## Initial settings

To set your callsign, APRS-IS passcode, comment and symbol, on the **Configure** menu, click **General...**

(You must enter an APRS-IS passcode to send data *to* the APRS-IS network. If you only want to receive data *from* APRS-IS, you can leave this blank.)

By convention you just use a callsign for your home QTH. If it's an alternative fixed QTH, you should use -1 on the end of your callsign.
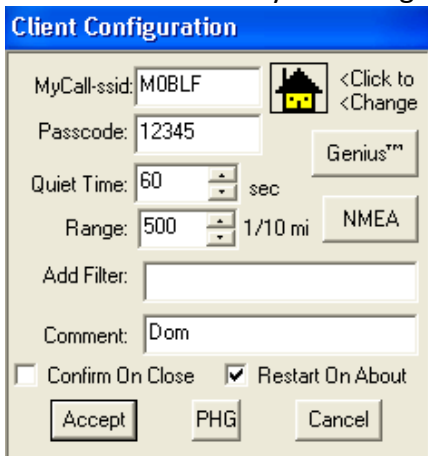

To set your position

To set your position, find your location on the map and right-click on that location. You can use the Zoom In/Out buttons (+/-) to help you get the right position. On the context menu, go to the geographic coordinates and then click **Move ME HERE**.
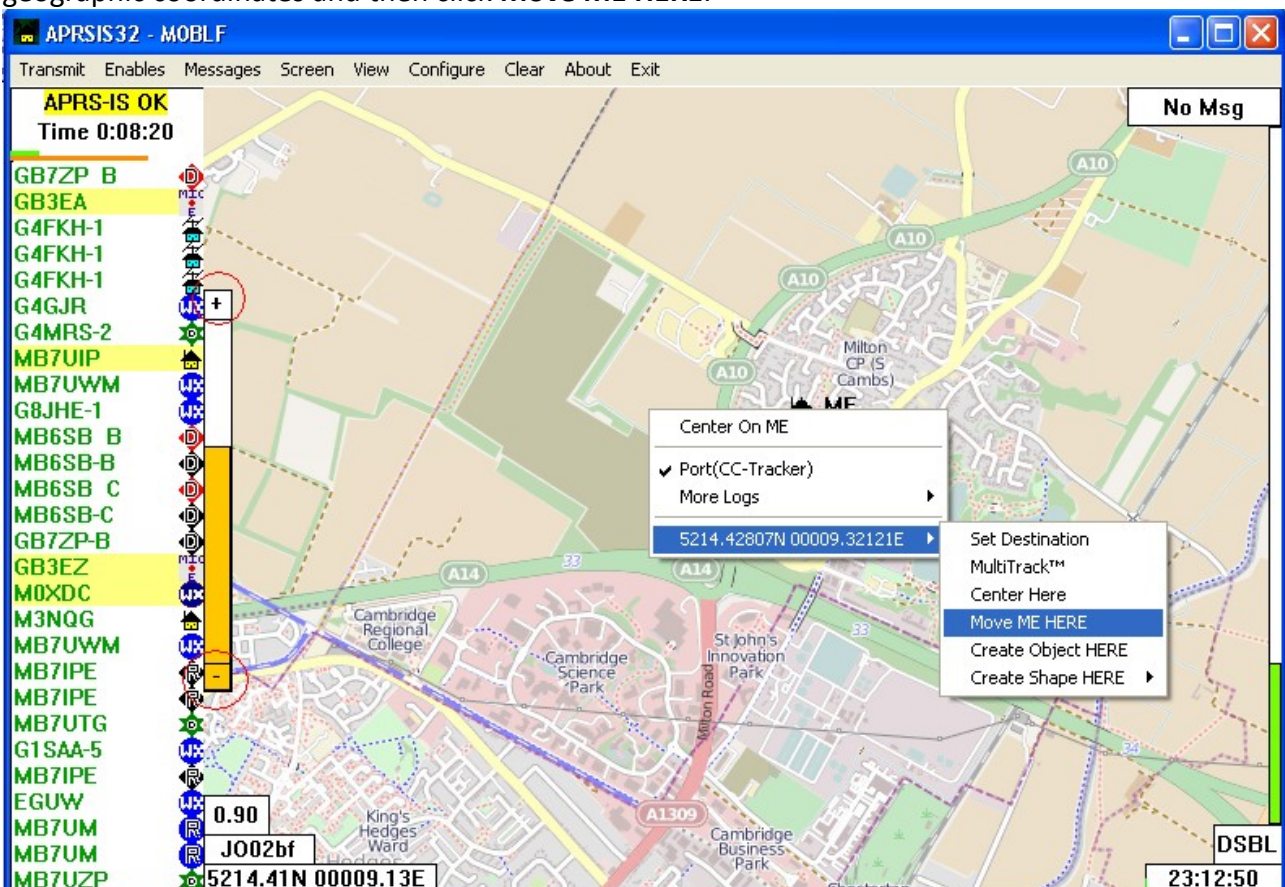
To connect to APRS-IS

