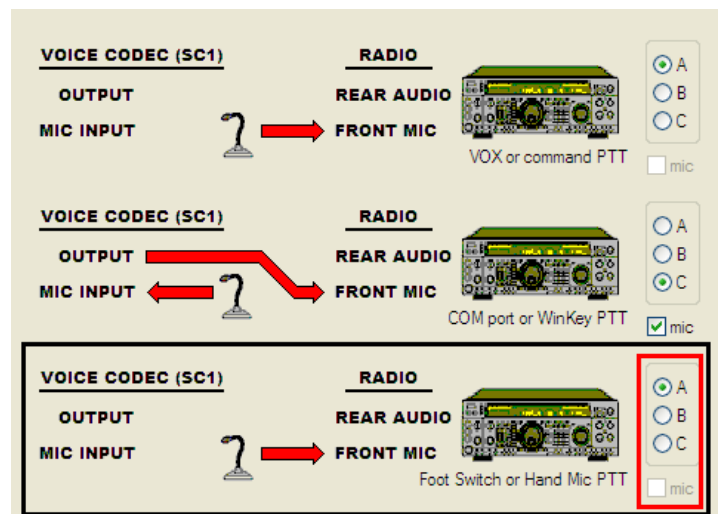
3. Transmit by foot switch or hand mic PTT.

This setting is displayed in the BOTTOM picture and indicated by the third letter of the settings (AC**m**A). The current operating state is indicated by a large black frame around the switching picture.

A: Computer audio is disconnected from the radio and the microphone is connected directly to the transceiver microphone jack. This setting allows the operator to interrupt a DVK message.

B: Computer generated audio is routed to the transceiver accessory input and the station microphone is muted. This is the preferred setting for digital mode operation (AFSK, PSK, etc.) when the computer generates a PTT signal on a virtual port.

C: The station microphone is connected to the sound card microphone input and audio output from the computer is connected to the radio's microphone input. This setting is similar to "A" but microphone signal first goes through the sound card.



Even though all possible combinations can be accessed by clicking on the "Allow custom settings" box, not every combination is practical. Router preselects the most useful settings for each mode group.

FIXED and FOLLOW RADIO Audio Switching

Router provides two modes to select the audio configuration, **Fixed** and automatic - **Follow radio** mode.



TIP: If Router can read frequency and mode from your radio (Ports tab | Set) use Follow radio mode. It will provide automatic selection of the appropriate audio configuration.

When Router is unable to read the operating mode from your radio (radio does not have computer control port or does not report usable mode information), chose **Fixed** audio switching. There are several optimized settings for each operating mode.

CW (AAA) – The audio configuration is not important for CW operation. This choice has been included to maintain consistency with T/R keying (configured on the PTT/FSK tab) where it is important. CW (AAA) assures quiet audio switching and minimizes relay clicking.

VOICE (ACmA) – The station microphone is connected to the radio mic jack. When the computer generates PTT on the virtual port PTT channel, the sound card output is switched to radio mic jack. This setting works with VOX or PTT button (foot switch) mode and allows playback of voice messages from the computer. With this settings it is not possible to record voice messages in application software.

VOICE (CmCmA) – The station microphone is connected to the sound card mic input except when the foot switch or microphone PTT is pressed. When the microphone PTT or foot switch is pressed, the microphone is connected to the radio. This setting allows use of VOX or manual PTT, allows playback or recording of voice messages, and allows interrupting playback of a recorded message by pressing the microphone PTT or foot switch. This setting is recommended for most VOICE use.

VOICE (CmCmCm) – The station microphone is always connected to the sound card mic input. This is the same as above but when the foot switch or hand mic PTT is pressed, the microphone remains connected to the sound card.

VOICE (CmBA) – Special setting for radios which use the rear panel audio input for DVK input during voice operation (N1MM Logger with Orion or Orion II). Do not use with other software or radios.

SSTV (ACA) – Special setting for SSTV mode. Microphone is normally connected to the radio microphone jack and allows VOX or foot switch VOICE operation. When an image is being sent from computer sound card, the station mic is muted and drive applied to the transceiver mic input (Yaesu).

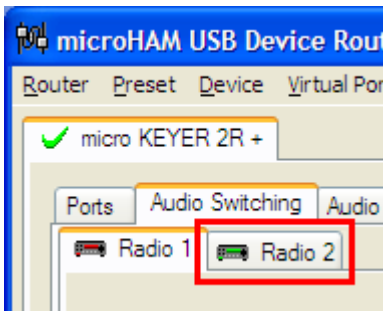
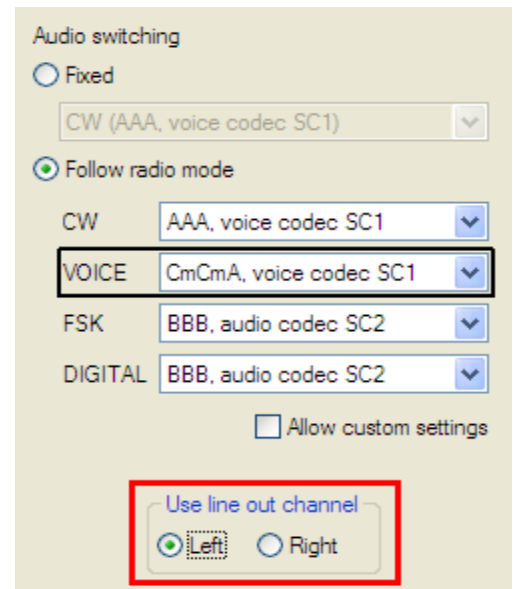
SSTV (ABA) – Special setting for SSTV mode. Microphone is normally connected to the radio microphone jack and allows VOX or foot switch VOICE operation. When an image is being sent from computer sound card output, drive is connected to the transceiver rear audio input (Kenwood, Ten-Tec, Icom).

FSK, DIGITAL (BBB) – The station microphone is disconnected and the computer generated audio is applied to the radio's rear panel audio input. This setting is recommended for all digital modes operation regardless of keying type (FSK or AFSK).

DIGITAL (CCC) – The station microphone is disconnected and the computer generated audio is transferred to the radio front panel mic jack. This setting is recommended **ONLY** for radios which do not have rear panel audio input for digital modes like K2.

When Router is able to read the operating mode, **Follow Radio** provides the greatest flexibility and ease of operation. The same settings are available as with **Fixed Mode** but switching among them is automatic based on the operating mode (and, optionally, frequency). The current mode is displayed on the **Ports** tab. This mode is translated to the VOICE, DIGITAL, FSK or CW groups. The selected audio routing is indicated by a black frame around the setting combo box.

- CW modes are CW and CW-R. The audio setting is unimportant for CW as the microphone input is not used for transmit.
- VOICE modes are: USB, LSB, AM and FM. The three standard audio configurations (ACmA), (CmCmA), and (CmCmCm) and two nonstandard (CmBA) and (ABA) for SSTV.
- FSK modes are FSK, FSK-R, RTTY and RTTY-R. BBB is selected for FSK.
- DIGITAL modes are: PKT, DIG and DATA. Router also permits selecting DIGITAL settings for LSB, USB and FM if the operating frequency is in the “digital” portion of the band as defined in the Digital Band Map. See Ports Tab – Radio Control for more information.



For either fixed or follow radio switching, it is necessary to tell MK2R which channel of the sound card to use for RADIO1 and which for RADIO2. This is done with the Left / Right selector labeled **Use line out channel**. When **Left** channel is assigned to RADIO1, RADIO2 is automatically assigned **Right** channel and vice versa. Because there is no standard, you can configure MK2R to match your software using this selector.

Perform the same Audio Switching configuration for RADIO2.

AUDIO MIXER TAB

The sound card configuration depends on the capability of your application software. Some software can directly control the sound mixer, some can not. Router's Audio Mixer tab provides exceptional control over the sound cards or codec with all level settings stored in the presets for each program (or configuration).

The Audio Mixer tab is divided to two parts, the left half is for control of SC1 or USB Voice Codec (VOICE modes), the right half is for SC2 or USB Audio CODEC (DIGITAL modes).

You must select the names of the sound cards that are connected to MK2R or MK2R+ in the Audio Mixer. For MK2R+ choose USB Voice CODEC at the left side and USB Audio CODEC at the right side. For MK2R select the system name of the sound card connected to SC1 jacks (Voice) in the left side and the system name of the sound card connected to the SC2 jacks (digital) in the right side.

MK2R+ selects the correct channels automatically, they must be selected manually for MK2R.

Channel assignments for SC1 (Voice):

REC MIC – Select Microphone channel

TX MIC – Select Microphone channel

TX VOICE – Select Wave channel

If these selections are not available, you may need to replace the sound card (or select another sound card in your system). Most basic sound cards, including those in many laptops, provide the resources needed for use at SC1.

Channel assignments for SC2 (Digital):

TX DIGITAL – Select Wave channel

RX RECORDING/DIGITAL – Select Line In

If these selections are not available, you may need to replace the sound card (or select another sound card in your system).

Note: Because Windows can reassign sound cards while in use, Router may not invoke the proper mixer. To check that the proper mixer has been assigned, click the Get ID button and confirm that the proper sound card is selected. If the names do not match, restart Router.

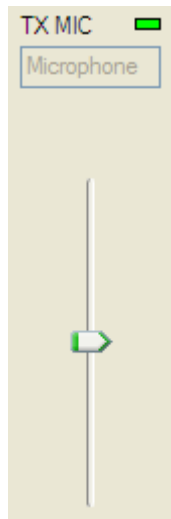
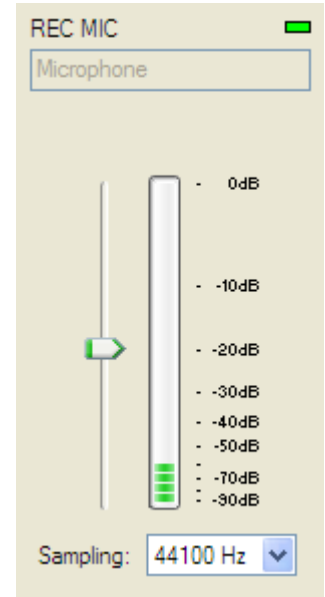
REC MIC (software voice message recording level)

This control adjusts the level of microphone signal which will be used for recording voice messages by the logging application. If channel is active, the green rectangle light is on. If not, click on **TX Mixer** button and and select or unmute the Microphone control.

Recording level: slider sets the level of the microphone input to the analog to digital converter. Speak to the microphone and set slider to the position where on peaks "stacked LED" display show RED on occasional peaks.

VU meter: this "stacked LED" displays shows the audio level into the analog to digital controller. Please note, display operates only if a sample rate has been selected.

Sample Rate: sets the sample rate used for the REC MIC level displays. It is best to set the sample rate to a multiple of the sample rate (or "clock rate") of your applications.



TX MIC (live mic microphone input level)

This control adjusts the level for the "live" microphone used for transmitting through sound card with **Cm** Audio Switching scheme. If the mic channel is active the green rectangle is on. If not, click on the **TX Mixer** button and unmute the microphone control.

TX VOICE (voice message – transmit levels)

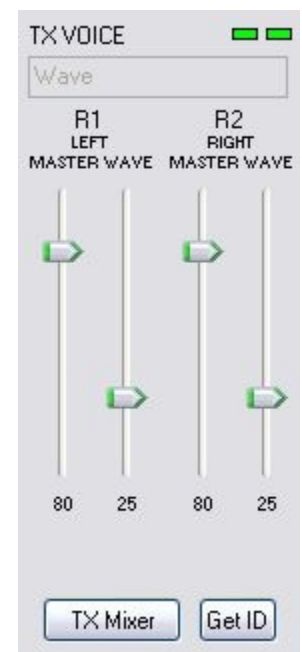
These controls adjusts the output levels in VOICE modes. If the channels are active, the green rectangles, one for each radio, will be on. If not, click the **TX Mixer** button and unmute the master Volume (Speaker) and Wave controls.

