Using JT4 on 10ghz

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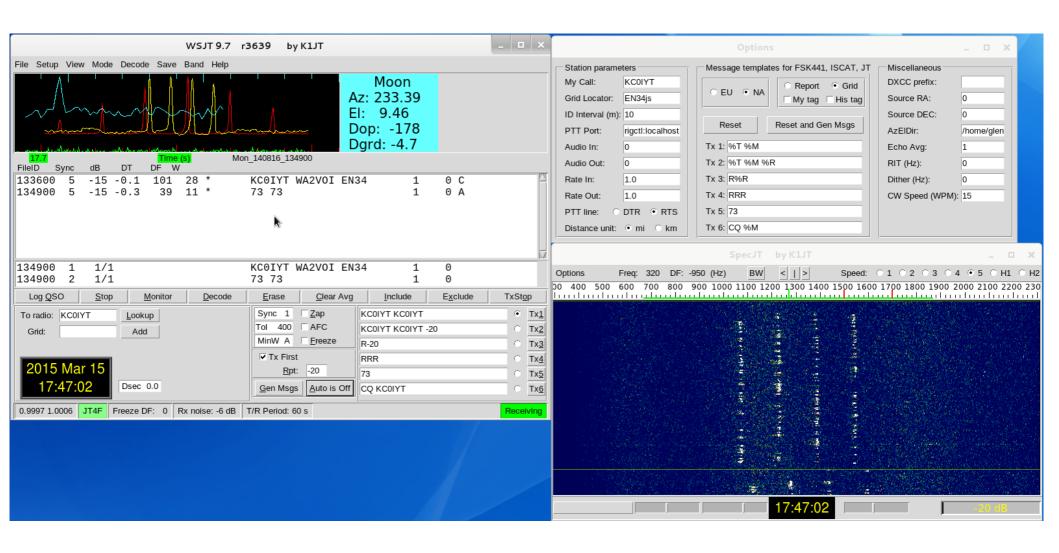
Overview

- Technical overview of JT4
- Some interesting QSOs

How JT4 Works

- 2 Callsigns and a Grid packed into 72 bits.
- Error Correction Codes expand to 206 bits
- Transmission uses 2-bit "symbols"
 - One bit from the message data, the other bit from synchronization data
- Symbols are transmitted using audio frequency-shift keying between 4 tones
 - A G sub-modes indcate tone spacing: 17.5hz to 1260hz bandwidth
- Data Rate is 4.375 baud

