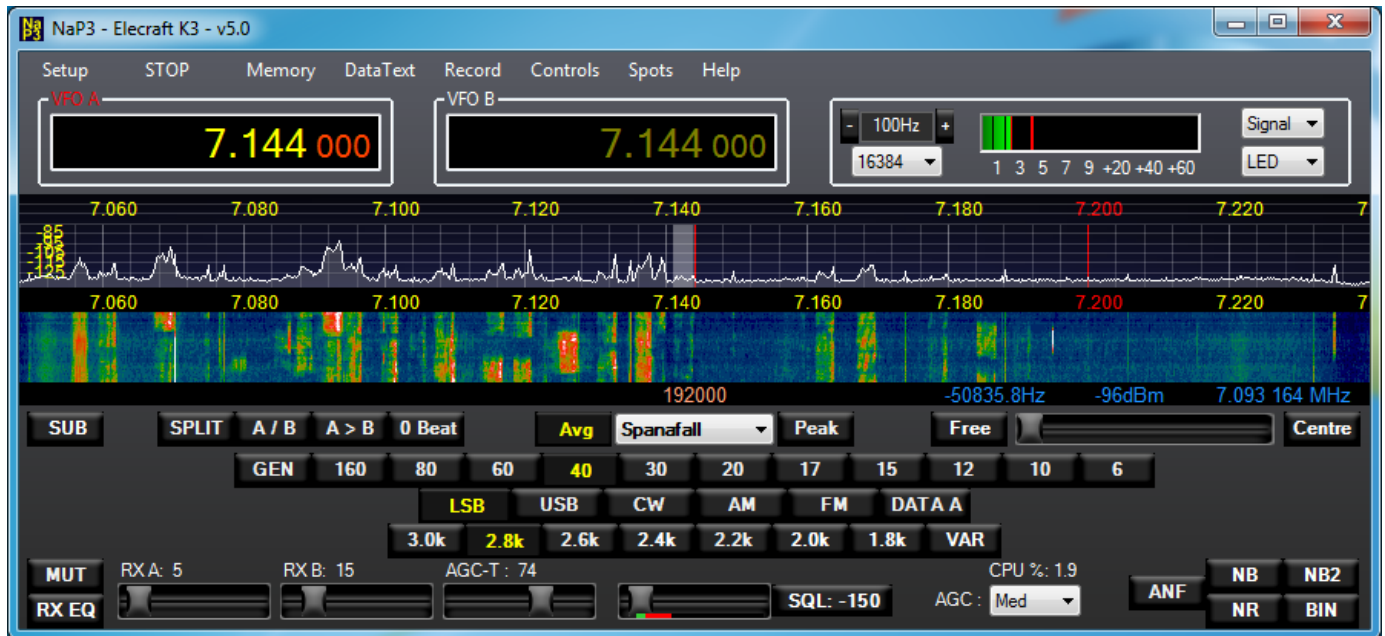
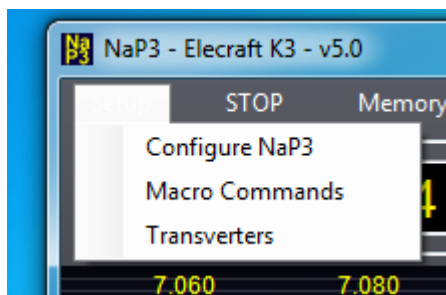


Guide to changes in NaP3 v5.0

There has been further development of NaP3. The most evident is the default waterfall palette as seen below, LinAuto. This has an automatic threshold which adjusts to the band signal levels. Collapse/Expand has gone, replaced by an extra menu entry, **Controls**.