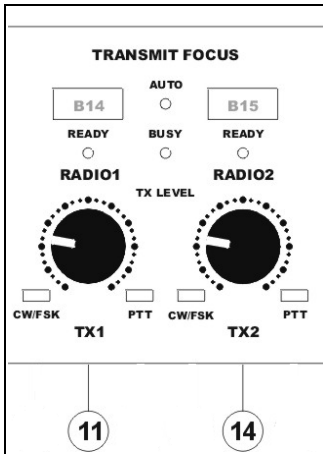
There are four (4) sliders, two for RADIO1 (R1) and two for RADIO2 (R2). Each pair has a WAVE slider and MASTER slider (the Master Volume or Speaker control). The pair used for each radio is determined by the **Left/Right** channel selector on the Audio Switching tab.

As a starting point, set the MASTER level to about 80% and adjust for proper drive with the WAVE slider.

TX Mixer: this button opens the Windows Volume Control (Playback Mixer) for the selected sound card.

GET ID: this button will retrieve the name and number of the sound card used for transmit functions. The name can be used to verify that the correct sound card has been selected. The displayed number can be used to configure software that identifies sound cards only by number.

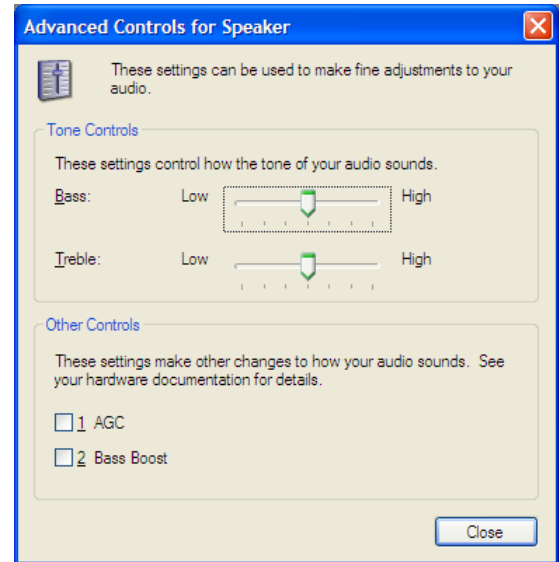




If you need to adjust the transceiver drive level during operation you can use the front panel controls and leave the settings in the Audio Mixer untouched.

Knob **TX1 (11)** adjusts the drive for RADIO1, knob **TX2 (14)** adjusts the drive for RADIO2.

With MK2R+ you can take advantage of the internal Voice CODEC to adjust transmit audio equalization. Click on the **TX Mixer** button, select Options and enable Advanced Controls.



On the Master (Speaker) channel, selecting the "Advanced" button will open an additional window. This window will appear with Treble and Bass equalizer settings. You can experiment here to adjust VOICE equalization as well as AGC and bass boost. These settings will be applied only to VOICE modes because digital modes use the USB Audio CODEC in MK2R+.

TX DIGITAL (AFSK/PSK/etc. – transmit levels)

These controls adjust output level for DIGITAL mode operation. If the channel is active, the green rectangles, one for each radio, will light. If they do not light, click on the **TX Mixer** button and unmute master the Volume (Speaker) and Wave controls.

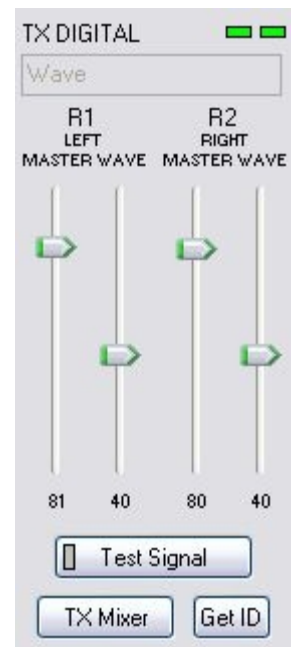
As with the voice mixer, there are four (4) sliders, two for RADIO1 (R1) and two for RADIO2 (R2). Each pair has a WAVE slider and MASTER slider (the Master Volume or Speaker control). The pair used for each radio is determined by the **Left/Right** channel selector on the Audio Switching tab.

As a starting point, set the MASTER level to about 80% and adjust for proper drive with WAVE slider.

If you need to adjust the transceiver drive level during operation you can use the front panel pots and leave the settings in Audio Mixer untouched.

Knob **TX1 (11)** adjusts the drive for RADIO1, knob **TX2 (14)** adjusts the drive for RADIO2.

Test Signal: causes MK2R to output a 1500 Hz audio tone for setting the transmit output level for AFSK digital modes. The radio with transmit focus will be keyed.



Note: The TX Mixer button on the digital side of the Audio Mixer tab starts a different sound card than the TX Mixer button on the VOICE side of the Audio Mixer tab. To check that the proper mixer has been assigned, click the Get ID button and confirm that the proper sound card is selected. If the names do not match, restart Router.

Some tips from Geoff Anderson, G3NPA:



TIP: If you have achieved the correct settings for the transmit levels, you will see that changing from the PSK tuning tone to typing text, will make the transmitter power swing from 50% (no typing) to 100% (typing or tuning-tone) as observed on an RMS or average reading meter. This change in power is correct. If you do NOT see a 50% (or more) change, you are probably overdriving the radio. Please note that some radios have inbuilt power meters which give a PEAK reading and therefore the change in level discussed above will not be observed.



TIP: Although it is a common belief to the contrary, it is in fact quite alright to let the transmitter ALC line operate on PSK31. The ALC line will control the drive level without clipping in the same way that it does on voice operation.



TIP: Don't fall into the trap of thinking that because the transmit signal on the waterfall looks good that your actual signal is OK. All the waterfall is showing during transmit is the local audio and NOT the resultant transmitted signal.

RX RECORDING/DIGITAL (audio recording or digital decode levels).

VU meter: this "stacked LED" displays show the audio level into the analog to digital controller. Please note, display shows level only if a sample rate is selected.

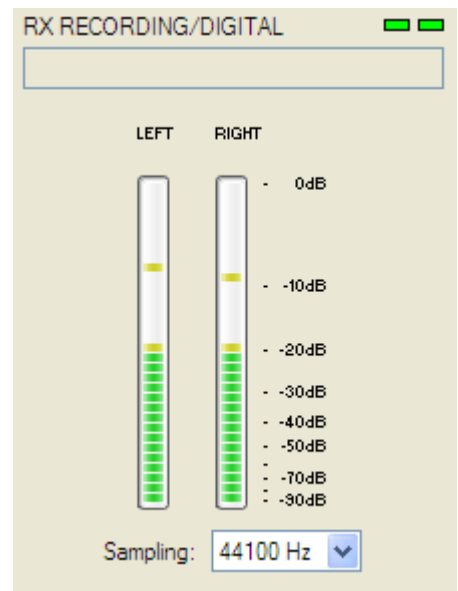
MK2R+ does not have software controls for input level because are not necessary - input level is adjusted with the front panel RECORDING/DIGITAL pots.

If your software tries to control the input level of USB Audio CODEC this attempt will fail with an error message. Please ignore this message, USB Audio CODEC does not have software sliders for recording input channel.

MK2R shows sliders for the sound card line in. Keep the inputs at about 80-90% and use front panel pots for adjustment. When correctly adjusted, the input signal should never reach RED level.

Sample Rate: sets the sample rate used for the RX level displays.

Because of the nature of the Windows sound system, it is best to set the sample rate to a multiple of the sample rate (or "clock rate") of your applications. For example, since MMTTY, MMVARI and MMSSTV default to a 11025 clock, 11025, 22050 or 44100 Hz sample rates are appropriate for use with MMTTY/MMVARI/MMSSTV. Similarly, PSKcore (used by many logging programs for PSK support) uses 48000 Hz sampling so 8000, 16000, 32000 and 48000 Hz sample rates work best with applications based on PSKcore.



PTT/FSK TAB

On this tab you can configure operation of PTT and keyboard FSK. This defines the interactions among the multiple PTT input and the PTT outputs.

PTT INPUTS

MK2R has several PTT inputs available for each radio:

PTT generated by the logging program on the virtual COM port RTS or DTR

2nd PTT generated by a second application on the virtual COM port RTS or DTR

Both PTT and 2nd PTT generate the same **Serial PTT** input (they are logically in parallel). The primary port number and signal line (RTS or DTR) used for serial PTT is shown on this tab (RTS on COM3 on the screen shot that follows).

One or two foot switches attached to the MK2R rear panel RCA jacks.

MK2R can be configured to recognize one or two foot switches on the SO2R tab. If MK2R is configured for one foot switch, both foot switch inputs will operate in parallel.

The Foot switch PTT control box defines which PTT output will be generated in response to a foot switch closure. Use PTT1 - PTT2 is offered only for use in radios in which the rear PTT input operates the same in all modes (Voice, CW, Digital).

When either foot switch is active, a low is placed on pin 15 of the LPT port for compatibility with DOS logging programs.

The microphone PTT switch of the microphone connected to the RJ45 MIC jack.

This input is hardwired to the FS1 input of the MK2R.

WinKey generated PTT.

WinKeyer2 generates separate PTT signals for each radio. The current version of MK2R firmware generates PTT1 outputs based on WinKey PTT signals. WinKey PTT generation can be enabled or disabled from the CW/WinKey tab. *Note: when WinKey is controlled by a logging program, the program configuration determines whether WinKey generates PTT.*