On the **Enables** menu, click **APRS-IS Enabled**. You should shortly see a notification saying *APRS-IS OK*, and you'll then start receiving data from APRS-IS (assuming you have an internet connection).
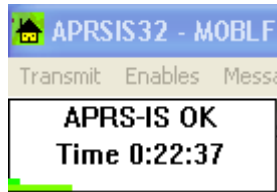
If you don't receive any data, but you do see *APRS-IS OK,* it's possibly because you're not connected to a European APRS server. On the **Configure** menu, go to **Ports** and then click **APRS-IS**. Click **Device**. Ensure the settings are as shown below:
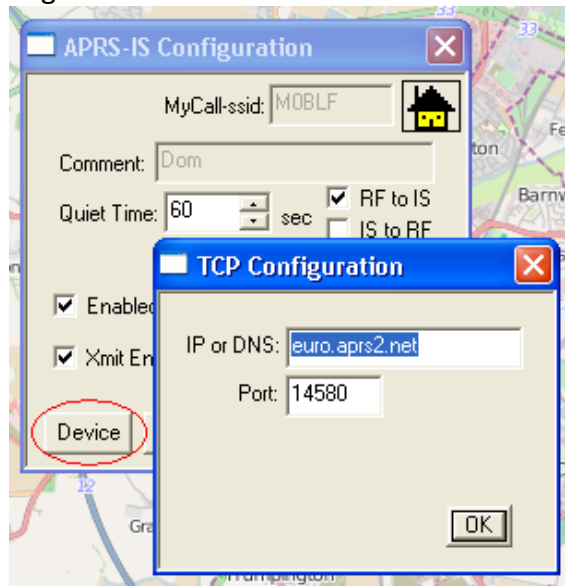
To ensure you'll cache map tiles *(so you can see maps without an internet connection)*

On the **Configure** menu, go to **Map**, then check **Purger Enabled** is not ticked.
Note: this will use up more hard-disk space, as APRSIS32 won't delete any maps anymore!

To enable Dead Reckoning *(allows you to see an estimate of where a moving station is now)*

On the **Screen** menu, click **Dead Reckoning**
You'll now see two icons for each moving station. The stationary icon shows the last known true position. The moving icon shows the estimated position now based on the last known speed and heading. The moving icon may not be true.

