

**MANY THANKS TO THE IRLP COMMITTEE & CONTROLLERS**  
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## TALK AROUND THE WORLD FROM YOUR CAR, BACKYARD OR SHACK: USING THE INTERNET RADIO LINKING PROJECT ...A WELLINGTON RADIO CLUB PRIMER



**ALWAYS OPERATE IN THE  
 SPIRIT OF THE AMATEURS CODE**

Using the WRC's IRLP open repeater is no more difficult than using an autopatch or your cellphone. It may even be easier! After reading this article you should have no problems contacting nearly 1500 IRLP sites worldwide.

For many it's easier to visualize the IRLP system as a phonepatch that uses your radio and the Internet. Instead of dialing a telephone's country code, area code and 7 digit number, just dial a simple four digit IRLP location code to contact a distant location.

That code is called a *NODE ID*. A node can be a distant repeater, simplex radio or a kind of digitized repeater. The digitized repeater node is called a *reflector* that permits many radio nodes to connect to one another, like a "partyline", although only one can speak at a time. The node and reflector IDs and locations are listed on the Internet at: [www.irlp.net](http://www.irlp.net). That listing is sortable and printable.

### INITIATING & ENDING A DIRECT NODE TO NODE CALL

Once you know the node ID you want to reach, first listen for at least 10 seconds before transmitting. Then ask if the repeater is currently in use. Assuming all is clear, identify yourself and give the node name or number you wish to call. Example: "VE3xyz for the Sydney node" -- then enter the four digit node code and release your PTT. Our repeater should come up with a carrier as it waits for the connection to be authenticated. This can take a few seconds of dead-air, so don't be concerned. When the connection is confirmed, the voice ID of the destination node will be transmitted back to you. At the same time our node's voice ID message is broadcast to the distant repeater.

If our node is already connected to another node or reflector, a greeting will play saying: "your node is currently connected to...". In this case, ask if anyone desires the connection to remain up. If not, disconnect by using the code 73.

### ONCE CONNECTED

After hearing the confirming voice ID, wait at least 10 seconds before transmitting. Here's why:

-The destination repeater may be in use, and your entry may have occurred between transmissions.

-Also, it may be that the voice ID of our node is longer than the voice ID of their node, and the connection is not made until the ID is fully played.

-Or their computer may be slower, and hence take longer to process the connection than ours.

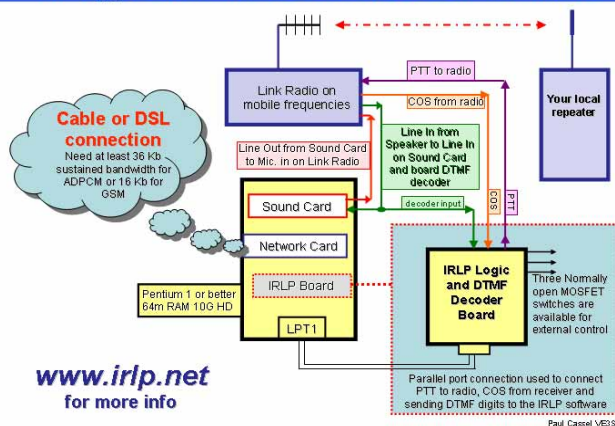
Press and hold the microphone PTT for a second and then announce your presence and your intention such as you are calling someone specifically or just looking for a QSO with another ham in that city.

If no response is heard, announce your call and your intent to drop the link and then enter the OFF code,

**73.** *It's not a good idea to transmit touch-tone commands without first giving your callsign. Not only is this courteous, it is also a regulatory issue in some countries who may be connected to the reflector.*

Some nodes are configured so you cannot connect to them if that repeater is active. In this case you will receive the message "The node you are calling is being used locally." If you receive this message wait a few minutes and try again. If you stay connected to a node and there is no activity on your repeater for 4 minutes, the connection will time out and automatically disconnect with a voice ID disconnect message on both nodes.

### A Typical IRLP Node on 220 or 440 MHz



### ANSWERING A CALL INTO WELLINGTON

Simply wait until our repeater carrier drops, press your PTT and count to 3 before answering. This makes sure your first syllables are not lost.

If you are already connected to a node and a call comes in from another node, there will be a "callwaiting" message played and the caller's node ID will be stored in our computer. After you disconnect from the current call, use the utility code 269 to return the call automatically. (See

the code list below).

### INITIATING A REFLECTOR OR ECHOLINK CALL

This is usually the same as node-to node calls. However, during a period of abuse, the reflector mode may be off. Ask a Control Operator or WRC member to turn on this mode with special codes. **BUT THE MEMBER IS ALSO RESPONSIBLE FOR CLOSING IT!**

### USER UTILITY CODES

Jerry N3HVC has done a great job of implementing routines on our node computer that makes operating a pleasure. You'll find the following list of utility codes useful... print them.

- 169...callback the last node connected
- 269...callback the callwaiting node
- 211...playback the ID of the last node contacted
- 311...playback the ID of the last callwaiting node
- 400...play time without seconds
- 401...play time with seconds
- 402...play Universal Time
- 00xxxx...play time and date at node XXXX
- 511...call a random node
- 611...check if our node is clear or connected