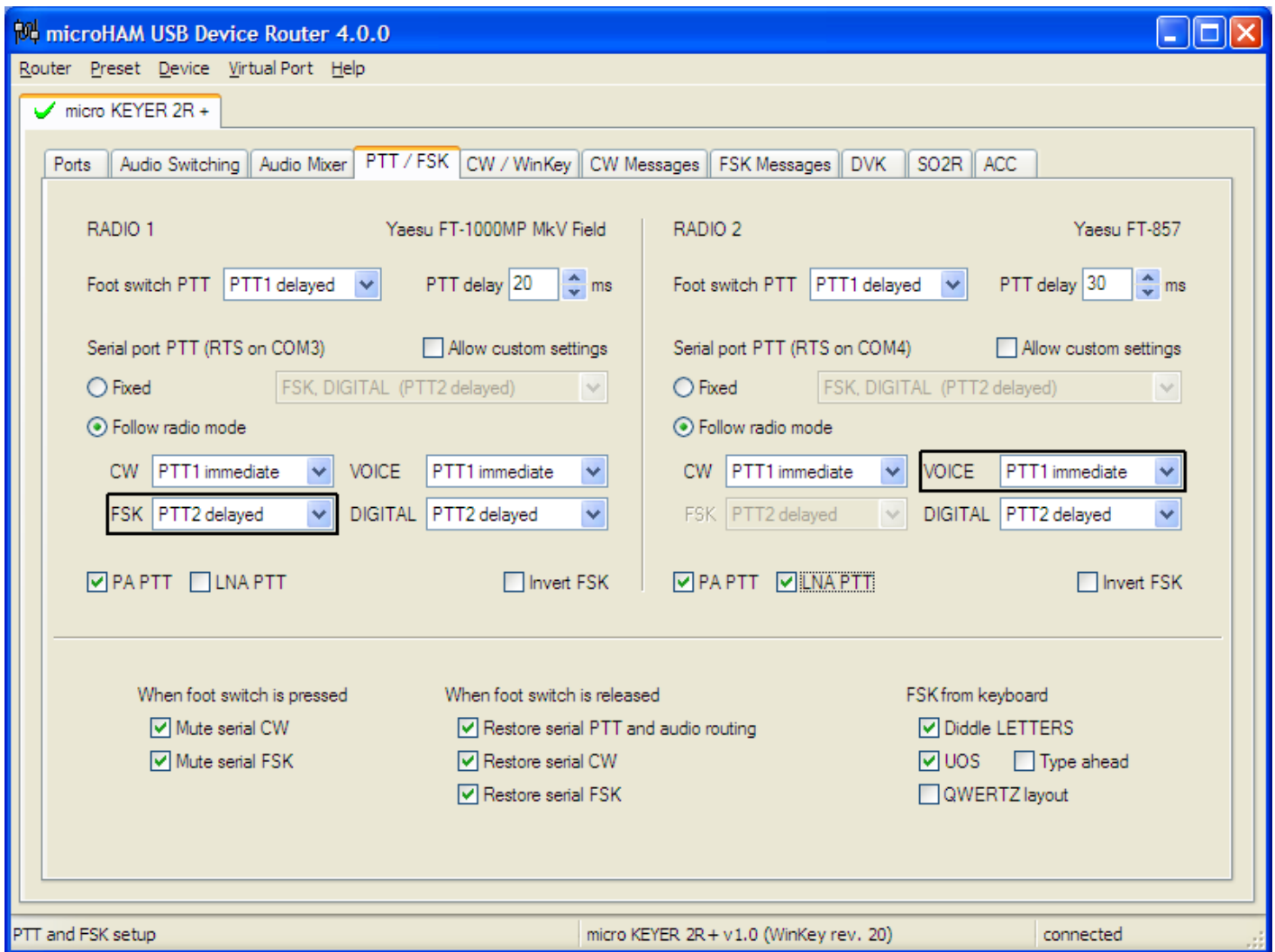
Transceiver PTT status inputs (PTTIN1, PTTIN2) for sensing PTT status of the transceiver.

To use VOX or software command for transmit/receive switching with power amplifiers connected to the MK2R PAPTT outputs, the PTT output from RADIO1 should be connected to PTTIN1 and the PTT output from RADIO2 should be connected to PTTIN2. Closing PTTIN will immediately cause PAPTT and LNA PTT to close if they are enabled.

Warning: The use of VOX or software command for transmit/receive switching is not recommended and will likely destroy any low noise preamplifier inserted in the RF line.

Virtual PTT generated by MK2R based on CW signal presence.

MK2R generates "virtual" PTT from CW outputs when necessary for controlling transmit focus and PAPTT or LNA PTT if the software does not generate PTT. The leading edge of this "virtual PTT" is the same as the leading edge of the CW signal. The tail can be extended up to 2.5 seconds (using the WinKey PTT tail parameter).



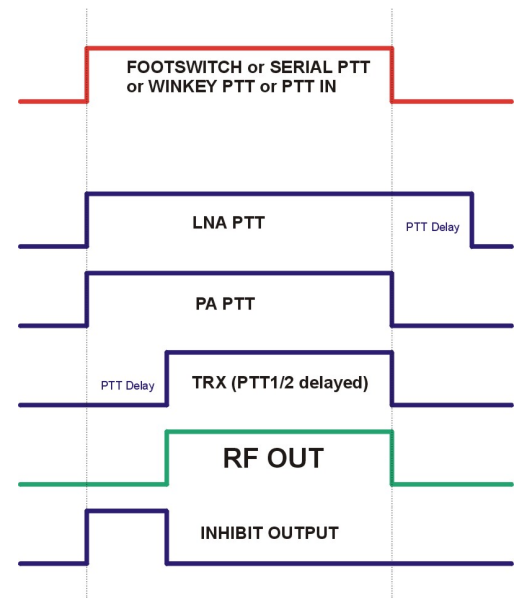
PTT OUTPUTS

MK2R has four (4) PTT outputs for each radio: PTT1, PTT2, PAPTT and LNA PTT. PTT1 and PTT2 are brought out to the DB37 Radio connector. PAPTT and LNA PTT are RCA jacks for connecting to external devices.

PTT1 is wired to the radio microphone jack and is used to switch the radio into transmit in VOICE and CW mode.

PTT2 is wired to the radio Accessory jack and is used to switch the radio into transmit in DIGITAL and FSK modes.

PTT2 or "rear panel" PTT is used by some radios to automatically mute the microphone and disable microphone processing circuits (audio equalizers, transmit DSP, compression, clipping, etc.) that can distort digital modulation.



PA PTT is available at the MK2R rear panel RCA jack and is designed for switching a power amplifier. PA PTT is enabled by checking the **PA PTT** box. PA PTT will close before transceiver PTT by the amount of selected **PTT Delay** and will open at the same time as the transceiver PTT.

Note: PTT delay should be a few milliseconds longer than the T/R delay of the amplifier.

LNA PTT is available at the MK2R rear panel RCA jack and is designed for bypassing a low noise preamplifier (LNA) or disabling receive antennas during transmit. LNA PTT is enabled by checking the **LNA PTT** box. LNA PTT closes before the transceiver PTT by the **PTT Delay** value and opens after the transceiver PTT by the same amount.

PTT operation is crucial to successful operation when interfacing with application software. MK2R can operate in one of two modes: Fixed or Follow Radio. The mode used for each radio can be selected independently.



TIP: Whenever possible, if Router is capable of decoding your radio's operating mode (Ports | Set) use Follow Radio described below. It will provide automatic selection of the best PTT settings for each operating mode.

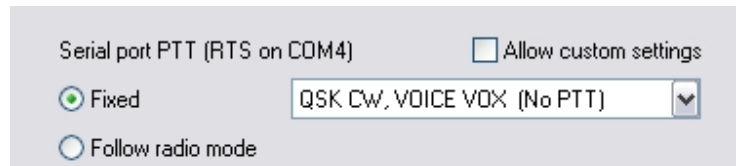
When Router is unable to determine the operating mode, **Fixed** PTT is used. There are several options based on operating style:

1. CW, VOICE (PTT1 immediate).

PTT1 (and PAPTT, if enabled) are activated immediately. Additional delay is not necessary if the application's internal timing provides some delay between PTT and start of message. Don't forget to set this delay in the application set-up.

2. QSK CW, VOICE VOX (No PTT)

PTT1 and **PTT2** are disabled.

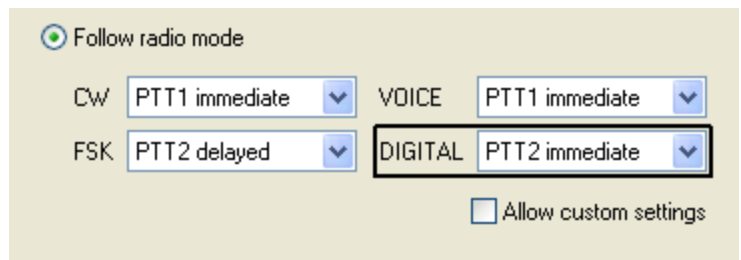


3. FSK, DIGITAL (PTT2 delayed)

PAPTT will be activated immediately and **PTT2** will be activated with the delay defined in **PTT delay**. This unique feature of microHAM products prevents hot switching during FSK operation. Because a radio in FSK operation begins to produce RF as soon as it enters the transmit mode, the application program cannot guard against hot switching.

When Router is able to detect the radio mode, use **Follow Radio**. The same settings are available as in **Fixed** mode but switching between them is automatic based on the radio mode. The operating mode detected mode is displayed on the **Ports** tab and classified VOICE, DIGITAL, FSK or CW. The chosen switching is indicated by black frame around the selected mode.

- VOICE modes are: USB, LSB, AM and FM. Two choices are available, (PTT1 immediate) and (no PTT). PTT1 Immediate is recommended.
- CW modes are: CW and CW-R. The two choices are (PTT1 immediate) and (no PTT). **No PTT** should be used for QSK operation only.



- DIGITAL modes are: PKT, DIG and DATA. There are four available settings. **PTT2 Immediate** is appropriate for applications which provide for setting a PTT lead time. **PTT2 delayed** should be used with applications which do not permit setting a PTT delay. **PTT1 immediate** should be used when radio does not have a dedicated digital mode input and you must use the microphone (or Patch) input. **(No PTT)** is suitable only for testing purposes.
- FSK modes are: FSK, FSK-R, RTTY and RTTY-R. Three PTT settings are available. Of the three, **PTT2 delayed** is strongly recommended when using a power amplifier in order to prevent hot switching.

FOOT SWITCH SEQUENCER

Additional functions can be associated with the foot switch (or hand mic PTT). MK2R recognizes when the foot switch is closed (pressed) or open (released).

MK2R can manipulate CW, FSK, PTT and audio routing differently based on the state of the foot switch

When foot switch is pressed

- Mute serial CW
- Mute serial FSK

When foot switch is released

- Restore serial PTT and audio routing
- Restore serial CW
- Restore serial FSK

Mute serial CW - if checked, virtual port CW (DTR or RTS) generated by an application program will be muted while the foot switch is pressed. If **Restore serial CW** is checked, CW will resume when the foot switch is released (if it has not already ended). If **Restore serial CW** is not checked, application generated CW will remain suppressed until the application releases PTT.

Mute serial FSK - if checked, FSK generated by an application will be suppressed while the foot switch is pressed. If **Restore serial FSK** is checked, FSK will resume when the foot switch is released (if it has not already completed). If **Restore serial FSK** is not checked, FSK will remain suppressed until the application releases PTT.

Restore serial PTT and audio - if checked, application generated serial PTT will be restored and audio routing will return to the "serial PTT" setting when the foot switch is released. If **Restore serial PTT and audio** is not checked, audio will only return after the application releases PTT.

FSK from Keyboard

If an external PS/2 keyboard is attached to the MK2R, Router supports additional settings for FSK.

Diddle LETTERS will generate the "LETTERS" character if nothing is being typed

UOS implements the "Unshift on Space" function when checked

Type ahead enables a type ahead buffer for the keyboard.

QWERTZ layout configures MK2R for the alternate keyboard layout

FSK from keyboard

- Diddle LETTERS
- UOS Type ahead
- QWERTZ layout

Invert FSK: Unlike AFSK, an FSK signal cannot be inverted by most application programs (like MMTTY) because the UART used in a normal serial port lacks that capability. Since MK2R is a software defined interface it can be made to invert the FSK signal. When the **Invert FSK** box is checked MK2R changes the “at rest” state of the FSK output and front panel FSK light. The green FSK LED will light continuously (Mark) and go off when FSK is shifted (Space). If your radio requires reverse FSK, your first choice should be the radio’s configuration options, not MK2R (check your operating manual for specific information). **Invert FSK** should be checked only for radios (like the Ten-Tec Omni or Kenwood TS-930) which do not provide this support.

CW/WinKey TAB

This tab provides the configuration for the internal, K1EL WinKeyer2 based, CW keyer. A complete WinKey manual can be downloaded from: <http://k1el.tripod.com/WinkeyUSBman.pdf>. Thanks to Steve Elliott, K1EL for this great product.

WinKey can be controlled by a host application or operate in stand alone mode controlled by Router. Switching between these two modes is fully automatic based on the state of the virtual port assigned to WinKey on the **Ports** tab. When an application opens the WinKey port, Router becomes fully transparent and provides only a USB bridge to WinKey. The configuration and operation of WinKey are completely under host control. Router does not modify communication and does not change any settings. When this happens, the options on the CW/WinKey tab are grayed out. Only those settings not related to WinKey can be changed.