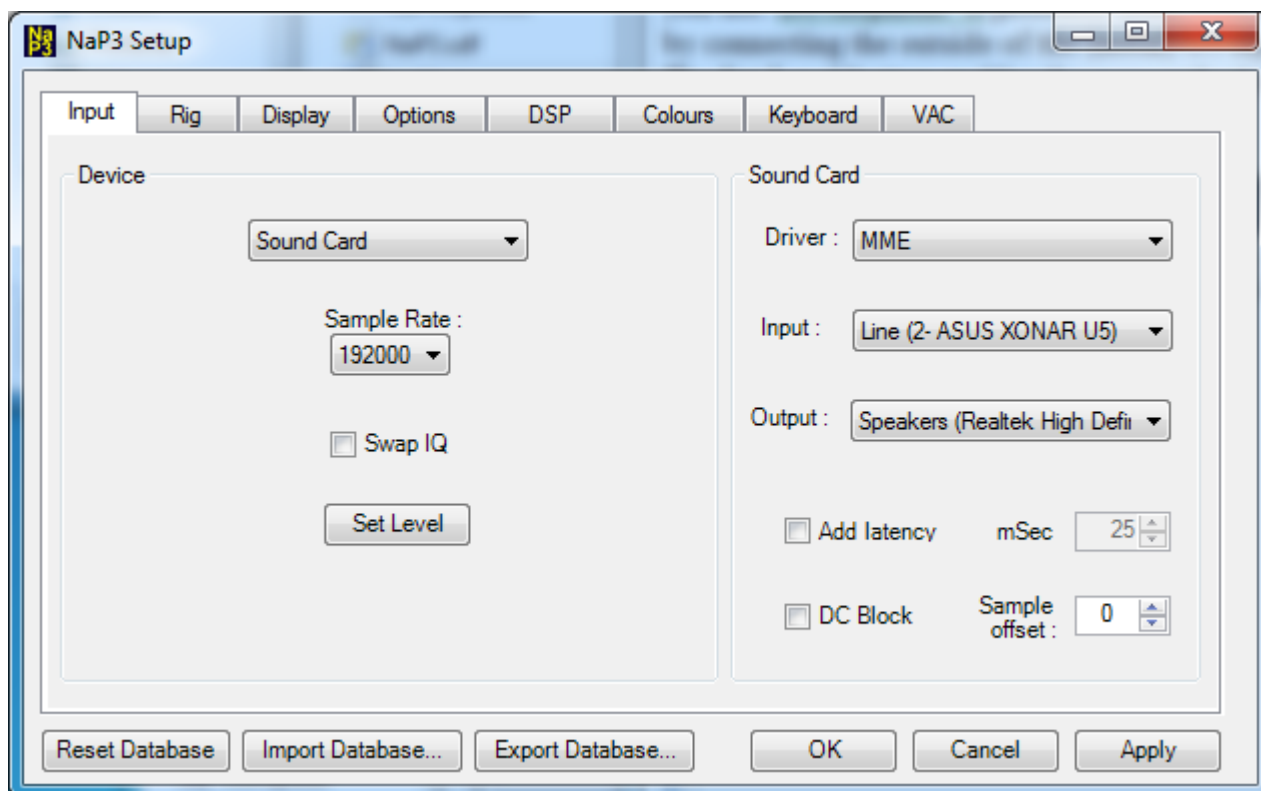
Going along the menu, the Equaliser form is opened with a right click context on the RX EQ button but other **Setup** dropdown choices remain the same:



