

**W1MAT Scheduler
Documentation**

Beta Version 1

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1. System Requirements

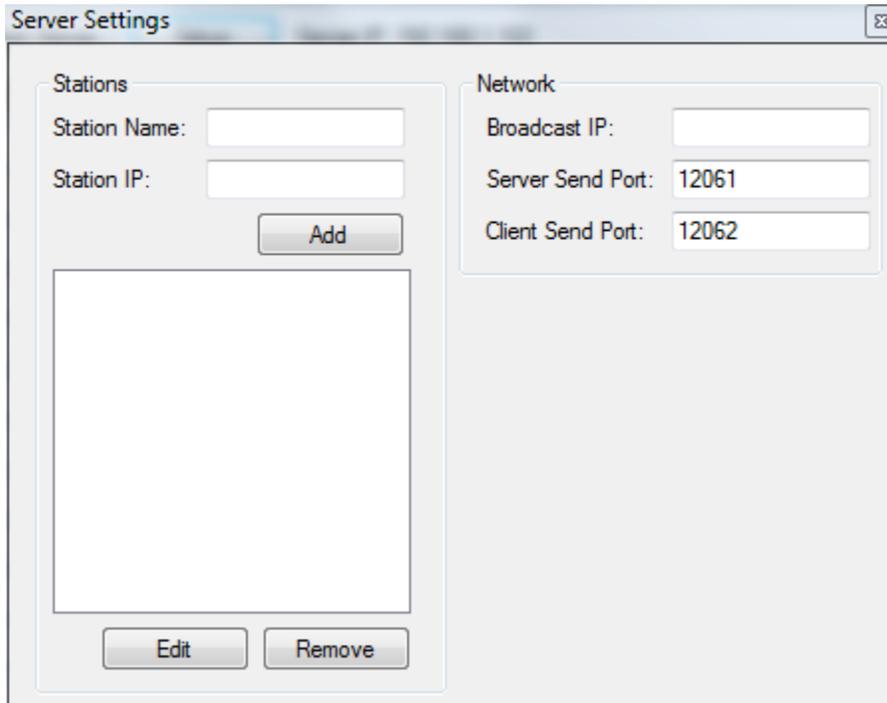
- Microsoft Windows XP SP2, Windows Vista, or Windows 7
Windows 8 has not yet been tested, but should be compatible
- Microsoft .NET Framework 2.0 or higher

2. Configuration

3.1 Server

Open W1MAT Scheduler Server. Press the [Setup] button on the main window. All changes to the settings are automatically saved when the window closes. (Note: Settings can only be changed when the server is not connected)

The following window will open:



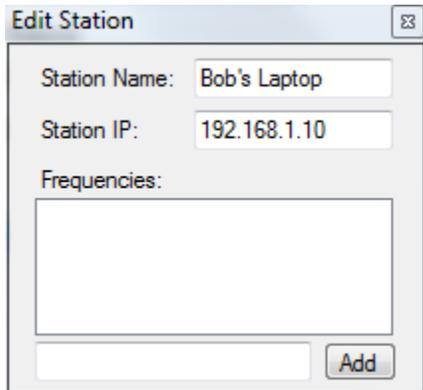
3.1.1 Configuring Stations

To add a station, type in a descriptive name for the station (i.e. “Bob’s Laptop” or “222 and 432”) in the field labeled “Station Name.” Enter the IP address of the computer at this station in the field labeled “Station IP.” Click the [Add] button or press {Enter} to add the station. Add all client computers, as well as the server computer to this list.

To remove a station, select the station in the list of stations by clicking on its name. Click the [Remove] button, or press {Delete}. Click [Ok] on the warning screen that is displayed if you

are sure you want to delete the station. All skeds and configuration for the deleted station will be lost.

To edit a station's information, select the station in the list of stations by clicking on its name. Click the [Edit] button, and the following screen will be displayed:



You may change the name or IP address of the station on this window. All changes are automatically saved when the window is closed. To add a frequency to the default frequency list for the station, enter the frequency in the field next to the [Add] button. Click [Add] or press {Enter} to add to the list. To remove a frequency, select the frequency by clicking on it and press {Delete}. The first frequency will fill in by default when the station is selected in the scheduling window. All other frequencies will be listed in the order shown in this window.

3.1.2 Configuring the Network

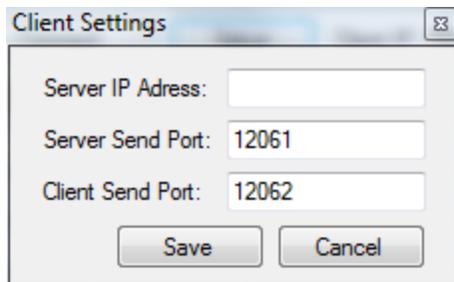
Set the broadcast IP address to the broadcast IP of your local subnet. For example, if the IP of the server computer is 192.168.1.XXX, set the broadcast IP to 192.168.1.255. The broadcast IP can also be set to 255.255.255.255 if issues with connectivity occur.

The UDP ports used by default are 12061 and 12062. These may be set to any valid port value desired, provided the port is not in use by another program. The default ports should be free and it is not recommended to change their values. The ports must also be updated in each client's configuration if changes are made.

3.2 Client

Open W1MAT Scheduler Client. Press the [Setup] button on the main window. (Note: Settings can only be changed when the client is not connected)

The following window will appear:



Enter in the IP address of the computer running the server program of W1MAT Scheduler. The UDP ports used by default are 12061 and 12062. These may be set to any valid port value desired, provided the port is not in use by another program. The default ports should be free and it is not recommended to change their values. The ports must also be updated in each client's configuration and the server configuration if changes are made.

Click [Save] to save all changes. Click [Cancel] or close the window to discard all changes made.

3. Connecting Computers

4. Scheduling Operations

5. Troubleshooting

Please report all bugs to Matthew Williams W1MAT (w1mat [at] arrl [dot] net).

6.1 Network Connection

6. Release History

Alpha 1 (5/25/14) – Non-networked demo of basic features

Network Test Programs (5/31/14) – UDP transmitter and receiver for testing on W2SZ/1 Mt. Greylock network

Beta 1 (RELEASE DATE) – Fully featured version released for testing before 2014 ARRL June VHF Contest