When the port is closed, WinKey parameters can be changed from this tab. Every change is applied immediately. If **Overwrite host settings** is checked, Router will restore the parameters set on the WinKey tab when an application closes (releases) the WinKey port. If **Overwrite host settings** is not checked, WinKey will retain the last used settings until a change is made on the WinKey tab.

All WinKeyer2 inputs and outputs except pin 13 are wired to the MK2R CPU. Pin 13 is connected to pin 6 of the PAD MiniDIN jack for user supplied WinKeyer2 command buttons.

Paddle Mode

- Iambic A (Curtis)
- Iambic B (Accu-keyer)
- Ultimatic (Single lever)
- Bug Keyer
(Vibroplex emulation)

Priority – In Ultimatic mode one can choose DIT or DAH priority for dual lever paddles. If no priority is selected, the keyer works in a "last paddle wins" mode.

The screenshot shows the CW/WinKey configuration window with the following settings:

- Paddle mode:** Iambic B (Accu-keyer)
- Priority:** dit (selected), dah
- Paddle setpoint:** 50 %
- Speed pot min:** 15 WPM
- Speed pot max:** 40 WPM
- Farnsworth speed:** 0 WPM
- DIT / DAH = 100 /** 300
- Weighting:** 50 %
- 1st extension:** 0 ms
- Keying compensation:** 0 ms
- Generate PTT1:** checked
- PTT lead:** 20 ms
- PTT tail:** 0 ms
- Hang time:** 1.66
- Headphone side tone:** unchecked
- Side Tone:** none
- Speed Step:** +/- 2

Paddle set point - controls when WinKey begins looking for a new paddle press after sensing the current one. The default value is one dit time (50) and is adjustable in percent of a dit time.

Disable paddle memory – When checked, DIT (or DAH) insertion is disabled.

Swap paddles - Reverse paddle sense for left handed operation or improperly wired paddle.

Auto space - Keyer generates automatic character space.

CT space - Selects “contest” word space (six dits long instead of seven).

Speed pot min/max - Min/Max value of the front panel speed knob (9) in range 5 to 99 WPM.

Farnsworth speed – Sets the Farnsworth keying speed (10 to 99 WPM range, 0 disables this feature).

DIT / DAH - DIT/DAH ratio from 1:2 to 1:4 in hundreds. Accepted numbers are from 200 to 400.

Weighting - Weighting in percentage (from 10 to 90%).

1st extension - Extension of the first dit or dah in milliseconds (usable for QSK only).

Keying compensation - Extension of each dit and dah in milliseconds (usable for QSK only).

Generate PTT1 – Enables generation of PTT

PTT lead in/tail - Lead and tail delays of PTT. **Generate PTT1** must be checked.

Note: PTT Tail also defines Tail time for "virtual" PTT.

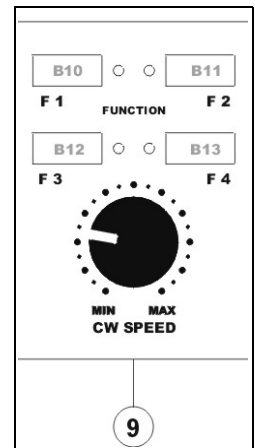
Hang Time - When Tail delay is 0, hang time is time is proportional to current CW speed.
Options are: 1.00, 1.33, 1.66 or 2.00 word space units

Headphone side tone – If checked, when paddles are touched the headphones are switched to the radio with transmit focus - VFO A (left channel) to the left ear and VFO B (right channel) to the right ear. After the WinKey PTT tail has expired the headphones return to their normal focus. Headphone side tone operates with either manual or Auto Focus.

Side Tone - 1350, 675, 450, 388 Hz or OFF. *The volume is not adjustable.*

Note: Side tone is generated by the MK2R controller, not the WinKey 2 side tone output. If the application enables WinKey 2 side tone, distortion can result.

Speed Step - defines the steps (in WPM) by which the +/- keys on the optional keypad will change the speed. The enter key restores the speed set by the Speed pot.



WK Monitor

WK Monitor – Opens a WinKey Monitor window that allows capturing communications between Router and the WinKey chip or between the application and WinKey chip. Controls for the monitor include **Start**, **Stop**, **Clear** and **Save**.

Under normal conditions the WinKey Monitor should not be used. However, if incompatibilities are noticed between a logger and WinKey it may be useful to **Start** a capture and close the window. When a problem is noticed, the WinKey Monitor can be opened and the Communications Log **Saved** for analysis. The Communications Log is circular – only the last few kilobytes will be saved to prevent the creation of very large files.

WK Monitor will display a description of each command from the application and status response from WinKey “decoded” at the virtual serial port. If a line ends in three dots (...) it means that the command or response has been broken across two USB packets.

CW from Keyboard

Type ahead – enables type ahead when using a PS/2 keyboard. Characters are transmitted after a **space** (word mode). or when the buffer has reached its limit (16 characters).

QWERTZ layout – changes keyboard to European QWERTZ layout.

CW from keyboard:

- Type ahead
- QWERTZ layout

Auto Numbering

Leading zero as T – sends leading zeros in contest report as T. For example 001 will be send as TT1.

Zero as T – sends all "zeros" in contest report as T. For example number 100 will be send as 1TT.

One as A – sends all "ones" in contest report as A. For example number 101 will be send as A0A.

Nine as N – sends all "nines" in contest report as N. For example number 199 will be send as 1NN.

Report 5NN – send 5NN before contest serial number.

Other message functions can be controlled by an external PS2 keyboard or keypad. See: External Keyboard.

Auto numbering:

- Leading zero as T
- Zero as T
- One as A
- Nine as N
- Report 5NN

CW MESSAGES TAB

On this tab you can define nine messages of up to 50 characters each which are stored in MK2R non-volatile memory. Each memory may have a programmable repeat delay and/or call another memory.

Commands which may be included in a memory are:

- Set PTT:** close WinKey PTT.
- Clear PTT:** release WinKey PTT.
- Merge:** merge two characters without a letter space – [M]AS will sound AS .-...
- Set WPM:** force speed to the selected value regardless of position of speed knob.
- Cancel WPM:** restore speed set by the Speed pot.
- Set Key:** close CW output for selected time in seconds.
- Set Wait:** wait selected seconds during playback.
- Jump to:** used for looping a message or calling another message
- Delay:** sets the delay in seconds before looping or calling another message
- Test:** plays a message without storing it
- Store:** saves one message to MK2R memory
- Store All:** saves all messages to MK2R memory
- Load from File:** loads all messages from file
- Save to File:** saves all messages to file

Messages can also be saved and replayed using an external keyboard or numeric keypad attached to the PS/2 jack. See: External Keyboard.

FSK MESSAGES TAB

MK2R allows defining nine messages of up to 50 characters each which are stored in non-volatile memory. Each memory may repeat with a programmable delay (loop) or call another memory (chain).

Commands which may be included in a memory are:

Set PTT:	close PTT.
Clear PTT:	release PTT.
CR & LF:	Insert Carriage Return/Line Feed
Figure:	Insert special Figure character
Letter:	Insert special Letter character
Blank:	Insert special Blank character
Letter:	Insert special Bell character
Jump to:	used for looping a message or calling another message
Delay:	sets the delay in seconds before looping or calling another message
Store:	saves one message to MK2R memory
Store All:	saves all messages to MK2R memory
Load from File:	loads all messages from file
Save to File:	saves all messages to file

Messages can also be saved and replayed using an external keyboard attached to the **PS/2** jack.
See: External Keyboard.

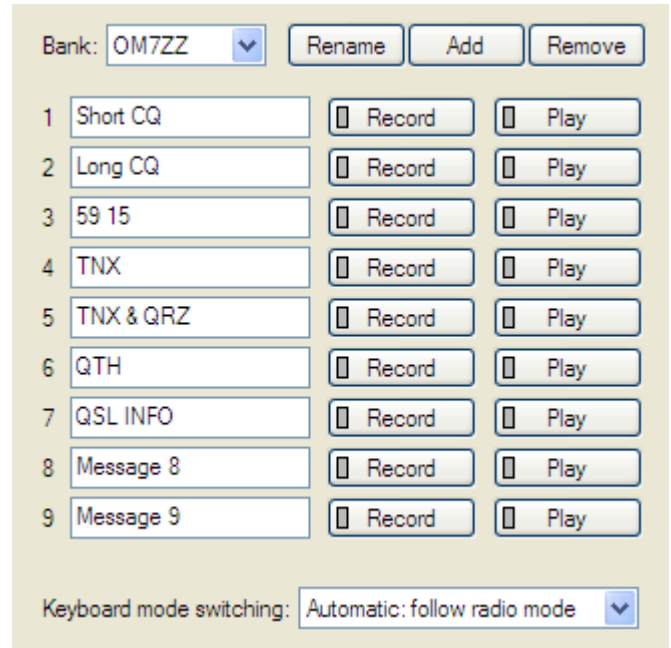
Note: CW and FSK Messages are not saved or loaded with Presets

DVK TAB

MK2R allows recording and playing nine voice messages per bank and an unlimited number of banks (limited only by the capacity of the computer hard disk). Banks can be managed with Rename, Add and Remove buttons. **Rename** to rename the current bank, **Add** to create a new bank, and **Remove** to delete the current bank. Bank selection is provided by **Bank** box.

Each memory may repeat with a programmable delay (loop) or can be chained with another memory using external keyboard or keypad. Keyboard can be in **follow radio mode** which is recommended or in **manual mode** with the mode selected with the **Caps Lock** key. When the keyboard is in follow radio mode, the keyboard mode is set by the radio with TX Focus. See: External Keyboard.

While DVK message is recorded or played, MK2R forces "optimal" VOICE audio switching and uses DVK mixer settings. When recording or playback is done, Audio Mixer returns to the values adjusted at the Audio Mixer tab. All this happen because DVK mixer settings are not stored with presets but in the message banks. This means each bank can have its own levels (slider position). It also allows each bank to be configured for the voice of each operator if MK2R is used in a multi-operator setup.



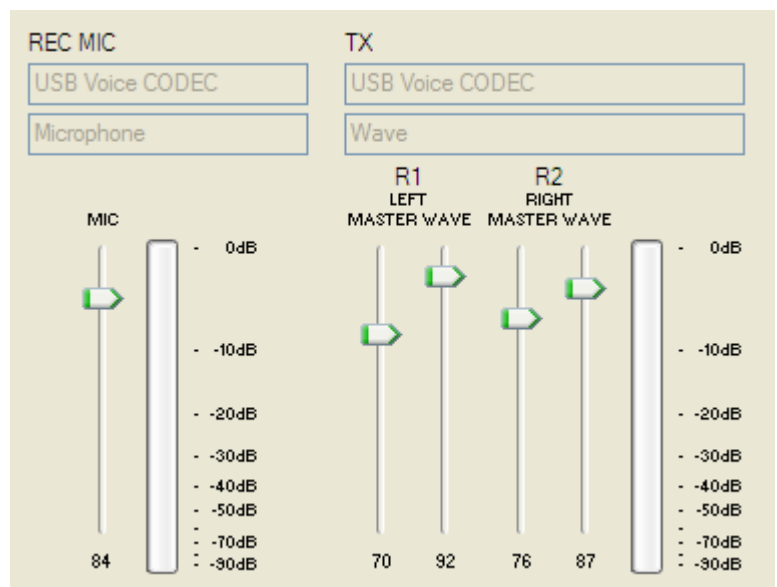
DVK memories can be played back using the LPT signals (DVK 1-4 or DVK 1-6) generated by many programs for controlling external DVK units. The external control signals are defined on the SO2R tab.