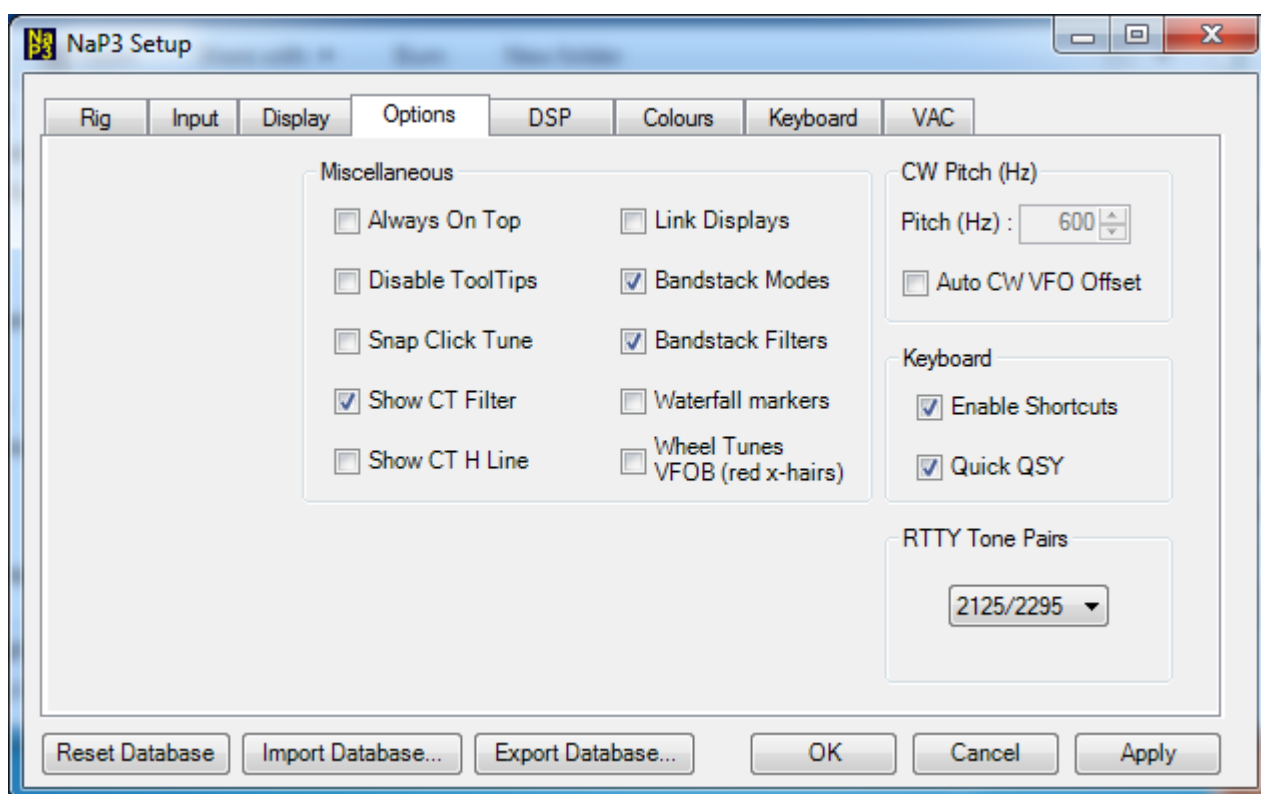
Configure NaP3 brings up the Setup form with a changed Input. The card input level (and possibly balance) must be set externally according to the LP-Pan instructions. Development is presently done with the Asus Xonar U5 which is not bad except for some noise from a ground loop. This was largely removed by connecting the outside of the (metal) U5 input jack to the outside of the BNC plug of the LP-Pan.

The Set Level button enables the mousewheel to adjust the display/meter to match the card input level. With the cursor on the focussed Display and clicktune off, rotating the mousewheel will adjust the Display and Meter level in tandem to whatever level – usually S9 or -73dBm – you are using to calibrate.

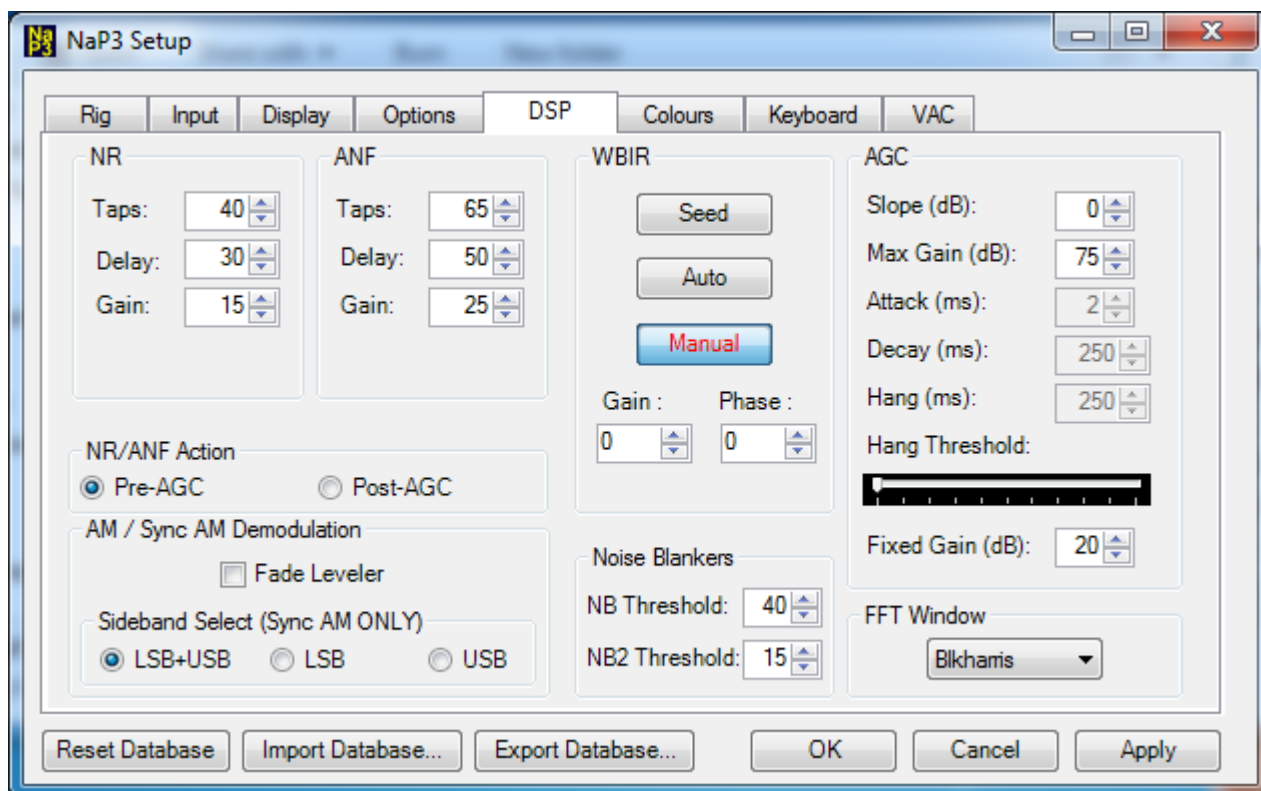
Remember to turn it off once the display level is set!



