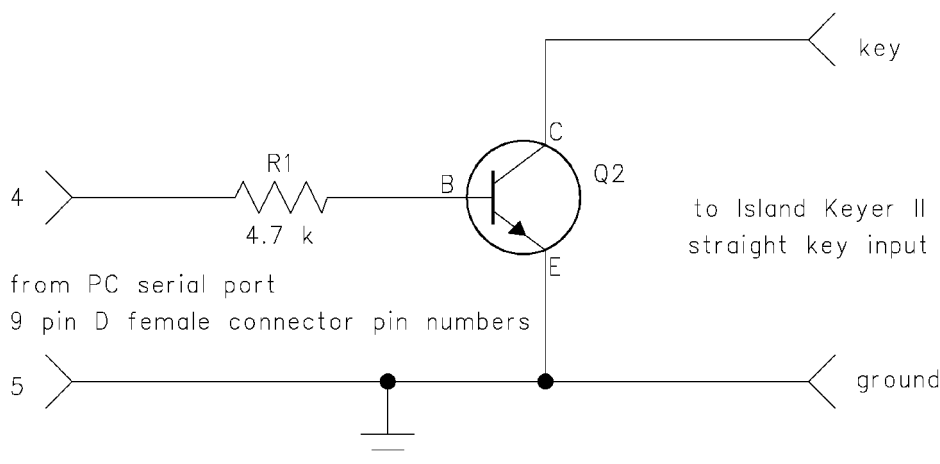


Using a computer to load the The Island Keyer II memories

One interesting feature of the Island Keyer II is the ability to use a telegraph key (AKA straight key) to enter messages or commands (in addition to the normal keyer input device, the keyer paddle switches).

The straight key input can also be used to connect the Island Keyer II to a computer. With an appropriate Morse code program on the PC, it will be easy to enter long or complicated memory sequences into the Island Keyer II memory.

The first item to consider is the interface hardware between the computer and the Island Keyer II. A very simple, standard interface is used by many programs, I know it as the CT interface. This is basically a connection to one of the handshake (DTR) lines of the serial port. It requires only a single NPN small signal transistor and a resistor along with a small circuit board and the connectors to both the computer (usually 9 pin D) and the Island Keyer II (usually a 3.5 mm mono-plug). Here is the schematic:



As an example, I've used the DOS program Morse Academy to load the memories of the Island Keyer II. Morse Academy is available for download on the internet at:

< <http://ah0a.org/AH0A.html> >

To download from the PC to the keyer I use the following procedure:

1) setup the PC Morse software to allow keyed output to the com port. For Morse Academy I used the following sequence to set things up:

- enter O (options)
- enter T (tone generation selection)
- enter E (CT compatible keyer)
- enter P (port address set to the appropriate com port, which is 1 for me)
- enter Esc until returned to the main screen
- enter K (keyboard session)

- 2) setup the keyer for the recording by selecting the memory bank and chapter, then enter recording mode by a PAH (press and hold for 2 seconds) of the particular memory switch.
- 3) type in the message to be recorded into the Morse Academy keyboard screen - when the message is correct, hit F2 to send the message to the keyer
- 4) end the recording session for the memory by a PAR (press and release) of a memory switch.
- 5) verify the contents of the new memory by a PAR of the switch

I get the best results at moderate speeds (30 wpm or less) - be sure to set the keyer code speed higher than the computer code speed.

I'm sure that other Morse programs for the PC exist that will also work - the exact procedures will be different but the concept will be the same, using the PC to "key" in the memory contents using the straight key input of the Island Keyer II.

Most of the features in the Island Keyer II were the result of suggestions from PK-3 keyer users. Please feel free to email with any questions, comments, suggestions or problems with the keyer- email to: wb9kzy@wb9kzy.com

Thanks for choosing the Island Keyer II and
Best Regards,

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