

JS8Call

By **OV5RZ(digital) OZ5RZ(analog) ;o) Benny**

JS8Call uses the core from WSJT-X to send texts digitally, a bit like with RTTY, but since the core from WSJT-X sends packets with info to FT8/4, texts in JS8Call are also sent in packets, so I find that my transmitter starts and stops again and again and... especially when I send longer texts.

JS8 has several functions, e.g. HB = HartBeat which is very similar to computer-to-computer communication... I do my best to avoid this ;o), because I thought it was more fun to talk with other amateurs, here via keyboard.

What do I do when I haven't learned English, but over time have acquired the ability to speak and understand and read a lot of English, but having to spell the words on a keyboard causes problems... but what do I do, first I use some fixed texts which are then ready in JS8Call, but they are just some standard sentences, for processing a minimal QSO.

and it is important in JS8Call to WAIT FOR the ◊ sign that is = than for transmission (then it's my turn)

Next to my fixed texts, I then use Google Translate, I write in Danish and get an English translation, which I can then either copy and paste directly into JS8Call, or I can look at the translation and then type the English words into JS8Call, that way it goes slowly, but I hope to learn how to spell the English words and use my keyboard ;o).

Google Translate also has another advantage, I have conducted QSOs in languages that I did not know at all, when I receive a text in JS8Call that I do not understand (has happened rarely, it is mostly English) I look at which Call / country and put Google Translate to this language, now the received text is copied from JS8Call to Google Translate and I read the translation, write my answer in Danish and copy the translation to JS8Call, if this is difficult... well then... it requires patience from both parties, and is fun when /if it succeeds.

and as always in JS8Call WAIT FOR ◊ the sign that is = than for transmission (then it's my turn)

In JS8CALL, HB = HartBeat is used a lot, probably a legacy from FT8/4 computer to computer communication, good for those who have that interest.

I don't see many CQ CQ calls, but I now find that human to human QSOs are quite exciting, and when successful, JS8Call works perfectly, maybe with a little patience and WAIT FOR ◊ sign that is = than for transmission (then it's my turn).

In the pre-written text, some system-dependent information can be inserted, the ones I use in my fixed texts are shown here, but there are more.

<MYCALL> - My Call signal

<CALL> - Call on selected QSO partner.

<SNR> - Shows the strength of the receiving signal, used in report.

<MYGRID4> - 4-character grid locator.

<MYGRID12> - 12 character extended grid locator.

<MYVERSION> - My JS8Call Version