The Display tab is as before, the Options tab now offers less, largely as a result of moving the Show Controls interface to the Console menu:

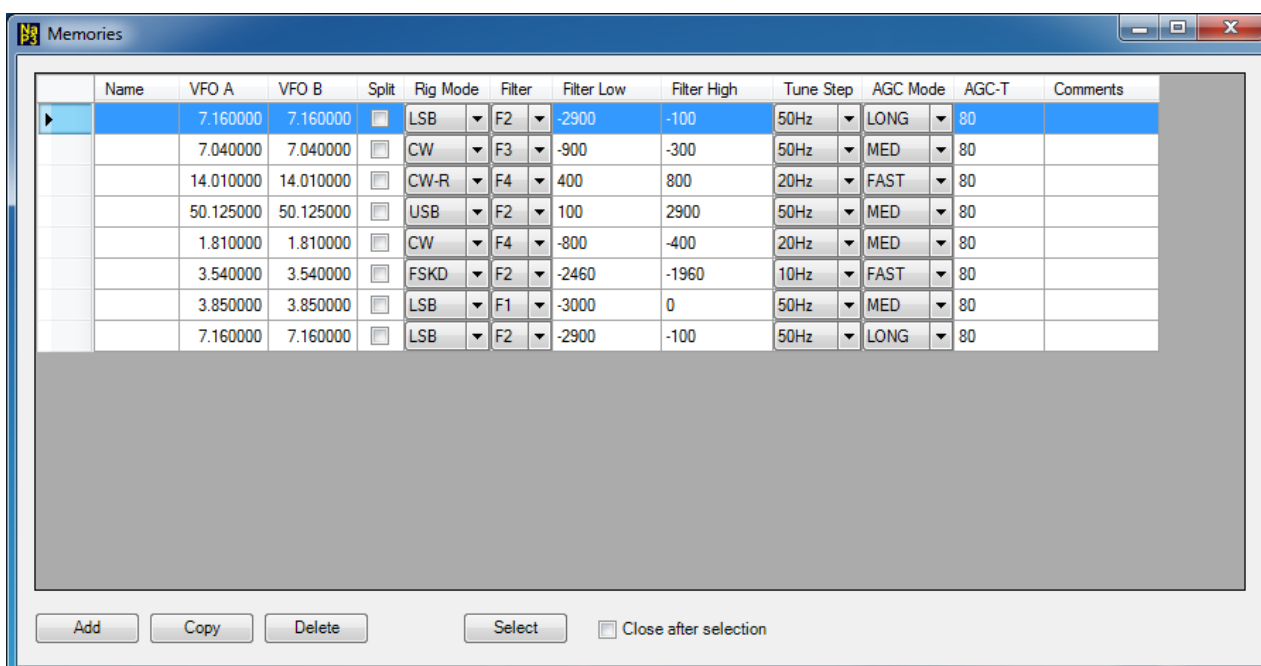


The DSP tab has been amended so that the Gain and Phase values can be seen changing in Auto mode.

