Copyright (c) 1993, 1994, by John Kirkham, KC4B. All rights reserved.

WHAT IS Windows WAS MAP?

Windows WAS MAP is a computerized version of the blank US maps that for a long time hams have loved to color in as they work new states. There is increased interest in working all states on various bands and modes with awards for 5 Band WAS, Single Bands, SSB, CW, OSCAR, SSTV, RTTY, etc. Windows WAS MAP gives you a colorful display of your "states worked status" for each of 20 types of WAS Awards. It is designed to be run entirely with a mouse; however shortcut keys are provided. It can easily be used to keep track of your status. It works with manual record keeping as easily as with computer logs. (You set each state with a simple mouse click). I keep my cards in a file cabinet and use Windows WAS MAP to keep track of the status. Since it is a Windows program you can have it quickly available to check your status by running it in the background and using Alt. Tab to retrieve it. Load up Windows WAS MAP and start keeping track of your status as you work toward various WAS awards.

REMINDER

Windows WAS MAP is a copyrighted program released as shareware. If you are not registered it will operate only in DEMO mode. This mode allows you to use the basic features the program, but it will not save any customization data. It also will only save the states you check in Demo Band. Use this to see how the program works and then register so you can expand to other bands. You have permission to use it only for one month trial without registering it. If you find it useful and plan to use it fully, please register it as described below. You may freely copy and distribute it only if you include this README.TXT file. Standard, reasonable copying fees may be charged by vendors for its distribution.

REGISTRATION

I hope that you find the program useful. If you do and plan to use it for more than one month please register it by sending the registration fee of \$10.00 to:

John Kirkham, KC4B 10920 Byrd Drive Fairfax. VA 22030

For this registration you will receive a serial number which will allow you fully use the program and have your call displayed on the map in place of "DEMO MODE." Please specify the version you are registering. Version 2.0 serial numbers will work with Version 2.1. I have several improvements in mind for the next version and I solicit your suggestions with your registration.

SYSTEM REQUIREMENTS

You must have a 386sx or later computer that runs Microsoft Windows version 3.1 or later to run this program. The faster computer you have the faster the program will run. Version 2.0 uses about 1 MB of disk space. I developed it on a 33 MHz 386 with 8MBytes and it runs very well on it. Please let me know your experiences with other hardware.

GETTING STARTED

Installing Windows WAS MAP is very simple. You must copy the files -WASMAP.EXE; WINWAS.DAT; WASMAP.HLP, and BWCC.DLL to a directory on your hard disk (I suggest creating a directory called WASMAP.) If you already have a BWCC.DLL file in your path from another program you don't need to reinstall it. (Keep the DLL with the latest creation date.) Next you should install the Program in a Program Group. Simply click on the background of the

group in which you wish to have the icon stored. Next choose New from the File Menu. Select the Program Item button and click OK. In the Description box type the identifier that you wish to appear under the icon. (e.g. WASMAP) In the Command Line box type the path to the directory where you copied the files followed by WASMAP.EXE (e.g. C:\WASMAP\WASMAP.EXE) In the Working Directory box type the path to the directory where you copied the files. (e.g. C:\WASMAP) Then click OK. The icon should appear in the group you selected. Simply double click the icon to start the program.

USING Windows WAS MAP

If you have an unregistered version you will see an opening dialog box asking for your serial number. Simple follow the directions if you have received your serial number of click cancel to continue in the demo mode. (The program should remember your serial number and you should not be asked again unless there is a load file error.) The program's use is simple. The Menu controls most actions. In addition there is a control bar below the Menu which allows button access to the main menu items. When you move your mouse onto a button on the control bar you will see an explanation for the button on the status bar on the bottom of the screen.

The Band menu item (or Alt. B or the Radio Button on the Control Bar) brings up a band/mode dialog. Simply select the button of the band/mode whose display you wish to see. The display will instantly change to the display you pushed.

To change the states you have worked select the States menu item (or push Alt. S or the Check on the Control Bar) to get the states dialog box. Clicking a state check box will toggle the check mark between blank, grayed, or checked. Check the states that you have worked and confirmed on the band currently displayed. They will be colored on the display for that band. Use the grayed box to indicate states that you have worked but have not yet confirmed. These states will be shown colored in crosshatch. There are two setting buttons: one for checking all the states and the other for clearing all the states. If you make a mistake in this box and want to start over you can click the Cancel button and the changes you made will not take effect. Click the OK button when you have finished checking the states for the band you selected. If you forget what state an abbreviation is you can click the Abbreviations drop down list. This list is for information only and its selection has no other effect.

