

Adding {SPOTME} to N1MM's VOTA UDC

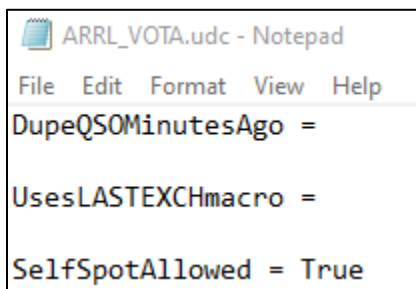
Prerequisite: The User Defined Contest for W1AW/4 has been installed. (ARRL_VOTA.udc)

Overview:

- This is an experimental version of N1MM and has not been thoroughly tested. The ability to use {SPOTME} with User Defined Contests will likely be released as a future permanent update, perhaps as early as 1/31/2023. As of N1MM version 1.0.9794 this feature is unavailable in weekly N1MM updates.
- Although not expected, installing this version may result in unexpected loss of normal functions. performed some basic function checks after installing it I without noticing any failures, but only minimal testing was conducted.
- The process involves adding a line to ARRL_VOTA.udc using a text editor. Then downloading and installing the experimental version.
- For {SPOTME} to work correctly after installation the macro must be assigned to a Function Key in the RUN Function Key message file.
- Whatever Call Sign has been entered into the Call field of the "Change Your Station Data" form will be sent. For W1AW VOTA operations in South Carolina W1AW/4 should be in that field.

Open ARRL_VOTA.udc using a text editor. Microsoft's Notepad will work. Add the following line and save. SelfSpotAllowed = True

(NOTE: Where the line is added shouldn't be important. At the end of the file worked for me. Also, if you add this line with the VOTA UDC open you must close and reopen N1MM+ for the change to take effect.)

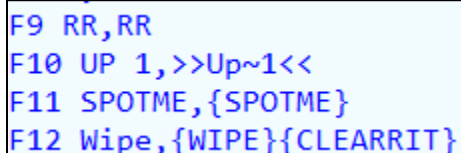


```
ARRL_VOTA.udc - Notepad
File Edit Format View Help
DupeQSOMinutesAgo =
UsesLASTEXCHmacro =
SelfSpotAllowed = True
```

Install the experimental version of N1MM+ from

<https://n1mmwp.hamdocs.com/mmfiles/for-testing-new-udc-parameter-selfspotallowed-rev-1-0/>

Open the ARRL_VOTA contest log and assign the {SPOTME} macro to the desired Fkey.



```
F9 RR,RR
F10 UP 1,>>Up~1<<
F11 SPOTME,{SPOTME}
F12 Wipe,{WIPE}{CLEARIT}
```