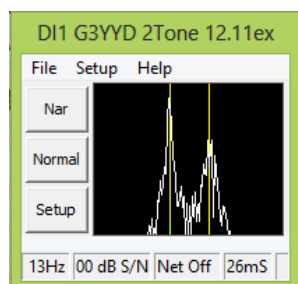


G3YYD's 2Tone - N1MM MMTTY Replacement

Introduction

This software has been designed to be used in conjunction N1MM contest logging software for RTTY contesting. It is simpler to use with improved decoding performance. It uses less CPU and memory coupled with a smaller display footprint.



2Tone takes little display space yet delivers what is needed with simplicity.

Setup

1. Unzip files 2tone.exe, 2tone.ini and MMTTY.ini into the selected folder. Do not delete MMTTY.ini file as N1MM makes use of this file. You can put 2Tone.exe and 2Tone.ini into your MMTTY folder but not the MMTTY.ini as it will overwrite your existing one.
2. Start N1MM and go to configure, digital, MMTTY folder and set it up to use 2Tone.exe in place of MMTTY.exe. You will have to type this by hand as N1MM auto fills the filename as MMTTY.exe.
3. Start the Digital Interface (Window, digital Interface) and 2Tone will open on the screen.
4. On 2Tone click the button "Setup" to display the setup dialogue.
5. Set the sound card for the RX along with mono or left or right as required.
6. Select the TX sound card.
7. Set up the default Mark and Space tone frequencies by clicking on the button. It toggles between Low (1275/1445) and high tones (2125/2295). If your transmitter may generate audio harmonics which can cause QRM to other band users, please use High tones. Other tone pairs can be entered in the edit boxes.
8. The RX decoder should be left at Normal. Flutter use is explained in the how to use document.
9. For TX use the default setting AM as long as your transmitter is reasonably linear.
10. The spectrum display bandwidth can be set between 351 and 1294Hz.
11. This completes 2Tone setup, click OK.
12. N1MM DI (Digital Interface) setup needs to have one menu item ticked. In N1MM DI menu, setup: ensure the menu item "NET off/on with RUN change" has a tick against, if not left click. This must be done so that when tuning the band in Search and Pounce mode the transmitter will be on the same frequency as the receiver.
13. 2Tone output is squelched, noise input will not display random characters

Now open 2Tone.pdf for details how to use 2Tone.

Warning: You may be tempted to use 2tone in a secondary RX window with MMTTY in the primary DI window so you can use EXTFSK to drive your rig's FSK input. Unfortunately given the nature of Windows this produces a somewhat erratic keying waveform, which will produce errors at the other end. Please see the graphic below, particularly bad at 32.25 seconds time from the start of measurement. The PC producing this waveform was equipped with twocores clocked at multiple GHZ. This can be avoided by using audio input to your rig. (Graphic by KOSM.)