To add a GPX overlay to the map *(so you can see an event route)*

1. On the **Configure** menu, go to **Overlays**, then **Add GPX File...**
2. Choose the GPX file you wish to overlay
3. Choose a colour for the line, and line thickness if required
4. Ensure **Visible** is ticked
5. Click **Accept**
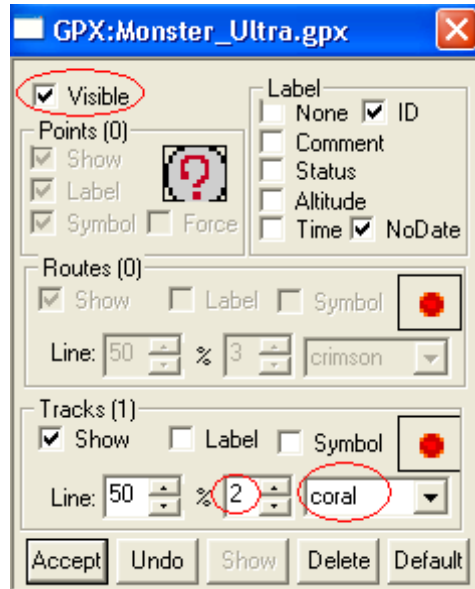
To follow a station *(keeps a moving station in the centre of the map, moving the map around him)*

Right-click the icon for the station you want to follow and click **Center on [callsign]**
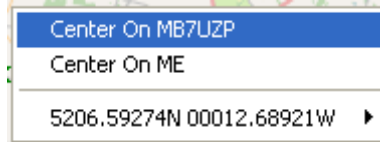
To escape from Follow mode, drag the map.

To connect a TNC

(I'm assuming you have physically connected the TNC to the computer, and that you know how to find which COM port the TNC is on. You'll also need to know whether your TNC uses the KISS or CONV protocol. If you don't, ask someone for help.)

1. On the **Configure** menu, go to **Ports** and then **New Port...**
2. Select the **Type**, which is the protocol your TNC uses
3. Enter a **Name** (it can be anything that will help you remember which TNC this is!)
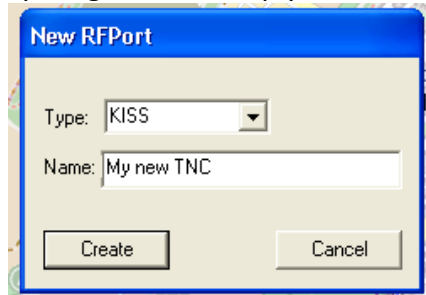
4. Click **Create**
5. Select the **Port type** (almost certainly *COMn serial*)

6. Select the COM port you connected your TNC to, the baud rate (often *4800* baud – this is the baud rate for the serial communication to the TNC, not the on-air baud rate) and the other parameters used by your TNC, then click **OK**
7. You now need to set your preferences for sending information to/from APRS-IS:
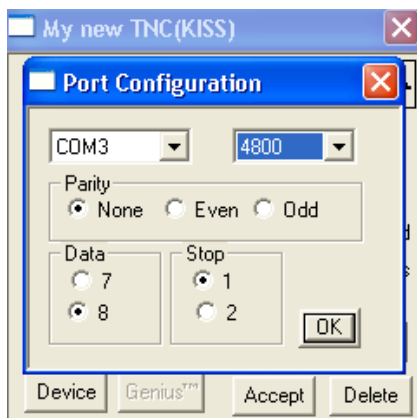

   - To send packets you receive on RF to the internet, tick **RF to IS**
   - To retransmit packets you receive from the internet on-air, tick **IS to RF**
   (This is generally a very bad idea because you'll quickly flood the 2m frequency with information about stations miles away)

