

Morse Practice Page

User Guide



If you need help

Before we proceed, please take a look at the top of the MPP and you will see several links that you can use to get help. There is a link to be able to email questions and another to the YouTube instructional videos.

Setting the speed (basics)

The first settings presented on the page are for the CW speed. By default, the Character Speed and the Effective Speed are locked in step but if you want to introduce some Farnsworth spacing, simply click on the padlock next to Effective Speed to unlock it. Now you can modify Character Speed and Effective Speed independently.

Character Speed (WPM) 🗑️	23 ⬇️⬆️⬇️	Effective Speed (FWPM) 🔒	23 ⬇️⬆️⬇️	🔊	10 ⬇️⬆️⬇️
Character Speed (WPM) 🗑️	23 ⬇️⬆️⬇️	Effective Speed (FWPM) 🔓	18 ⬇️⬆️⬇️	🔊	10 ⬇️⬆️⬇️

You can set the sidetone volume here but, by default this is set to max (10) and you can simply use your computer volume control to adjust volume. You may wish to modify this in conjunction with the 'voice' volume to get the volume levels of CW and voice correct (see below).

Loading/viewing text files

The next section is the input area which provides a way to view either the preloaded text files (discussed below) or to upload your own custom text file. To upload your own text file simply select Insert File and select the file you want to upload.

	Play 🗑️: 0:00 Chars : 0/22		Clear
			← Insert File

By default, the main box in this section is greyed out but, if you click on the eye icon it will reveal the contents of the currently selected text file.

	hand code deal draw		Clear
Play 🗑️: 0:00 Chars : 0/4089			← Insert File

Play indicates how far through the file you are and, similarly, the numbers after Chars indicates how many characters have been sent and the total characters in the file. If, at any point, you want to stop working with a file and try something new you can simply upload a new file or select a preloaded training file (see below). Similarly, you can simply click the Clear option to delete the current file.

	Play 🗑️: 0:00 Chars : 0/0		Clear
			← Insert File

LICW Lesson Pane - Selecting preloaded training material

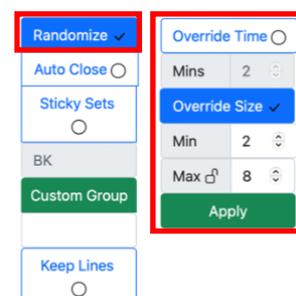
The tool comes with a range of training material preloaded. To view and select a file select either **STUDENT** or **INSTRUCTOR** under 'TYPE' then one of the 'CLASS' levels **BC1**, **BC2**, **BC3**, **INTERMEDIATE** or **ADVANCED**. Next, from the **LETTER GROUP** select the lesson you wish to study, for example, BC1 will list the classes by the characters introduced that week. Next select the specific text file you wish to practice from the ones listed under **LESSON**. In the example below we have chosen **STUDENT**, **BC1**, **REA**, **REA UWB HOF** to practice the six characters presented in the REA BC1 class.

The final step is to select which exercise you want to use while playing these characters. You can select any of the preprogrammed exercise set ups from the **PRESET** list. Please refer to the **STUDENT AND INSTRUCTOR GUIDE** which can be found in the LICW groups.io file area under LICW Curriculum for information on all the different exercises.



The controls to the right can help customise how the text file is interpreted by the Morse Practice tool.

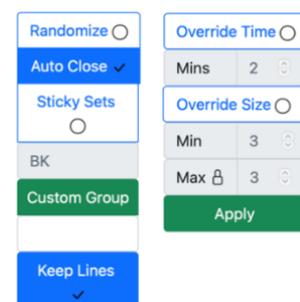
Randomise enables the tool to present strings of characters to you in random groups. By default, each groups size is 3 characters, but you can select **Override Size** here and set your own minimum and maximum grouping. Min and Max size are initially locked together but clicking on the padlock allows them to be modified independently. Select **Apply** to apply the changes to the text to be sent (this does not affect the source data).



Similarly, for these individual character training class files the default duration is 2 minutes. Selecting **Override Time** enables the user to set the training length to a duration that suits their needs. Press **Apply** to apply this new duration to the currently selected class file.

Auto close simply collapses the LICW Lesson pane after a change is made. The user then has to select the pane header to open it again.

There are three pane headers which can be selected to view more information;



LICW Lessons Type: STUDENT Class: CAPSTONE Letter Group: CAPSTONE Lesson: QSO PROTOCOL 1

More Settings

Flagged cards (click cards you missed in the word list to toggle adding them here) 0

Sticky Sets – most prosigns are sent as a single character e.g. <BT> however there are a few that are not, for example BK and KN. If you find the training tool is splitting these up, then select **Sticky Sets** and add the letter pairs to the list.