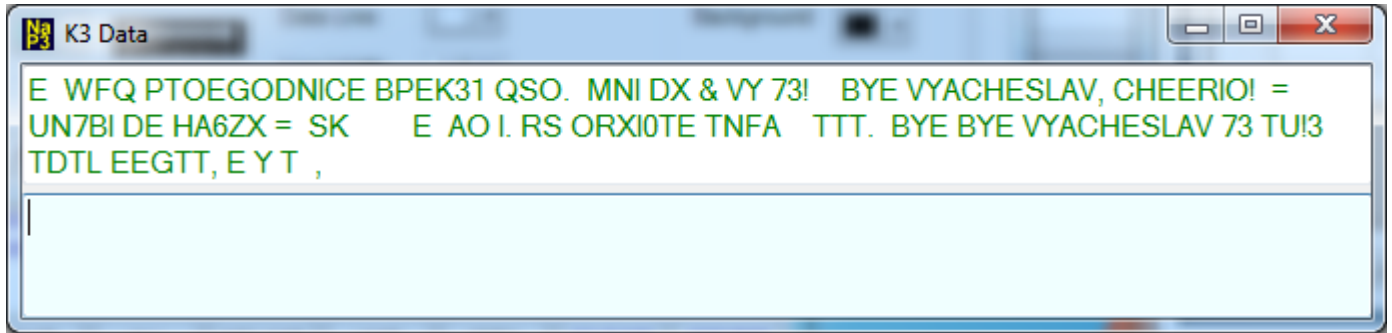


The Colours tab has extra controls to change the Spot label colour and transparency. The default Waterfall palette is LinAuto which automatically adjusts the threshold according to the signal range on the current band.

Moving along the Menu, the **Memory** form columns will resize to allow longer Names and Comments. The parameters for a memory entry can be changed in this form:

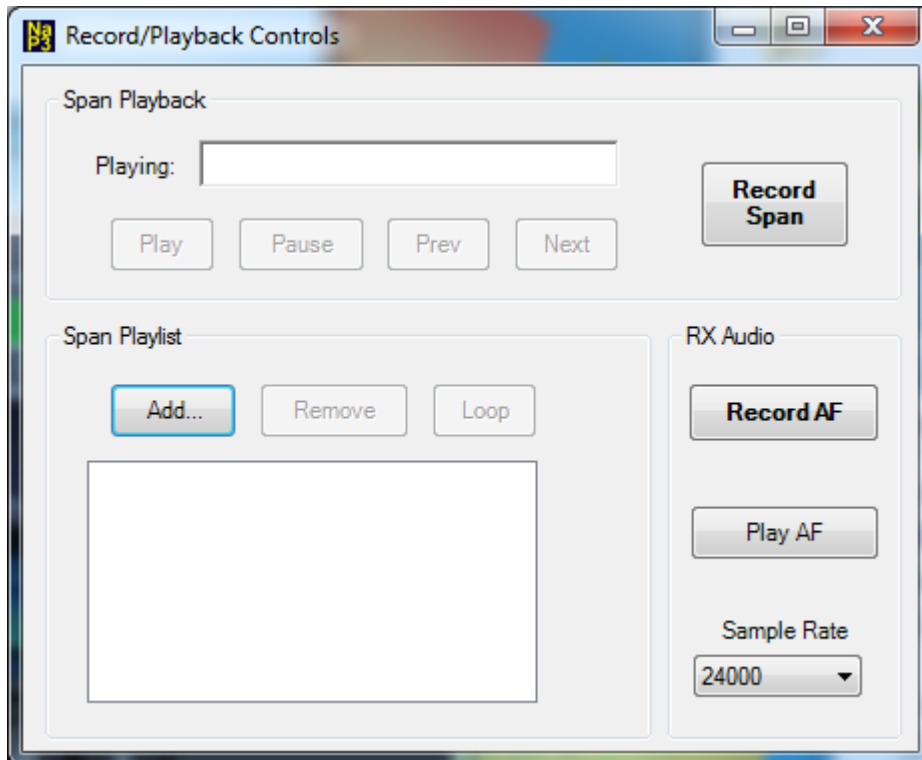


DataText is only visible for K3/KX3 rig selections. The top contains the CW/RTTY/PSK decoded by the K3/KX3 and the lower window shows the TX data from the keyboard.