8. To use the TNC immediately, ensure that it is connected, and then tick both **Enabled** and **Xmit Enabled.**
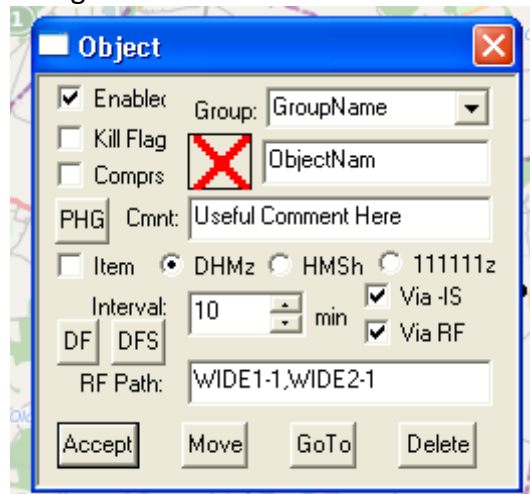9. Click **Accept**
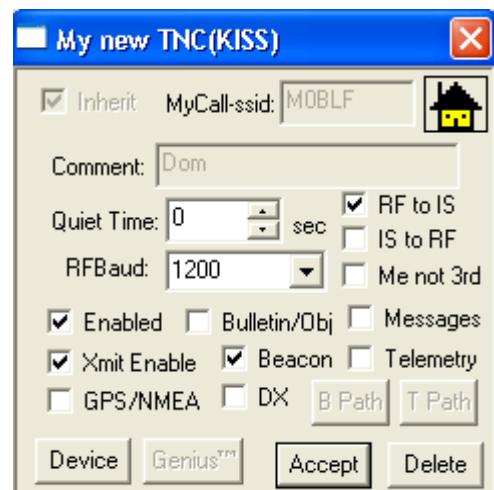
Creating an object at a point

Right-click on the map where you want to put the object, select the geographic coordinates, then click **Create Object HERE**
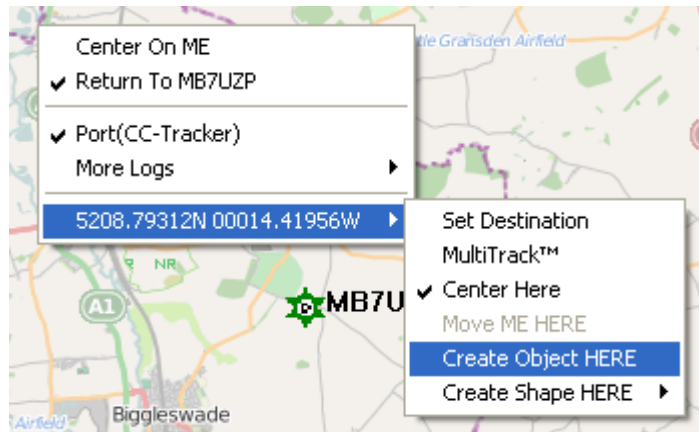
Complete the settings in the dialog box:

- **Group** is a memorable group name, so you can group related objects (for your event, for example). It is optional.
- **ObjectName** is the name of this object. It must be globally-unique (ie. You must choose a name nobody else in the world is using at the moment.) If the name is not globally-unique, you will just move their object to your position.
- By default the object has a red X for the icon. Click the icon to select a different one
- Add a **Comment**
- If you want to put the object on APRS-IS (for example, if an organiser has an internet connected computer they are using to watch the APRS traffic), tick **Via -IS**.
- If you want to transmit the object on RF (for example, if other Raynet operators without internet access should see the object location), tick **Via RF.**
- Set the interval for transmitting the object's location. 10 is the default, 15-20 minutes is good practice for stationary objects, especially if you have selected Via RF above.
- Click **Accept**