Router DVK uses the sound card defined on the Audio Mixer Tab for VOICE: SC1 (MK2R) or USB Voice CODEC (MK2R+).

REC MIC slider adjusts microphone level during message recording.

TX R1 and **R2** are separate level controls that operate the same way as the TX VOICE controls described at Audio Mixer tab.

If "**On Air Recording**" box is checked, the microphone audio is automatically forwarded to the transceiver with Transmit Focus (selected transceiver) while message is recorded.



SO2R TAB

The SO2R Tab permits configuring MK2R/MK2R+ to accept the signals are used by each program to select transmit and headphone focus and the way MK2R/MK2R+ responds to those inputs.

Computer auto control:

Classic auto control microHAM SO2R protocol on COM port

TX focus: LPT pin 14 (dropdown) none (dropdown) invert ▶ none (dropdown) ◀▶

RX focus: LPT pin 4 (dropdown) none (dropdown) invert ▶

Stereo headphones: LPT pin 5 (dropdown) none (dropdown) invert ▶

LPT control of DVK: none (dropdown)

Live Status

TX focus: ● ②

RX focus: ● ● STEREO

Computer AUTO Control:

MK2R can be switched to AUTO TX Focus mode and AUTO headphone switching mode. In these modes both transmit and receive focus (selection) is under software control. MK2R provides two ways for the application to control focus. The traditional way is by using a parallel (LPT) port – the "CT/NA standard" - or serial port handshake signals. The second way uses microHAM command protocol via a virtual port.

Note: the microHAM protocol is under refinement in conjunction with the authors of most of the leading contest logging packages. Software developers who would like to implement native control of the MK2R and MK2R+ should contact OM7ZZ@microham.com.

CLASSIC AUTO CONTROL is flexible tool for customizing MK2R for operation with current software. There are four (4) parameters which can be controlled via LPT or virtual port signals.

1. TX focus: Used for automatic selection of which transceiver will transmit.

Available signals are:

- LPT pin 3 (N1MM Logger with LPT, NA)
- LPT pin 14 (N1MM, Win-Test, WriteLog, CT, TR Log)
- COM port RTS signal
- COM port DTR signal
- Two PTTs (N1MM Logger or Win-Test without LPT)

Each signal can be inverted if necessary. The state of the signal is represented by a RED arrow.

Two PTTs is a special setting that allows MK2R to derive transmit (and receive) focus from separate PTT signals from logging programs that have only serial ports but provide a separate PTT signal for each radio on the radio control ports (or when using two instances of MMTTY with two radios). **Note:** "Two PTTs" cannot be used if PTT steering is enabled on the Ports tab.

2. RX Focus: Used for automatic headphone "priority" switching when both radios are in receive.

Available signals are:

- LPT pin 4 (N1MM Logger with LPT, NA)
- COM port RTS signal
- COM port DTR signal
- Follow TX Focus

Each signal can be inverted if necessary. The state of the signal is represented by a RED arrow.

"Follow TX focus" is a special setting that does not require separate application control. Headphone audio is selected automatically with with the transmit focus.

3. Stereo Headphones: Forces stereo headphone (split) mode regardless of operating state.

Available signals are:

- LPT pin 5 (N1MM Logger or Win-Test with LPT, NA)
- LPT pin 9
- COM port RTS signal
- COM port DTR signal

4. LPT Control of DVK: Used for external control of MK2R DVK from the LPT port.

- 4 message support (pin 2= Abort, pin3 – pin6 = DVK 1 – 4)
- 6 message support (pin 2= Abort, pin3 – pin8 = DVK 1 – 6)
- 7 message support (pin 2= Abort, pin3 – pin6 = DVK 1- 4, 4+5 = DVK 5, 4+6 = DVK 7, 4+5+6 = DVK 7)

Live Status:

Shows the current TX Focus, RX Focus and STEREO.

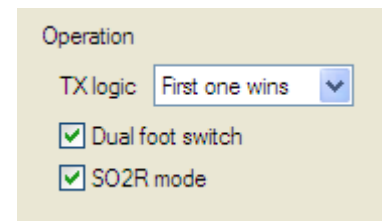
RED 1 circle represents RADIO1 and GREEN 2 circle represents RADIO2

OPERATION

MK2R can operate in two transmit logic modes – first one wins or last one wins. If **first one wins** is selected, the first radio to transmit will "lock out" transmission on the second radio. If **last one wins** is selected, MK2R will abort transmission on the first radio if the second radio begins to transmit.

Dual foot switch: if checked, MK2R recognizes two foot switches. The foot switch attached to FS1 controls RADIO1 and the foot switch attached to FS2 controls RADIO2. If Transmit Auto Focus is enabled, pressing a foot switch will override the currently selected transmit focus. For example, if Auto Focus is enabled and RADIO1 is selected, pressing FS2 will force transmit focus to RADIO2 while the foot switch is closed. When the foot switch is released, MK2R returns to the auto focus state in effect before pressing the foot switch. If Dual foot switch is not checked, both foot switch inputs key the radio with transmit focus.

SO2R mode: If checked, simultaneous transmission on both radios is not allowed. When not checked, the radios can transmit at the same time.



Warning: !!! You are violating contest rules and etiquette if you enter a single operator or multi-operator single transmitter class with the SO2R mode disabled. ALWAYS observe contest rules !!!

MODE

MK2R allows creating "special" operating rules by selected by the MK2R MODE button. There are three (3) slots, each can carry a different operating rule. So far there are five predefined rules but additional rules can be added by user request.

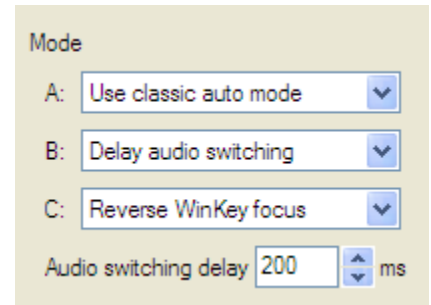
Use classic auto mode: when used, MK2R does not use advanced headphone audio combinations. Headphone switching behaves the same way as classic SO2R controllers. Stored functions will be also simplified but the content of the stored scenario will be retained. This allows classic mode to be turned on/off without the need to modify the stored function (scenario).

Reverse operating logic: when used, the current operating logic is reversed. For example, if was first one wins was selected, last one wins will be used and vice versa.

Reverse WinKey focus: when used, WinKey will key the opposite (unselected) radio. This means that the paddles will be connected to the radio not in use by the logging software.

Reverse DVK focus: when used, the MK2R DVK will key the opposite (unselected) radio. You can use the MK2R DVK to call a station on the radio that does not have focus.

Delay audio switching: when used, headphone switching will be delayed by defined period. This delay works only when going from receiving on both radios to transmit. It is useful when you are using a system that forces the headphones to the non-transmit radio; the switching delay allows the operator to hear the first portion of the message to confirm that the correct message is being sent!



ACCESSORY (ACC) TAB

MK2R's Accessory connector supports 12 I/O functions which can be assigned to six "ports."

Note: all lines are **TTL level**. If you use them, be sure to user proper buffering and/or level conversion. The state of each line is indicated with a red arrow for high (+5V).

RADIO 1 Yaesu FT-1000MP MkV Field	RADIO 2 Yaesu FT-857
Pin 4: ▶ <input type="text" value="R1 INH OUT"/>	Pin 3: ▶ <input type="text" value="R2 INH OUT"/>
Pin 5: ▶ <input type="text" value="TXfocus"/>	Pin 2: ▶ <input type="text" value="RXfocus"/>
Pin 6: ▶ <input type="text" value="Band data output"/>	Pin 10: ▶ <input type="text" value="Band data output"/>
Pin 7: ▶	Pin 11: ▶
Pin 8: ▶	Pin 12: ▶
Pin 9: ▶	Pin 13: ▶
Serial device 1: <input type="text" value="none"/>	
Serial device 2: <input type="text" value="none"/>	

The left half of the Accessory tab is for RADIO1 (pins 4-9) - the right half for RADIO2 (pins 2,3 and 10-13). Pins 2, 3, 4, 5 are fully configurable and provide radio specific and global functions. Pins 6-9 and 10-13 are programmed as a group. The serial devices are not yet supported.

RADIO 1

Available Functions – Pins 4, 5

- RADIO 1 INHIBIT OUT
- RADIO 1 INHIBIT OUT
- RADIO 1 PTT1 OUT
- RADIO 1 PTT2 OUT
- TX FOCUS OUT
- RX FOCUS OUT
- STEREO FOCUS (SPLIT) OUT

Available Functions – Pins 6-9

- RADIO 1 BAND DATA OUTPUT
- RADIO 1 BAND DATA INPUT
- LPT pins 2, 7, 8, 9 COPY OUT

RADIO 2

Available Functions – Pins 2, 3

- RADIO 2 INHIBIT OUT
- RADIO 2 INHIBIT OUT
- RADIO 2 PTT1 OUT
- RADIO 2 PTT2 OUT
- TX FOCUS OUT
- RX FOCUS OUT
- STEREO FOCUS (SPLIT) OUT

Available Functions – Pins 10-13

- RADIO 2 BAND DATA OUTPUT
- RADIO 2 BAND DATA INPUT
- LPT pins 2, 7, 8, 9 COPY OUT

FUNCTIONS TAB

The Functions Tab provides a tool for managing the operating modes. Audio switching for each of MK2R's six "states" can be defined graphically and each of the eight "Function" memories can be written to the MK2R.

The screenshot shows the 'FUNCTIONS TAB' interface. At the top left, there is a dropdown menu for 'Function 1 (F1)' and a text field for 'Description: Plain File-up'. Below this are three main sections:

- MODES:** Includes four colored LEDs (H, B, G, and an unlabeled one) and checkboxes for 'MIX Mix left and right ears', 'Use classic auto mode', 'A Reverse operating logic', 'B Reverse WinKey focus', 'C Reverse DVK focus', and 'Delay audio switching'.
- HEADPHONES:** Divided into 'LEFT EAR' and 'RIGHT EAR', each with 'R1', 'SC', and 'R2' sub-sections. It features a grid of checkboxes for 'RX focus on R1', 'RX focus on R2', 'TX on R1', 'TX on R2', 'STEREO', and 'FIXED'. Colored LEDs (L, R, G, B) are present above the grid.
- RECORDING/DIGITAL:** Divided into 'LEFT' and 'RIGHT' with 'R1', 'R2', and 'WYH' sub-sections. It includes checkboxes for 'TRANSMIT FOCUS Auto' and 'HEADPHONE SWITCHING Auto/Latch'.

At the bottom, there are two rows of buttons: 'Get', 'Store', 'Load From File', 'Save To File' and 'Get All', 'Store All', 'Load All From File', 'Save All To File'.

Each check box on the Function Tab indicates that the associated LED/control is on.

Note: the Transmit State (TX on R1, TX on R2) will override the RX focus state.

Note: the Transmit State is ignored if "Latch" is checked.

Note: the Stereo state overrides all states when selected by the application (logger)

Functions stored in MK2R can be saved to a file and files can be uploaded to MK2R. Users can exchange configurations by exchanging files.

The control buttons are:

- Get:** retrieve the selected Function from MK2R.
- Get All:** retrieve all stored Functions from MK2R.
- Store:** store the currently selected Function to MK2R.
- Store All:** store all Functions defined in Router to MK2R.
- Load From File:** retrieves a single Function from a file
Single function files have a *.u1s extension
- Load All From File:** retrieves definitions for all Functions from a file
All function files have a *.usc extension
- Save to File:** store the current Function to a *.u1s file.
- Save All to File:** store all Function definitions to a *.usc file.

