Forwarding QSOs to QSOMAP.ORG

The QSO Forwarding service for Ham Radio Deluxe (HRD), N1MM, AcLog, and LOG4OM2 is now operational. The service goes down for about 15 minutes around 0900 UTC for a daily server reboot.

Ham Radio Deluxe

In HRD, go to **Tools** \rightarrow **Configure** \rightarrow **QSO Forwarding**. You will see a screen similar to the one below. Check the UDP Send box, fill in the Send Address as "QSOMAP.COM", and fill in the port as "12070" then Press the "OK" button at the bottom of the screen. In my case, I had to then close HRD Logbook and re-open it in order for the forwarding to begin.

QSO Forwarding	×			
QSO Forwarding				
Share new QSOs with another logging program				
UDP Send Forward logbook changes using UDP to other logging programs. Send Address: qsomap.com Send Port: 12070 Note: N1MM port is 12060 Do NOT enable send and receive on the SAME port!				
UDP Receive Fill in missing fields on Receive Cookup missing fields on Receive Receive logbook changes using UDP from other logging programs (TR4W, N1MM).				
Receive Port: 12060 Target Database: MyStation fields should be: Ignored				
Receive QSO notifications using UDP from other applications (WSJT-X)				
Receive Port: 2333 Target Database: My Logbook ~				
MyStation fields should be: Ignored ~				
Select this option to forward new logbook entries to 3rd party programs using the UDP protocol. Only select it if the other logbook program you are using supports this option. The record is sent using multibyte (non-UNICODE) text. The new logbook entry is sent in N1MM XML format. An example of a record is: xml version="1.0"? <contactinfo></contactinfo>				
OK Cance	1			

N1MM Logger

To forward N1MM logger, QSOs go to **Config** \rightarrow **Configure Ports, Mode Control, Winkey, etc.** On the configuration window, click the Broadcast Data Tab.

Check "Contacts" and fill in the IP Address and port as "QSOMAP.COM:12070".

N	Configurer		×
Ìŧ	ardware Function Keys Digital	Modes Other Winkey Mode Control Antennas Score Reporting Broadcast Data Audio	Ws + +
	Use 127.0.0.1 for the local mac	sh to broadcast, and the the IP Address(es) and port(s) for the receiver(s) of the data. hine. Use 12060 as the port unless the receiving application requires a different port. proadcast to your current subnet.	
	Type of data	IP Addr:Port IP Addr:Port	
	Application Info	127.0.0.1:12060	
	Radio	127.0.0.1:12060	
	Contacts 🗖 All Computers	gsomap.com:12070	
	C Spots	127.0.0.1:12060	
	Rotor	127.0.0.1:12040	
	Score	127.0.0.1:12060	
	External Callsign Lookup	127.0.0.1:12060	
	0)	K Cancel Help	

LOG40M2

- 1. Select menu option "Settings" then click on "Program Configuration"
- 2. On the left side toward the bottom click on "Connections"
- 3. A screen similar to the following will be displayed:
- 4. We will enter information in the UDP OUTBOUND area (highlighted ini red)

Connections UDP UDP Proxy Remote Control UDP INBOUND	UDP OUTBOUND
Port Connection name Service type 0 • • Default answer on msg received •	Port Connection name Service type 0 Image: Connection name Image: Connection name Broadcast Destination IP Address 127.0.0.1

- 1. On the **UDP OUTBOUND** menu enter **12070** for the port, make the Connection name **QSOMAP** and select the Service Type **ADIF_MESSAGE**.
- 2. For the Destination IP Address erase 127.0.0.1 and enter 34.239.34.181. (QSOMAP.COM's IP Address)
- 3. **Do Not** check the Broadcast checkbox.
- 4. Click the Plus Button

Port	Connection name	Service type
0		~ +
Broadcast	Destination IP Address	127.0.0.1

Your screen should then look like the screenshot below. Be sure there is a checkmark in the UDP Outbound Connections area.

Connections UDP UDP Proxy Remote Control UDP INBOUND	[UDP OUTBOUND		
Port Connection name Service type		Port	Connection name	Service type
	+	0		~ +
Default answer on msg received		Broadcast	Destination IP Address	127.0.0.1
UDP Inbound connections		✓ → ♂ 前	UDP Outbound cor	nnections
			UND] [ADIF MESSAGE] [12070] QSOMAP
			UND] [ADIF_MESSAGE] [[12070] QSOMAP
0 items selected			UND] [ADIF_MESSAGE] [

Then click at the top of the screen.

