

DXKEY *in* **DXBOX**

The DXBOX is the container that incorporates inside the DXKEY, an Interactive chip, programmable in CW for to facilitate the whole operation repetitive that the Radioamateur performs in his own activity (es. Beacon x QRP or EME, Contest, Pile-UP DXer)

During a Contest, the DXKEY can for example, produce automatically both the call and the answer, inserting, wanting, a automatic progressive (from 000 to 9999); if then OM is found into a Pile-Up where hundreds of calling-station, the DXKEY helps the operation of call, "shooting" in precise and continuous mode the proper CALL with the touch of a Paddle.

This precision is gotten using the Paddle Telegraphic Key together with a Functions KEY called BT1/BT2.



SPEED

Power LED

Power ON Switch

In fact after having programmed the messages (you see Date Sheet DXKEY), it is possible to give to them the START opportunely combining BT1/BT2 and Paddle:

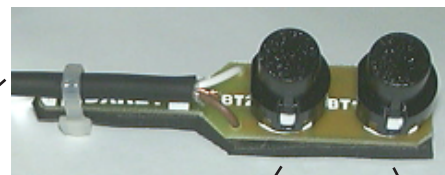
MESSAGE 1: To press **BT1**, Pressing the Shovel **DIT** the message 1 will be transmitted.

MESSAGE 2: To press **BT1**, Pressing the Shovel **DAH** the message 2 will be transmitted.

MESSAGE 3: To press **BT2**, Pressing the Shovel **DIT** the message 3 will be transmitted.

MESSAGE 4: To press **BT2**, Pressing the Shovel **DAH** the message 4 will be transmitted.

In the DXBOX it is Inclusive the Functions Key BT1/BT2



BT2

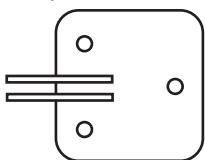
BT1

Red Wire = +10 / +15V

Black Wire = Ground (Gnd)

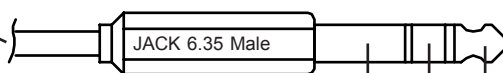


(PADDLE IN)



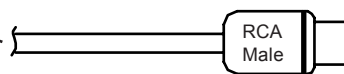
To Paddle

To Input CW of the Transmitter



Common (Gnd)
Point (DIT)

Line (DAH)



Ground CW (TX)

OUT CW for TX