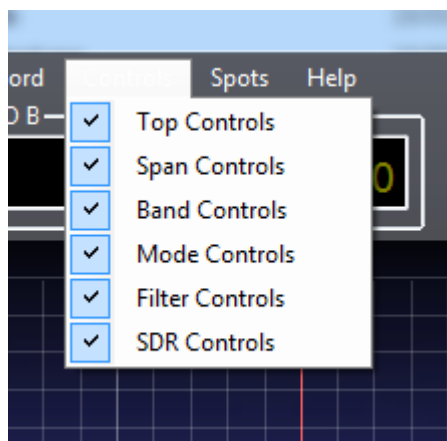


Record opens a much-improved form to record the entire maximum span which can be tuned around at leisure (in different modes!) in replay. The main and sub receiver audio can also be recorded (left/right channels) and replayed at leisure. Span Playback replays everything in the Playlist and Loop will continue playing the Playlist until stopped.

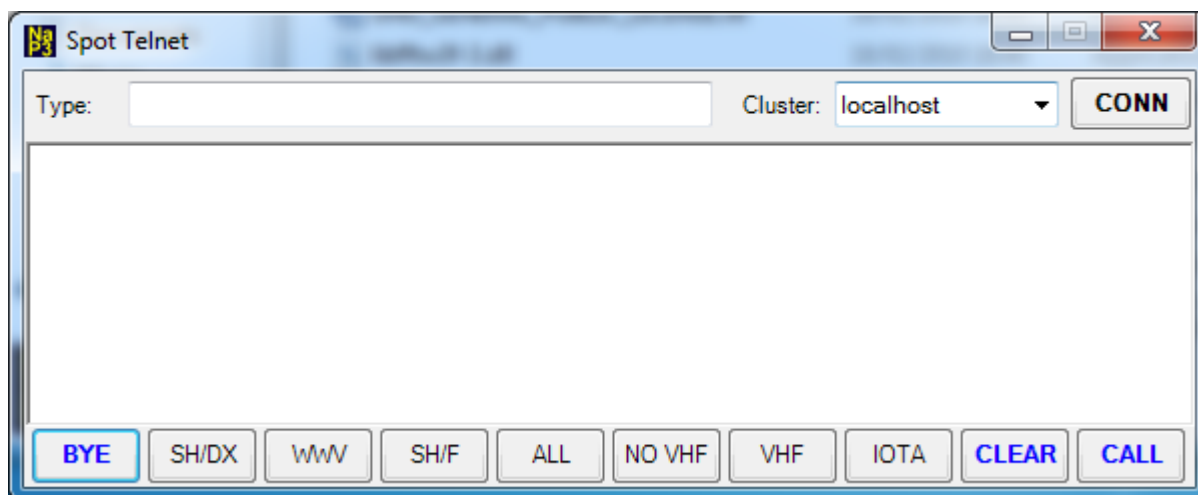
The file names are saved with date and time, including centre frequency in the case of Span and demod method for Audio. These names may be changed BUT Span must begin with “Span” and centre frequency for correct playback. Audio must start with “Audio”, nothing else being mandatory.