Killing an object

You must kill an object you have created when you have finished, so the object name can be safely used by someone else.
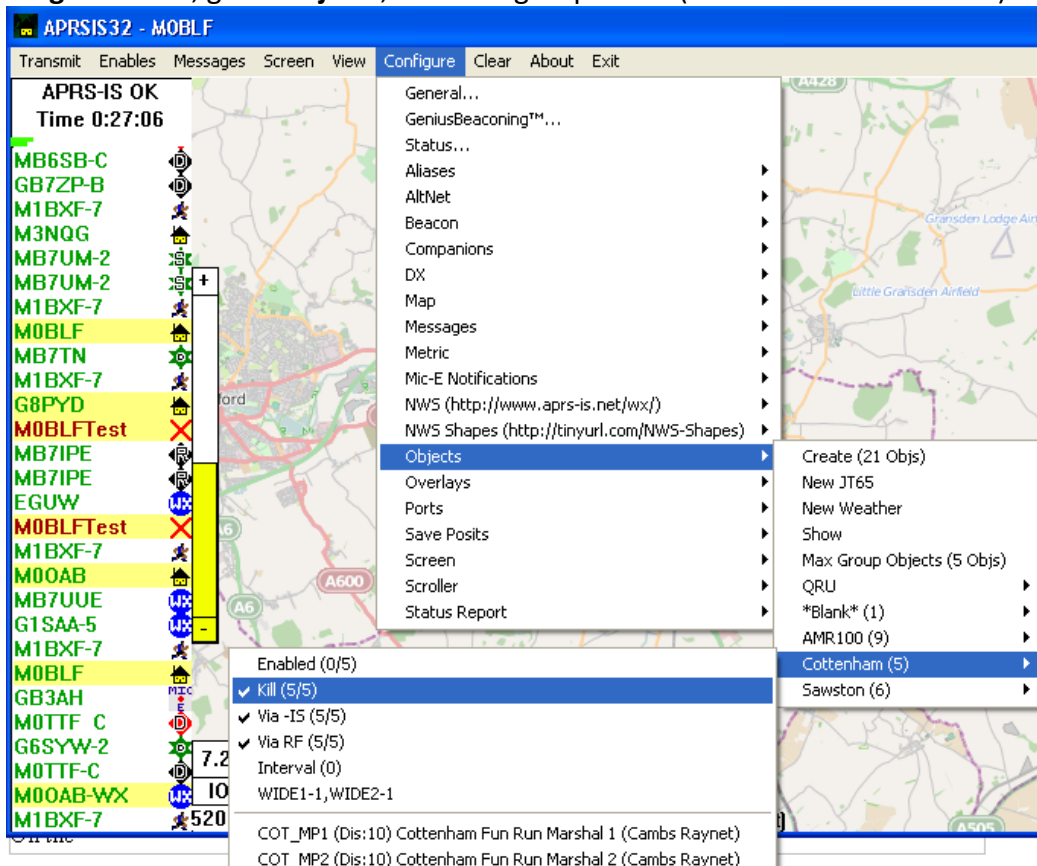
To kill a single object:

1. Click the icon for the object on the map.
2. Select **My Object**
3. Click **Kill Object**
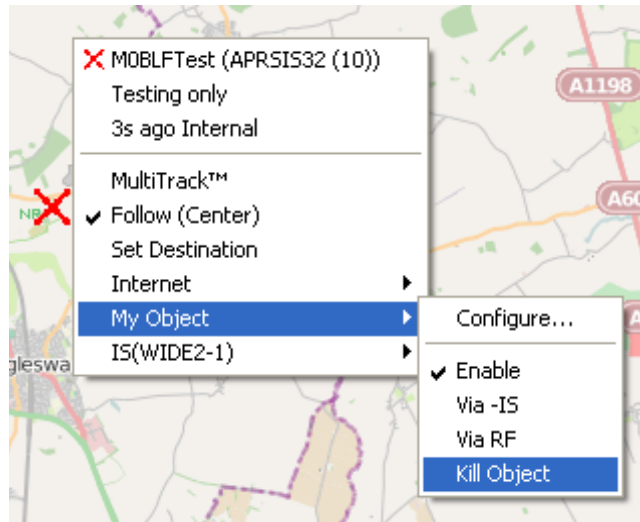
To kill a group of objects:

If you gave several objects the same group name, you can kill all the objects in the group at once. On the **Configure** menu, go to **Objects**, then the group name (in this case 'Cottenham'). Click **Kill.**

Note that the object won't disappear from your map as soon as you click Kill. Killing an object only tells the APRS network you have finished with it. The network will remove it some time later.