The default location for *.u1s and *.usc files is C:\Program Files\microHAM\cfg

6 - MK2R OPERATION

Setting Audio Levels

For optimum operation in Voice and AFSK Digital modes, MK2R and Router requires proper drive levels. Each control was explained in detail in the AUDIO SWITCHING, AUDIO MIXER and DVK sections. Following a step-by-step approach will help you to set proper levels.

1. Open the Audio Mixer Tab of Router and confirm the proper sound cards are selected for both the Voice (left side) and Digital (right side) functions. For MK2R+ choose USB Voice CODEC at the left side and USB Audio CODEC at the right side. For MK2R select the system name of the sound card connected to SC1 jacks (Voice) in the left side and the system name of the sound card connected to the SC2 jacks (Digital) in the right side and select the proper mixer channel for each function (microphone, line in, wave, etc.). Press both Get ID buttons and check to confirm that the correct Sound Cards are selected. If not, restart Router.
2. Open MK2R top cover and check position of the jumpers for the three internal microphone preamps. The first preamplifier (RECORDING – LIVE MIC) is used ONLY when the microphone is switched to the sound card ("C" audio settings). The remaining two, one for RADIO1 and one for RADIO2 are used ONLY when the microphone is directly switched to the radio ("A" audio settings).

RECORDING – LIVE MIC: This preamplifier is designed for use with dynamic microphones and Heil HC-4 or HC-5 elements. It makes the relatively low output of the dynamic microphones compatible with the mic input of most sound cards. Jumpers for the Recording preamplifier are located on the upper circuit board behind and slightly to the right of the Mix control. This preamp is enabled at the factory.



TIP: Turn off (disable) this preamplifier if you are using an electret (including Heil iC series) microphone.

RADIO1, RADIO2: These preamps allow using dynamic microphones (including the Heil HC4 and HC5 elements) with older Icom radios. The RADIO1 and RADIO2 preamplifier jumpers are located on the right side of the upper circuit board behind the Recording/Digital controls. These preamplifiers are bypassed at the factory.

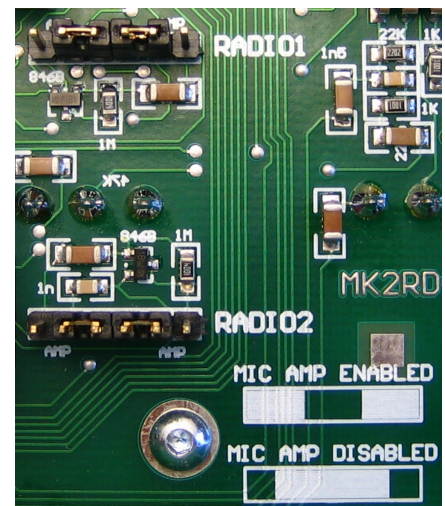


TIP: Enable the appropriate preamp if you are using an older (non Pro series) Icom transceiver.

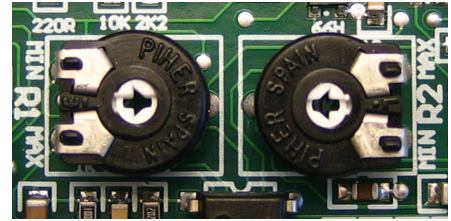
Warning: Never mix types of microphone attached to the MK2R front MIC jack and rear RJ45 MIC jack. Use both electret or both dynamic but not one dynamic and one electret.



TIP: Do not use an electret microphone unless both radios are designed for use with an electret microphone and supply bias on the mic line.



3. Set the RADIO1 and RADIO2 microphone trimmers (located just to the front of the RADIO1 DB37) in middle of their range (towards each other).
4. Set front panel TX1 and TX2 knobs to 12 o'clock.
5. Press RADIO1 transmit focus button on MK2R front panel.
6. On the Audio Switching tab, select RADIO1 and choose Fixed settings VOICE ACmA.
7. On the PTT/FSK tab, choose "Fixed PTT1 immediate."
8. Select a VOICE (USB or LSB) mode at your radio, connect your radio to a dummy load and switch RADIO1 to transmit. With the MIC GAIN control on RADIO1 set proper drive level while speaking to microphone (this should be your normal operating level). When done do not touch the MIC GAIN control again.
9. On the Audio Switching tab select RADIO1 and choose Fixed: VOICE (CmCmA).
10. Confirm that all the green lights below sound card drop down boxes are lit. If not, unmute the channels in Volume Control. When done, close both Volume Control windows.
11. Set REC MIC and TX MIC slider to 70%, TX VOICE MASTER for R1 to 70% and LINE to 80%.
12. Select a sampling rate other than "off."
13. While speaking into the microphone, adjust the REC MIC slider until you see the last yellow light on peaks. Do not allow the microphone signal to peak into the red.
Note: this level is used ONLY when recording voice messages to the LOGGING SOFTWARE.
14. Set the TX Mic slider to the same level as the REC MIC.
15. Turn on VOX and speak into the microphone. Using the RADIO1 trimmer, set the same drive level as you set in step 6 - do not touch the MIC GAIN knob on radio. You can compare the direct and sound card levels to do fine adjustment by pressing the foot switch or hand mic PTT button. When your radio is keyed by VOX, the audio signal is through the sound card. When the foot switch or microphone PTT is active, the microphone is connected directly to the radio.



If you cannot balance the direct and sound card levels with the trimmer, return it to the midpoint and adjust the TX VOICE R1 MASTER slider on the Audio Mixer tab as appropriate. If you still cannot find a match, adjust the TX1 front panel knob and/or the R1 LINE slider in Audio Mixer.

16. At DVK tab select default bank, set REC MIC, TX R1 LINE and MASTER sliders to the same position as you set at Audio Mixer tab.
17. Press "Record" button and adjust the recording level with the REC MIC slider so that signal does not peak into to the red area.
18. Press "Play" button and check that the drive level is same as you set in the previous steps. If not, adjust the TX R1 MASTER and LINE sliders.
19. The voice settings for RADIO1 are done.

Note: Slider positions in the DVK tab are independent of those in the Audio Mixer tab. They are stored with the message banks, not with presets. This permits each operator to customize the DVK for his own voice.

20. Select digital mode designed for AFSK on RADIO1. (PKT, DIG or DATA for Yaesu, LSB-D or USB-D for Icom, and RTTY or RTTY-R on K2). Do not select RTTY or FSK because these modes do not use for AFSK.
21. On th Audio Switching tab select RADIO1 and choose Fixed: FSK, DIGITAL (BBB).
22. On the PTT/FSK tab choose Fixed PTT2 delayed.
23. Switch to Audio Mixer tab and set TX DIGITAL MASTER for R1 to 70% and LINE to 80%.
24. Confirm that all signal processing circuits like compressor, TX DSP etc. In your transceiver are turned off.

25. Press Test Signal button and adjust for proper (normal) drive level using the R1 Master and R1 Line sliders. Do not touch MIC GAIN on radio, TX1 knob on the MK2R front panel or the RADIO1 trimmer inside MK2R.
26. Repeat steps 4 – 25 for RADIO2.
27. This will have set proper levels for both radios and all modes. We suggest that you to store these Router settings to the last preset. Click Preset | Save as, choose position number 12, name it Default and store settings.



TIP: When you create your own presets, always begin by selecting the "default" preset created in step 27. This will configure the audio levels to a known state before starting any customization.

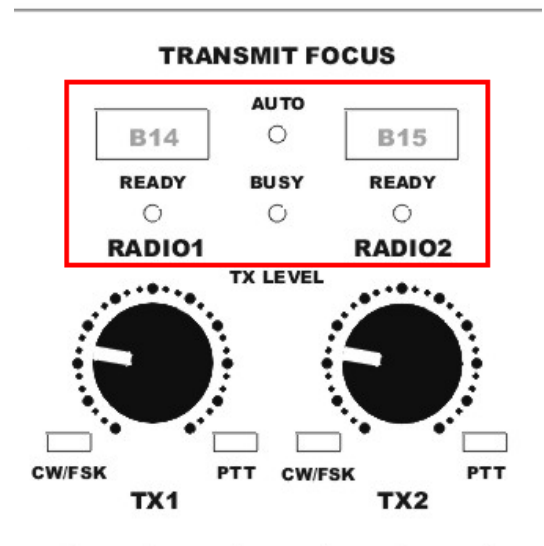
Understanding Transmit (TX) Focus

MK2R allows changing TX focus several ways. The READY lights indicate which radio will transmit in response to a PTT signal. There are differences between **MANUAL** and **AUTO** TX focus mode.

Manual TX focus mode

In manual mode control of focus (selecting which radio will transmit) is fully under operator control - the computer CAN NOT change focus. The operator can select the active radio (change focus) by pressing the RADIO1 (B14) or RADIO2 (B15) buttons. If MK2R is in AUTO mode, pressing the RADIO1 or RADIO2 button will cancel AUTO mode and same time move TX focus to the selected radio.

Another way to change focus in manual mode is with the foot switches. If **Dual foot switch** is selected on the **SO2R** tab, pressing either foot switch will change TX focus and than key the radio. TX focus remains on the last selected radio when the foot switch is released. FS1 jack is used for RADIO1 and FS2 for RADIO2. If **Dual foot switch** is not selected, either foot switch will key the radio with TX focus.



In manual mode, MK2R will do “signal redirection” to achieve expected behavior. MK2R will “redirect” all CW, PTT, 2nd PTT DVK and WinKey signals, to the radio transmit focus even when the signal was assigned to the other radio.

AUTO TX focus mode

In AUTO mode, focus (transmitter selection) is controlled by the logging program. Selecting AUTO mode is accomplished by pressing the RADIO1 (B14) and RADIO2 (B15) buttons at the same time. AUTO mode is indicated by AUTO light. The software can control TX focus in several ways (virtual COM port signal or LPT port signal) depending on the **TX focus** configuration on the **SO2R** tab.

Two PTTs is designed for software that provides a separate PTT signal for each radio including N1MM Logger, Win-Test and DXLab Suite. With “Two PTTs,” MK2R will change focus in response to the serial port signals (PTT, 2nd PTT, and FSK) or WinKey2 PTT (if the application uses WinKey's SO2R mode). In “Two PTT” mode, transmitter priority can be “first one wins” or “last one wins”. If “first one wins” is selected, the second radio will be prevented from transmitting until transmission is complete on the first radio. If “last one wins” is selected, a transmission on the second radio will interrupt the first radio.

If **dual foot switch** operation is selected, pressing a foot switch will not change TX focus. When the foot switch of the unselected radio is pressed, MK2R moves TX focus to this radio temporarily. When the foot switch is released, MK2R returns to focus to the selected radio and resumes AUTO focus.

Understanding Headphone Switching

Like TX focus, headphone switching can operate in, **MANUAL** and **AUTO** modes.