The customize menu item gives you the ability to change the band/mode titles or change the colors the program uses so that you can customize the program for your own activities. The last item in the customize menu is the item scalable. This item toggles scalablily off and on. When the item is checked the map is scalable. As you change the window size the map always fits the window. When it is clear the map size is fixed Making the window too small clips part of the map. The program is faster and the picture is clearer in the fixed mode. Saving changes also saves you scalable choice.

When you leave the program either by the Exit menu item or by the system box you will be asked if you want to save the changes you have made. If you say yes the next time you run the program you will find it starts the way you left it. If you say no the changes since you last saved will be lost. (Note in the demo mode only data in the Demo Band are saved.) (Note: In All Band mode the State dialog is disabled. If you set a state on any band/mode it will be checked on the All Band mode.) There is a Save item on the File Menu which allows you to save your data without exiting. This is useful for long initial sessions. Saving your changes keeps the program current with your own states worked status.

THE MECHANICS

Windows WAS MAP was written in Borland C++ v4.0 using Object Windows Libraries v2.0. It uses the Borland Custom Controls (hence the BWCC.DLL file). I used this program as a way to

learn Windows programming and it may not use the most efficient code, but it seems to do the job. I am pleased with this my first Windows programming effort. As a new shareware author my future efforts depend on your support. Please let me know your comments, problems, and suggestions. As I stated above I plan continuing new versions when I get enough feedback as to the problems and limitations of this one.

KNOWN PROBLEMS

When you choose Scalable and save the changes, the first time you start the program the menu item is not checked. The map is scalabel but the item is not checked. If you toggel it twice it will be checked.

CHANGES FROM v 1.0 to v 1.1 (22 July 1993)

The main change is to the Bands. It has been expanded from 10 Bands to 20 Band/Modes. The ICON has been improved. (The original COMPUSERVE upload had a development icon.) An additional ICON is in the .EXE file and can be chosen by program manager if you wish; however, the flag icon is the one used when the program is minimized. The State dialog now has buttons for selection all of the states or clearing all of the states. This should improve your initial setup. I added the Refresh menu item to handle the fill problem. Also if you exit without making any changes you will not be asked if you want to save your changes. The map has changed slightly. Lake Okeechobee in FL and the Great Salt Lake in UT have been added and the coloration in the Alaska panhandle has been improved. The message boxes now use the Borland controls.

CHANGES FROM v 1.1 to v 1.5 (21 October 1993)

The major changes are the addition of crosshatch colors for states that you have worked but not yet confirmed and the ability to customize the band/modes. The program now have a demo mode for distribution and registration is required to save the new features from session to session. Also the Help menu has an Abbreviation item which brings up a list of states and their abbreviations.

CHANGES FROM v 1.5 to v 2.0 (April 27, 1994)

This upgrade came with the upgrade to Borland C++ v 4.0. I have used many of the features made possible in this version. I added the Status Bar and Control Bar. The Help function is finally functional. The state select dialog now has three state checkboxes allowing the selection of worked but not confirmed at the same time as regular selections. The Band customization now allows lower case. I also added Color selection for those who didn't like my choice of colors. The message boxes now use 3D controls and I added a save item for intermediate saving.

CHANGES FROM v 2.0 to v 2.1 (June 22, 1994)

I finally have solved the refresh problem. This version saves the map in memory and simply repaints it. This also allows the map to be scalable. Scaling the map is slower and may distort somewhat but it may be useful to have a small window in the corner of the screen. In addition I added a check for the type of video display to center the initial window and make the 1024x768 display with large print look better.

FUTURE PLANS

I have several ideas in mind for future editions.

Better Color control. In case you didn't like the ones I chose.

Storage Capability for log data -- I have had some requests for this. What do you think? Capability of showing the state abbreviations on the map.

I am open to your suggestions for other modifications/enhancements.

Good luck on your WAS awards and 73, John, KC4B