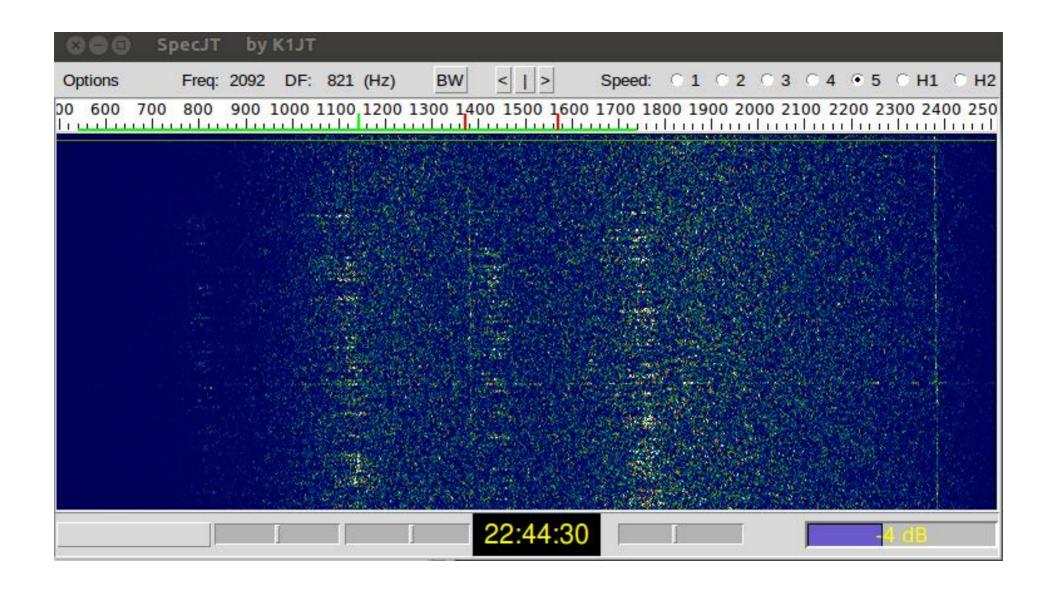
JT4F Message



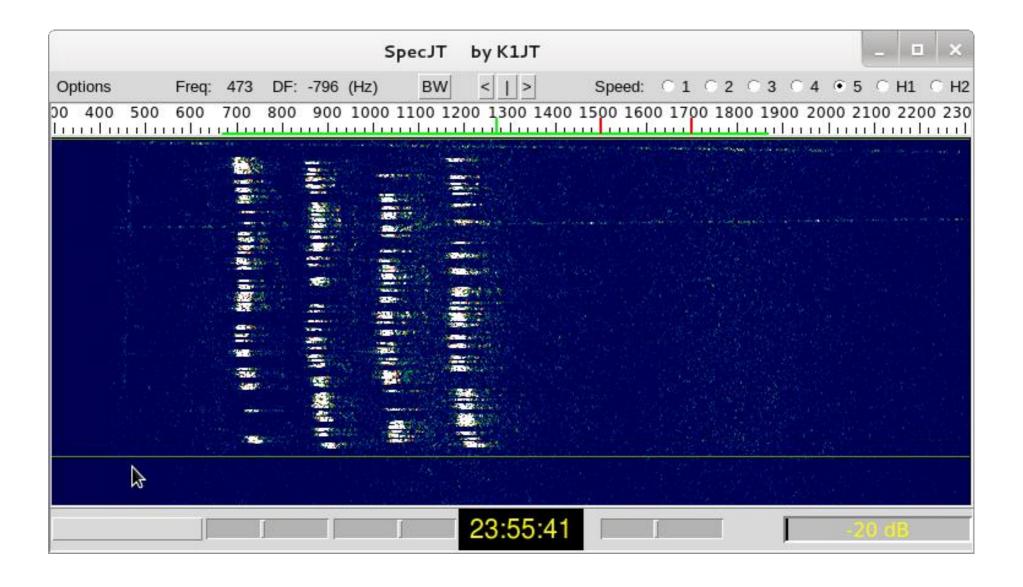
Some QSOs

- SBMS Contest
- August Trip
- 10GHZ-and-Up

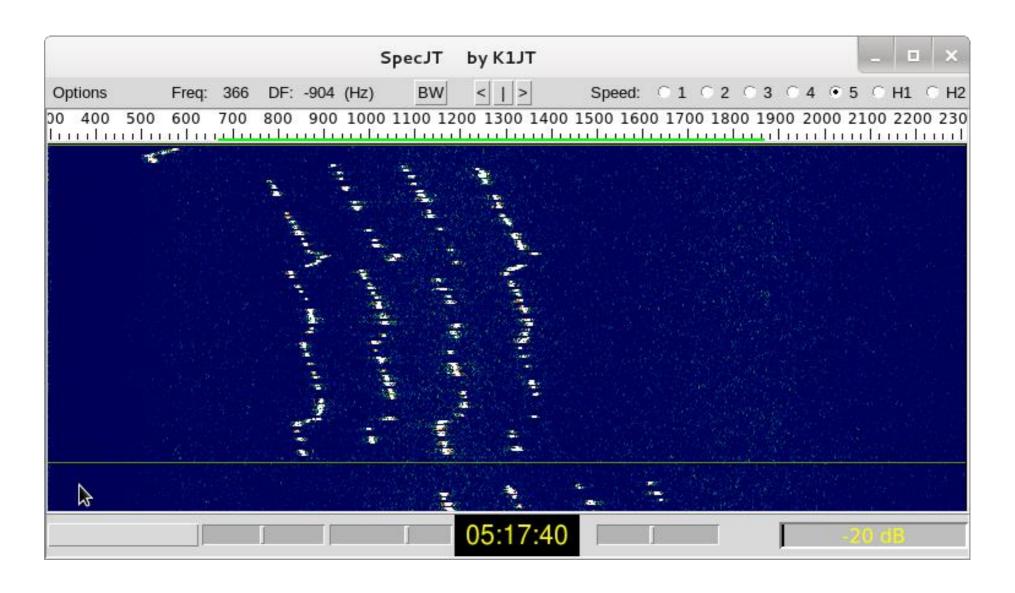
2014 SBMS Contest



August – VE4MA



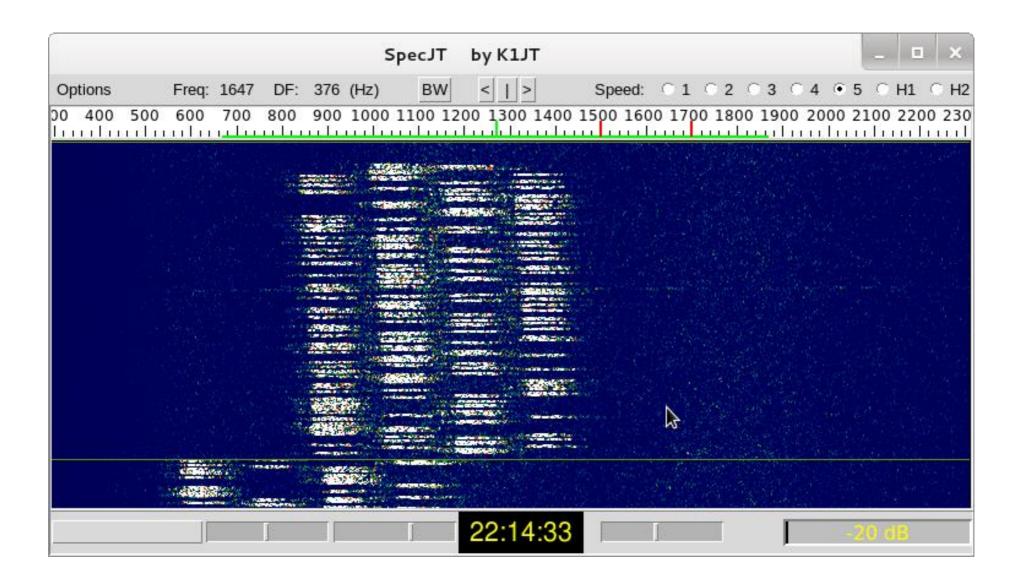
August - NT0V



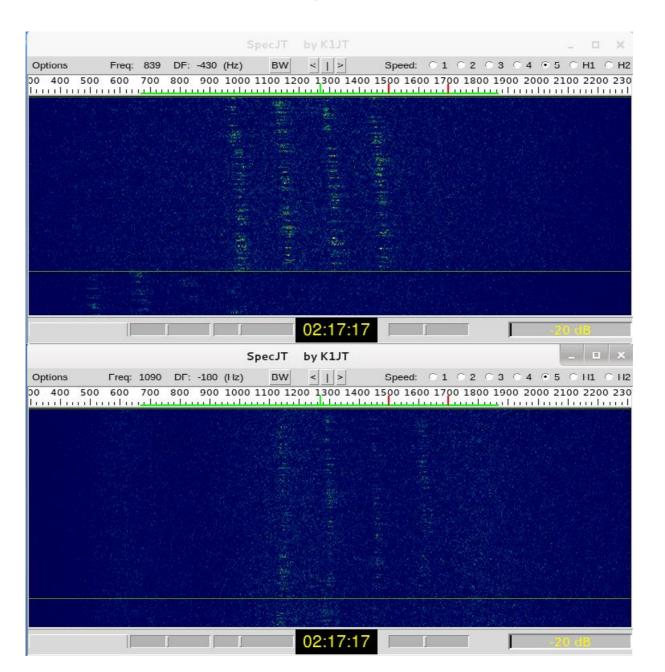
2014 ARRL 10G Contest



EN31pr – Rain on the path



EN31ff



Conclusions

- JT4 works well on 10ghz
- An A32 with a good 10mhz oscillator gives adequate frequency accuracy and stability
- Pointing accuracy is <u>important</u>
- Going further from the stations you're working is a higher risk of working nothing
- More stations = More fun
- Wear sunscreen

References

- WSJT
 http://physics.princeton.edu/pulsar/k1jt/wsjt.html
- Joe Taylor papers:
 - "The JT65 Communications Protocol"
 - "Open Source WSJT: Status, Capabilities, and Future Evolution."
 - WSJT 9.0 Supplement (in source tree)