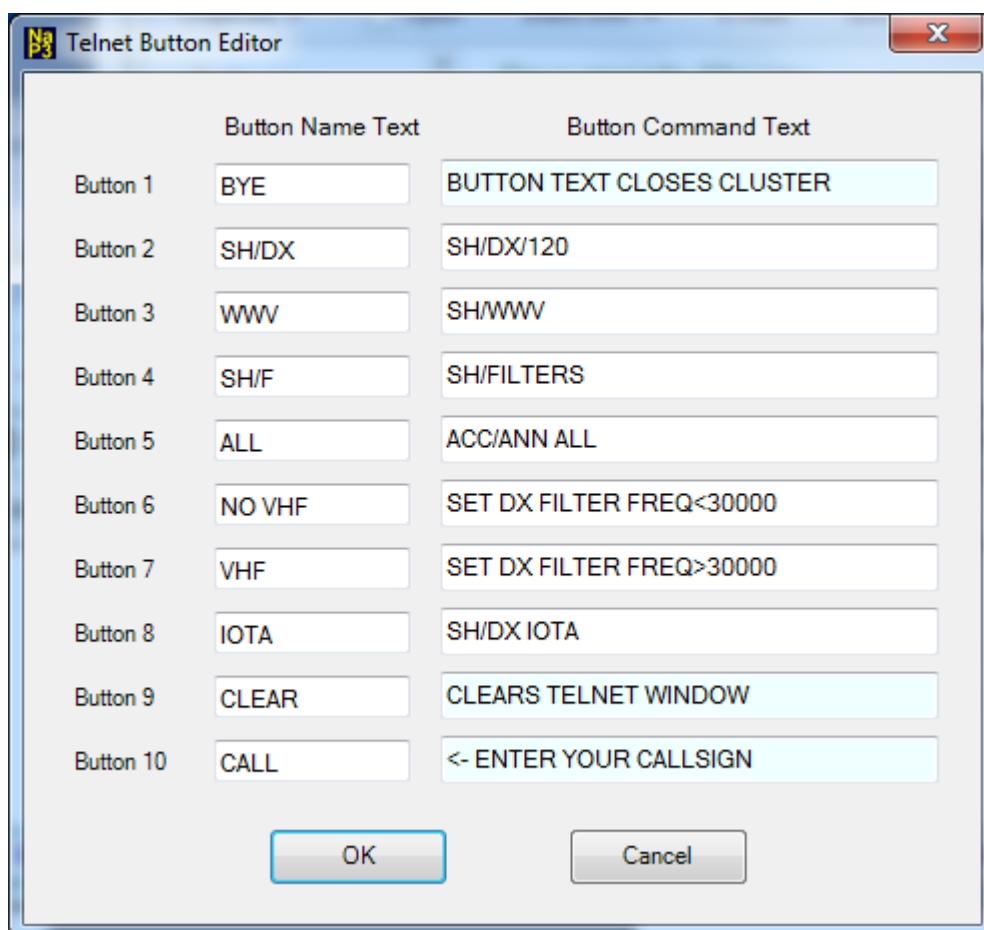


Controls reveals a dropdown which sets which controls are visible, saved between sessions:



Spots reveals the form for showing spot labels in the display. The cluster list may be edited, as may the button text and commands. Choose your cluster, enter your call by right clicking on the buttons to edit them, and click on CONNect. Clicking on a spot label in the Display will take the system straight to that spot frequency.

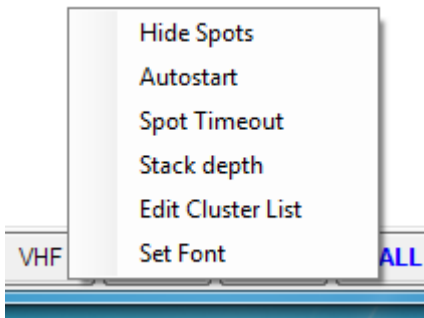




The image shows a software window titled "Telnet Button Editor". It contains a table with two columns: "Button Name Text" and "Button Command Text". There are 10 rows, each representing a button. The buttons are labeled "Button 1" through "Button 10" on the left. The "Button Name Text" column contains the text for each button, and the "Button Command Text" column contains the command to be executed when the button is pressed. At the bottom of the window are "OK" and "Cancel" buttons.

	Button Name Text	Button Command Text
Button 1	BYE	BUTTON TEXT CLOSES CLUSTER
Button 2	SH/DX	SH/DX/120
Button 3	WWV	SH/WWV
Button 4	SH/F	SH/FILTERS
Button 5	ALL	ACC/ANN ALL
Button 6	NO VHF	SET DX FILTER FREQ<30000
Button 7	VHF	SET DX FILTER FREQ>30000
Button 8	IOTA	SH/DX IOTA
Button 9	CLEAR	CLEAR TELNET WINDOW
Button 10	CALL	<- ENTER YOUR CALLSIGN

There is also a right-click context menu in the Spot form to set various parameters. Stack Depth controls how many labels deep the display will show. If there are many labels close to a frequency either increase the stack depth to separate them or decrease the Spot Timeout to make old ones disappear earlier. Or right click on the ones you don't want...



It is now possible to change the bandstack depth From the Console. It is usually 3 deep, or 5 in GEN and 60m. A CTRL+ right click on a band button will show a context menu which will decrease or increase the bandstack depth on that band. For the KX3 this context menu will also show a selection to enable an 8kHz display offset:

