

## FT-1000MP Contest Keyer Programming Notes

The documentation in the FT-1000MP's Instruction Manual is somewhat incomplete in its description of the proper programming techniques for the Contest Keyer. Please note the corrections and explanations below, and we apologize for the inconvenience this may have caused you.

### 1. Contest Number Memory Storage Location

In the table on page 61 of the Instruction Manual, Keyer Memory #1 is identified as the "Callsign (ID) Memory" location; in reality, it is the memory location into which the contest number (or the message containing the contest number, e.g. "5NN001") must be stored if it is going to work.

So use one of the "User Messages" (keys 5-8) for your "CQ TEST" and "TU QRZ" messages, but put your *exchange* message into the so-called "Callsign (ID) Memory."

### 2. Storage of Contest Number

How do you imbed the contest number in the "Callsign (ID) Memory?" Regrettably enough, the manual does not tell you. Fortunately, it is easy to do.

At the point in the message where you want the contest number to appear, send **four question marks, separated by a letter space (but not a word space)**. So to send the above contest exchange "5NN001," "5NN002," etc., you send "Di-di-di-di-dit Dah-dit Dah-dit (word space here, if you like) Di-di-dah-dah-di-dit Di-di-dah-dah-di-dit Di-di-dah-dah-di-dit Di-di-dah-dah-di-dit." Now, you'll be able to play back the message and hear the number come through, and you can increment and de-increment it as the manual describes.

### 3. Keypad

Yaesu is, indeed, about to introduce a keypad for the FT-1000MP, model FTT-1000. Price and availability will be announced in the near future.

Once again, we apologize for the inconvenience caused by the incomplete documentation, and we thank you for your continuing interest in the FT-1000MP.