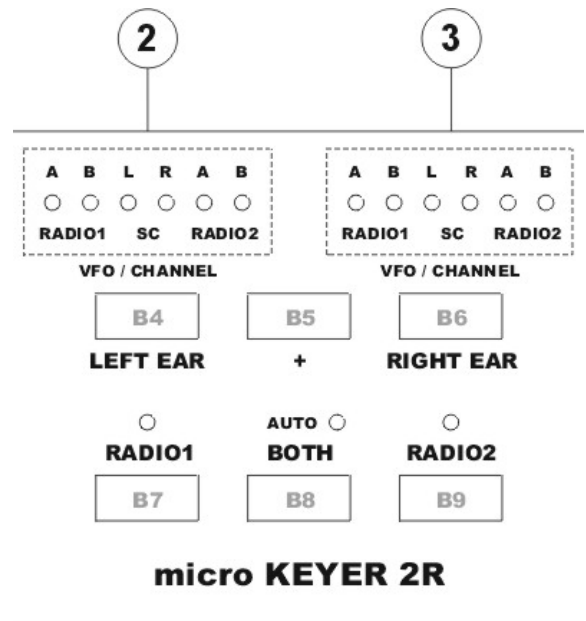
Manual headphone switching

In manual mode the operator has several ways to control what he hears in the headphones. There are “small preset” buttons RADIO1 (B7), BOTH (B8) and RADIO2 (B9) as well as the “full access” LEFT EAR (B4), RIGHT EAR (B6) and “shift” + (B5) buttons.

RADIO1, BOTH and RADIO2 buttons are designed for quickly switching the headphones to a particular radio. RADIO1, BOTH and RADIO2 buttons are called “small preset” because MK2R allows the operator to customize which VFO will be switched to each ear when selected.

The factory defaults are:

	LEFT EAR	RIGHT EAR
RADIO 1	RADIO 1 - VFO A	RADIO 1 - VFO B
BOTH	RADIO 1 - VFO A	RADIO 2 - VFO A
RADIO 2	RADIO 2 - VFO A	RADIO 2 - VFO B



The operator can customize settings for each button by holding that button and cycling through the available choices with the LEFT EAR and RIGHT EAR buttons. Any changes to the “small preset” buttons are automatically stored in MK2R EEPROM and does not need to be customized after each power up.

The LEFT EAR, + and RIGHT EAR buttons are used for “full access” to headphone audio switching. MK2R includes an internal 6 x 2 crosspoint switch that allows switching any of six audio sources to each earphone. These sources are VFO A/B of RADIO1 and RADIO2 and left/right channel of the unused sound card. Selecting the desired source for each ear is accomplished by stepping through the available options with the LEFT EAR or RIGHT EAR button. Additional sources can be selected by holding the '+' button and stepping through the available sources again. The selected sources are indicated by lights above buttons (2) for left ear and (3) for right ear.

When SC L (left) or SC R (right) channel of sound card is selected, MK2R will switch the UNUSED sound card to the headphones. The “unused sound card” depends on mode of both radios.

If both radios are in CW, LSB or USB modes and audio switching is set for “(Voice codec, SC1)” on the Audio Switching tab, the output of SC2 (MK2R) or USB Audio Codec (MK2R+) is switched to the headphones.

If both radios are in Digital mode and audio switching is set for “(Audio codec SC2)” on the Audio Switching tab, the output of SC1 (MK2R) or the USB Voice Codec (MK2R+) is switched to the headphones.

If one radio is in CW, LSB or USB using “Voice codec SC1” and one radio is in digital mode using “Audio Codec SC2” **NO** sound card will be connected to the headphones (both are in use) even if SC is selected for the headphones.



TIP: To confirm that your logging program, digital program, or DVK is sending audio to the radio you can temporary monitor the output of the transmit sound card in the headphones. To do so, press and hold + button and press the RADIO1 or RADIO2 button. While you hold this combination, you will hear the transmit audio in both headphones.

AUTO headphone switching

Automatic headphone switching is a unique and powerful feature of the MK2R. By using programmable **Function buttons**, MK2R provides the maximum level of flexibility to customize headphone switching to match actual operating conditions, including a wide variety of band conditions, contest type, operator skill and technique. The available functions are fully configurable from very simple switching scenarios to very complex audio switching systems.

Switching MK2R to AUTO headphone switching mode is accomplished by pressing the RADIO1 and RADIO2 buttons at the same time. AUTO mode is indicated by the AUTO light (above the BOTH button). provided by simultaneous press of RADIO1 and RADIO2 buttons. Pressing RADIO1, RADIO2 or BOTH at any time will exit the AUTO mode (return to manual control).

The MK2R AUTO mode operates based on five “operating” states and one “priority” state. For each state a different, operator defined, headphone switching configuration can be applied. In addition to the, transmit/receive state of each radio and the transmit focus, two additional signals, “Receive Focus” and “STEREO” (or SPLIT) are used to control headphone switching. The interface by which the logging program communicates these additional signals can be configured on the SO2R tab in Router.

The status of the RX FOCUS and STEREO signals are indicated by the RADIO1 and RADIO2 lights. When receive focus is on RADIO1, the light above the RADIO1 button will be illuminated. When receive focus is on RADIO2, the light above the RADIO2 button will be on. When the STEREO (Split) signal is present, both lights will be illuminated.

MK2R recognizes these states:

- State 1:** Both radios receiving, RADIO1 has RX Focus
- State 2:** Both radios receiving, RADIO2 has RX Focus
- State 3:** RADIO1 is switched to transmit.
- State 4:** RADIO2 is switched to transmit.
- State 5:** Both radios transmitting (non SO2R mode)
Uses State 1 or State 2 depending on RX focus.
- Stereo:** Priority “stereo” state. Special “Stereo” settings are applied
when logging program indicates “stereo” or split operation.

For proper automatic operation, the configuration for each state must be defined. This can be done by allowing the logging program to set each state but it can also be done “off line” (without the logging program) by following a few simple steps.

1. On the SO2R tab select RX focus = Follow TX focus.
2. On the SO2R tab select an DTR on an unused COM port for Stereo Headphones
3. Switch MK2R to AUTO headphone switching mode, AUTO light is illuminated.
4. Press and hold + than BOTH button to enter programming mode, AUTO light flashing.

5. Press TX focus RADIO1 button.
6. With LEFT/RIGHT EAR and + button select required headphones audio for 1st state.
7. Press TX focus RADIO2 button.
8. With LEFT/RIGHT EAR and + button select required headphones audio for 2nd state.
9. Press TX focus RADIO1 button and switch RADIO1 to transmit.
10. With LEFT/RIGHT EAR and + button select required headphones audio for 3rd state.
11. Press TX focus RADIO2 button and switch RADIO2 to transmit.
12. With LEFT/RIGHT EAR and + button select required headphones audio for 4th state.
13. Click Stereo headphones “invert” box at SO2R tab.
14. With LEFT/RIGHT EAR and + button select required headphones audio for Stereo state.
15. Press and hold + than BOTH button to escape programming mode, AUTO light stops flashing.
16. Save the setting by holding F1 - F4 or (+)F1 through (+)F4 for more than one second.

Note: AUTO headphone switching and AUTO Transmit Focus can be used independently.

Using Functions

Functions are memories in which the current operating state of MK2R, including all headphone configurations, can be stored. Using these functions (memories), the operator can easily program and recall the MK2R configuration for a particular operating situations – for example, small pile-up, large pile-up, S&P, 40 meters, etc. There are eight memories: F1-F4 are accessed by pressing a single button and F5 – F8 are accessed by holding + and pressing F1 – F4. These memories are retained in EEPROM and can be saved to file on computer, uploaded from the computer to MK2R. Files created on one MK2R can be loaded on another system.

MK2R settings are stored to by pressing a particular F-key for longer than one second. Settings can be recalled with a short F-key press. Writing to the functions can be disabled (protect content) by enabling LOCK (POWER button).

These settings are stored to the function memory:

- all headphone switching states
- AUTO headphones mode
- AUTO TX focus mode
- headphones MIX
- all MODE button selections
- RECORDING/DIGITAL channels selector

These setting are NOT saved:

- TX focus
- RX focus
- STEREO signal
- FRONT/REAR microphone selector



TIP: When creating functions, begin by recalling a configuration that is similar to the desired function to minimize the changes.

Understanding Interlocks

MK2R provides several kinds of interlocks and timing protection. When a radio is locked, MK2R immediately disables all inputs which can cause the radio to generate power (microphone, sound card output, CW, PTT1, PTT2, and PAPTT) to the "locked" radio and keeps them disabled as long as the condition that generated the lock remains.

There are four locks:

- Transmit interlock (or "SO2R mode")
- Same Band lockout
- Transmit Inhibit
- Busy Inhibit

Each interlock except for the same band lockout operate independently for each radio. The "Same Band Lockout" disables both radios (and any other radio present on the iLink bus if it is also on the same band).

Transmit interlock: the **SO2R** contest mode lockout. This interlock is enabled by selecting the **SO2R mode** check box on the SO2R tab. If checked, simultaneous transmission on both radios is not allowed. When not checked, the radios can transmit at the same time. This lock works independently of any logging software.

SAME BAND lockout: If MK2R detects that both radio are on the same band, transmission from **both** radios is immediately disabled and the BUSY light on MK2R front panel will start flashing. Transmission will be enabled only after one of the radios moves to a different band.

There are three methods of band decoding:

- the frequency of each radio is obtained from Router based on the frequencies obtained by decoding the transceiver control communication.
- band is obtained from the transceiver BAND DATA (BCD) output. This is the preferred method because it is the fastest and most secure way to obtain the band data. Unfortunately this data is available only from certain Yaesu transceivers. However, if you are interfacing MK2R with FT-840, FT-900, FT-920, FT-990, FT-1000D, FT-1000MP, Mark V, FT-2000 or FT-9000, you should connect the Yaesu Band Data output to the ACC port and select pins 6-13 as band data inputs.

If band data is provided by the transceiver, SAME BAND protection works even if the computer is turned off or you are using an MS-DOS based logging program.

Note: If the ACC port is configured for band data input, that input has priority and is assumed to be valid even if a communications error causes Router to decode a different frequency.

Note: Do not configure the ACC pins as band data inputs unless they are connected to a radio. If they are left unconnected, a "same band" lockout will occur.

- frequency is obtained from another microHAM device via the iLINK bus.

Note: If one radio is turned off, cycle the power on MK2R to disable "same band" lockout.

BUSY: is a lockout designed for Serial Devices defined on the ACC tab. When the serial device responds to the MK2R with a "busy" response, MK2R locks out the specified radio. While the serial device is BUSY the BUSY light on MK2R front panel will be lit.

INHIBIT: works in two modes depending on direction of "inhibit" signal. Pins 2, 3, 4, and 5 are available for inhibit signals. Each can be independently configured as inhibit input or output. If Inhibit is active for either radio, the BUSY light on MK2R front panel will be lit.

INHIBIT OUT: When a pin is configured as inhibit output, it can be connected to the transceiver inhibit ("LINEAR") input with the proper driver to assure completely safe, hot switch free operation even if the transceiver is operated in VOX or is switched to transmit by CAT command. MK2R automatically generates an INHIBIT signal on beginning of each transmission for a PTT Delay period defined on PTT/FSK tab. The radio remains switched to transmit but does not generate power while inhibit signal is active.

For proper operation of INHIBIT OUT, the radio PTT output must be connected to the MK2R PTT IN jack.

INHIBIT IN: When a pin is configured as an inhibit input, an external device can lock out the radio as long as the input is active. This interface can be used with external devices like antenna controllers, power amplifiers or any other device that provides a control output when the device requires "no power" from the radio.

System Considerations

MK2R and MK2R+ can be used with a wide variety of software applications. The capabilities of those packages will have a great deal of influence on the level of computing power needed to utilize MK2R.

DOS Applications: MK2R and MK2R+ can be used as a traditional SO2R controller with DOS loggers like CT, TRlog and NA. In this mode, MK2R requires a PC compatible computer running Windows 2000, 64 MB RAM, CDROM, and USB 1.1 port for configuration purposes only. MK2R is controlled through the LPT input in "classic" mode. The advanced features provided by microHAM Router are not available in DOS Mode. However, if the DOS application is capable of operating in a Windows "DOS box" or is run on a separate computer, a limited subset of advanced features may be available.

Windows Applications: When used with Windows based contest logging applications like CTWin, N1MM Logger, Win-Test, and WriteLog or Windows based general logging applications like DXBase 2007, DXLab Suite, DX4WIN, Logger 32 and others, the microHAM control and interface application "microHAM Router" must run along side the application program. Since both the logging programs and microHAM Router are real-time applications, system performance will be dependent on both CPU speed and the amount of available RAM.

While microHAM Router will run on slower computers, the minimum tested system is an 800MHz Pentium III or Celeron, Windows 2000, 256MB RAM, CD-ROM, and USB 1.1 port. Whether it can run as designed on slower speed machines and leave sufficient free resources for application programs has not been determined. It has not been and won't be a priority to make it run on clunkers or discontinued operating systems. Two sound cards are required for full functioning with MK2R. A parallel port is desirable for "classic" interface applications.

In order to provide sufficient performance for simultaneous operation of microHAM Router, logging application, Internet connectivity and other accessory programs, the recommended system is a 1.6GHz PC compatible computer with Windows XP Home or higher, 512 MB RAM, two sound cards (MK2R only), CD-ROM, root USB 2.0 port, and two transceivers with computer ports.

Note: Windows XP Professional 64-bit edition and Windows Vista are not presently supported.

External Keyboard/Numeric Keypad

Note: The keyboard must be PS/2. A USB keyboard with PS/2 adapter will not function properly.

<i>std. key</i>	<i>Numeric Keypad</i>			<i>CW mode</i>	<i>FSK mode</i>	<i>Voice mode</i>
	NUM LOCK		start/stop recording of message (recording mode is indicated by NUM LED)	✓	✓	✓
	NUM *		Tune (can be canceled by keys NUM 0 or ESC, or by the paddle)	✓		
ESC	NUM 0		playback: stop transmitting (message or any characters in buffer)	✓	✓	✓
			recording: abort recording without storing the message			
F1-F9	NUM 1 – NUM 9		playback: start message playback	✓	✓	✓
			recording: set message number			
	NUM DEL		playback: periodically repeat last message (default interval is 1 second, it can be changed by pressing the number on number pad)	✓	✓	✓
			recording: no function			
	NUM /		Switch between "speed control mode" and "serial number mode" (serial number mode is indicated by SCROLL LED, if present)	✓		
ALT			When held allows setting the serial number			
PG UP	NUM +	WPM control	Increase CW speed (step defined by configuration)	✓		
UP		S/N mode	Increment number by one without transmitting	✓		
PG DN	NUM -	WPM control	Decrease CW speed (step defined by configuration)	✓		
DN		S/N mode	Decrement number by one	✓		
HOME	NUM ENTER		WPM control	Reset CW speed to pot (knob) value	✓	
ENTER			S/N mode	Transmit number with optional report and increase number by one (format defined by configuration)	✓	
ENTER			transmit CR and LF characters		✓	
F10			Toggle PTT – alternative to foot switch	✓	✓	
CAPS LOCK			Switch between CW mode and FSK mode (FSK mode is indicated by CAPS LED)	✓	✓	
SPACE			transmit space (if "type ahead" mode is active all buffered characters are transmitted before this space)	✓	✓	
			transmit gap (one-half dit delay time), this character cannot be recorded to a message from keyboard – it may only be entered from Router	✓		
0-9 a-z "#\$%&'()*+,-./:;<=>?@\			transmit character, if "CW type ahead" mode is active character is pushed to type ahead buffer to be transmitted after next space. Note: some special characters are mapped to standard prosigns (see WinKey manual)	✓		
0-9 A-Z !"#\$%&'()*+,-./:;<=>?@			transmit character, if "FSK type ahead" mode is active character is pushed to type ahead buffer to be transmitted after next space		✓	

7 - HARDWARE SPECIFICATIONS

USB: USB 2.0 Full speed, USB 1.1 compatible

Power consumption:

USB – less than 300mA

Power supply – less than 300mA at 13.8V (max. 16V)

Radio Ports: 2 x Rx/D, Tx/D – max. 57,600 Baud, RTS/CTS handshake supported

Levels: TTL, inverted TTL, open collector bus, RS232

CW: 2 x open collector, max 30V/400mA

FSK: 2 x open collector, max 30V/400mA

PTT1: 2 x open collector, max 30V/400mA

PTT2: 2 x open collector, max 30V/400mA

PA PTT: selectable by internal jumpers

2 x Open collector, max. 45V/0.8A

2 x Relay contact, max. 125VAC/2A 60VDC/2A

LNA PTT: selectable by internal jumpers

2 x Open collector, max. 45V/0.8A

2 x Relay contact, max. 125VAC/2A 60VDC/2A

ACC port pins 2-13: TTL levels, max 4mA load

ACC port pin15: 5V, max. 100mA

LPT port: TTL levels, max 4mA load

Foot Switch: 2 x active when closed to ground, max load: 1 mA at 5V

PTT IN: 2 x active when closed to ground, max load: 1 mA at 5V

EXT SPEAKER: stereo, 32 ohm load

Audio Out: 600 Ohm, 3V p-p max.

3dB bandwidth: 0.2 - 6KHz typical

MK2R+ only

Second harmonic: -84 dB typical

Third harmonic: -72 dB typical

D/A Sampling rates: 32000, 44100, 48000 Hz.

Audio In: 50K Ohm, max 4Vpp

3dB bandwidth: 0.2 - 6KHz typical

MK2R+ only

Absolute noise floor: -82 dBm @600 Ohms typical

Dynamic Range: 82 dB typical

A/D sampling rates: 8000, 11025, 16000, 22050, 32000, 44100, 48000 Hz.

Dimensions: **W** 305mm (12") x **H** 67mm (2.63") x **D** 106mm (4.17")

Weight: 1.5 kg (3.3 lbs.)

8 - PACKAGE CONTENTS

The product includes MK2R™ or MK2R+™, USB cable, LPT cable, six (6 - MK2R) or two (2 - MK2R+) stereo audio cables, headphone cable ending with two (2) 6.3mm (1/4") plugs, two (2) 3.5mm (1/8") plugs, one (1) coaxial 2.1mm/5.5mm power plug, two (2) RCA to RCA cables, and CD-ROM containing the microHAM USB Device Router program and documentation.

If the shipment is incomplete, please contact us at the following address:

E-mail: support@microham.com

fax : +421 2 4594 5100

by Post: **microHAM s.r.o.**
Nadrazna 36
90028 Ivanka pri Dunaji
SLOVAKIA

9 - WARRANTY

microHAM warrants this product for three (3) years. The product must not be modified in any way, except configuration or the warranty is voided. The warranty does not cover damage caused by improper or abnormal use, failure to follow instructions, improper installation, lightning, or excessive voltage. The product will be either repaired or replaced, at our discretion. The only cost will be the cost of return shipping.

microHAM assumes no liability or responsibility for damage to other devices or injuries to persons as a consequence of using our products.

If the terms of the above warranty are not acceptable, return the unit, all associated documents and accessories in the original package, prepaid, to microHAM or to your supplier for refund less shipping and restocking fee.

DECLARATION OF CONFORMITY



**Federal Communications Commission
Statement (USA)**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



European Union Declaration of Conformity

microHAM, s.r.o. declares that the products:

Product Name: MK2R

Conforms to the following Product Specifications:

EN 55022: 1998 Class B following the provisions of the Electromagnetic Compatibility Directive 89/336/EEC



European Union Declaration of Conformity

microHAM, s.r.o. declares that the products:

Product Name: MK2R+

Conforms to the following Product Specifications:

EN 55022: 1998 Class B following the provisions of the Electromagnetic Compatibility Directive 89/336/EEC

APPENDIX A – DB37 RADIO CONNECTOR

Pin #	Label	Description
1	N/C	No contact
20	RS232 RTS	RS232 radio port RTS output
2	RS232 CTS	RS232 radio port CTS input
21	IF-FIF	iface matrix - used for configuring desired levels for radio control interface
3	IF IN	iface matrix - used for configuring desired levels for radio control interface
22	FIF IN	iface matrix - used for configuring desired levels for radio control interface
4	RS-TTL OUT	iface matrix - used for configuring desired levels for radio control interface
23	FILTER OUT	iface matrix - used for configuring desired levels for radio control interface
5	CI-V IN	iface matrix - used for configuring desired levels for radio control interface
24	RS232 IN	iface matrix - used for configuring desired levels for radio control interface
6	CI-V OUT	CI-V bus output "open collector"
25	RS232 OUT	RS232 TXD output
7	FIF OUT	FIF-232 TXD output "TTL"
26	IF OUT	IF-232 TXD output "TTL"
8	FILTER IN	RXD input for all interfaces
27	PTT1	PTT1 output "open collector" generally used as all mode front panel MIC PTT
9	PTT2	PTT2 output "open collector" generally used as rear panel digital modes PTT
28	CW OUT	CW output "open collector"
10	PULL UP	+5V through a 10K resistor
29	FSK OUT	FSK output "open collector"
11	FSW IN	Hand Mic PTT input, N/A at RADIO2
30	MIC #1	RJ45 Microphone jack pin #1, N/A at RADIO2
12	MIC #2	RJ45 Microphone jack pin #2, N/A at RADIO2
31	MIC #3	RJ45 Microphone jack pin #3, N/A at RADIO2
13	MIC #4	RJ45 Microphone jack pin #4, N/A at RADIO2
32	MIC #5	RJ45 Microphone jack pin #5, N/A at RADIO2
14	MIC #6	RJ45 Microphone jack pin #6, N/A at RADIO2
33	MIC #7	RJ45 Microphone jack pin #7, N/A at RADIO2
15	MIC #8	RJ45 Microphone jack pin #8, N/A at RADIO2
34	MIC GND	Microphone ground, N/A at RADIO2
16	MIC	Microphone signal, N/A at RADIO2
35	RADIO MIC IN GND	Radio MIC ground
17	RADIO MIC IN	Radio MIC signal
36	RADIO AF IN GND	Radio AUDIO input ground
18	RADIO AF IN	Radio AUDIO input signal
37	RADIO AF OUT GND	Radio AUDIO output ground
19	RADIO AF OUT	Radio AUDIO output signal
SHELL	GND	Radio and power GND

APPENDIX B – DB25 ACCESSORY CONNECTOR

Pin #	Label	Description
1	NC	N/A
14	NC	N/A
2	PIN2	Configurable I/O, TTL levels, max 4mA load, RX DATA Serial 1
15	+5	5V output, max. 100mA load
3	PIN3	Configurable I/O, TTL levels, max 4mA load, TX DATA Serial 1
16	NC	N/A
4	PIN4	Configurable I/O, TTL levels, max 4mA load, TX DATA Serial 2
17	NC	N/A
5	PIN5	Configurable I/O, TTL levels, max 4mA load, RX DATA Serial 2
18	GND	GND
6	PIN6	Configurable I/O, TTL levels, max 4mA load
19	GND	GND
7	PIN7	Configurable I/O, TTL levels, max 4mA load
20	GND	GND
8	PIN8	Configurable I/O, TTL levels, max 4mA load
21	GND	GND
9	PIN9	Configurable I/O, TTL levels, max 4mA load
22	GND	GND
10	PIN10	Configurable I/O, TTL levels, max 4mA load
23	GND	GND
11	PIN11	Configurable I/O, TTL levels, max 4mA load
24	GND	GND
12	PIN12	Configurable I/O, TTL levels, max 4mA load
25	GND	GND
13	PIN13	Configurable I/O, TTL levels, max 4mA load
SHELL	GND	GND