Randomize

Auto Close

Sticky Sets

BK KN

Custom Group

Keep Lines

Override Time

Mins 2

Override Size

Min 3

Max 3

Apply

Keep Lines keeps each line of text together. This ensures that the tool sends a whole line rather than splitting the line up into individual words.

One final feature here which is really useful is the **Custom Group**. Here you can enter specific characters or character groups that you are struggling with to focus your practice. Enter as many characters as needed in the box under the Custom Group button then press either the green Custom Group button or APPLY. You will see these turned into your source file in the upper pane and also in the cards at the bottom of the screen. If you are not happy with the length of the session or the size of the groupings select the **Override Time** and **Override Size** options as described above.

Character Speed (WPM) 12 Effective Speed (FWPM) 12 10

GP1 YGX QQY WPP 1BB PGW P1Q WGW XB1 YGX W1G YXQ WPP 1WX XBX BBQ XYQ PGP GYB QW1 G1P BBP WQG W1W YPP BWX

Est 2:01 Play 0:00 Chars 0/102

LICW Lessons Type: STUDENT Class: BC3 Letter Group: BC3 Lesson: QSO ABBREVIATIONS Settings: Default 12/12

TYPE: STUDENT, INSTRUCTOR

CLASS: BC1, BC2, BC3, INTERMEDIATE, ADVANCED

LETTER GROUP: BC3

LESSON CHANNELS: QSO ABBREVIATIONS, QSO PROTOCOL 1, QSO PROTOCOL 2, QSO PROTOCOL 3, QSO PROTOCOL 4

PRESETS: Your Settings, Default 12/12, Default 15/12, Call Signs, Sending Practice, Voice On & Spell On

Randomize Auto Close Sticky Sets BK Custom Group PXGWQY1B Keep Lines

Override Time Mins 2 Override Size Min 3 Max 3 Apply

Save Load

Class files will generally load with these settings optimised but you may need to select a **PRESET** depending on the exercise you wish to use. You will need to either select a **PRESET** or play with these settings if you load your own text file.

We'll cover **SAVE** and **LOAD** latter after we've discussed some other items.

More Settings Pane

The next pane enables the user to control many of the aspects of what they hear and what they see in more detail.



DIT and **DAH** are simply the sidetone frequency you hear. The two are locked together but, if you find you are having issues hearing the difference between a DIT and a DAH one approach is to change the frequency of the two symbols slightly to enhance the difference. If you need to do this, click on the padlock symbol after DAH and this will allow you to alter the sidetone frequency of the DITs and DAHs independently.

ZERO BEAT sends a steady tone at the selected frequency for setting up the haptic device for hearing impaired students.

PRE – This delays the start of the first character after you click **PLAY**. It can be used to give you time to get ready for the first character. If you are using a Bluetooth headset and find you are missing the first symbol of the first character on a card, try using this control. The silent space prior to sending the first character helps with Bluetooth headsets which do not allow the first element to be heard. This time is in seconds.

WORD SPACE – Adds ‘Wordsworth’ spacing (extra space but just between words). There are the equivalent of 7 dits between words. That means that a 1 is normal spacing between words, 2 is twice the normal spacing (14 dits), 3 is three times the normal spacing (21 dits), etc.

Note that if you have **Voice** turned on it is best to have this set to 1 as it will interact with the **Voice** settings.

CARD WAIT – Once the characters on a card have been played the trainer jumps to the next card. The **CARD WAIT** setting will add a delay between the card being just played and the next one.

Note that if you have **Voice** turned on it is best to have this set to 0 as it will interact with the **Voice** settings.

CARD SIZE – Each set of characters that the tool sends are grouped together on a ‘card’ at the bottom of the page. This control allows the size of the card to be modified. Below a certain size the card size remains constant, but the text continues to get smaller.

Trail – In the play control bar there is an option to hide the cards so you cannot see what is being sent. Selecting **Trail** results in the cards being revealed after the ‘card’ has been sent, e.g. from

4



to

Selecting **Trail** unlocks the **Pre Delay**, **Post Delay** and **Final** timers.

Pre Delay – this introduces a longer pause between hearing the character sounds and having the word on the card revealed, useful if you want some thinking time.

Post Delay – this introduces a longer pause after the characters on the card have been revealed before playing the next character sound.

Final – this introduces a longer pause after the characters of the last card are revealed before resetting the play head back to the start and hiding the contents of the cards. This should normally be kept set to 1.

Speed Intervals – This control is used when you need to vary either the wpm or fwpm speed during the exercise. It is normally turned off except for the Variable Speed Training and the Variable Effective Speed Training.



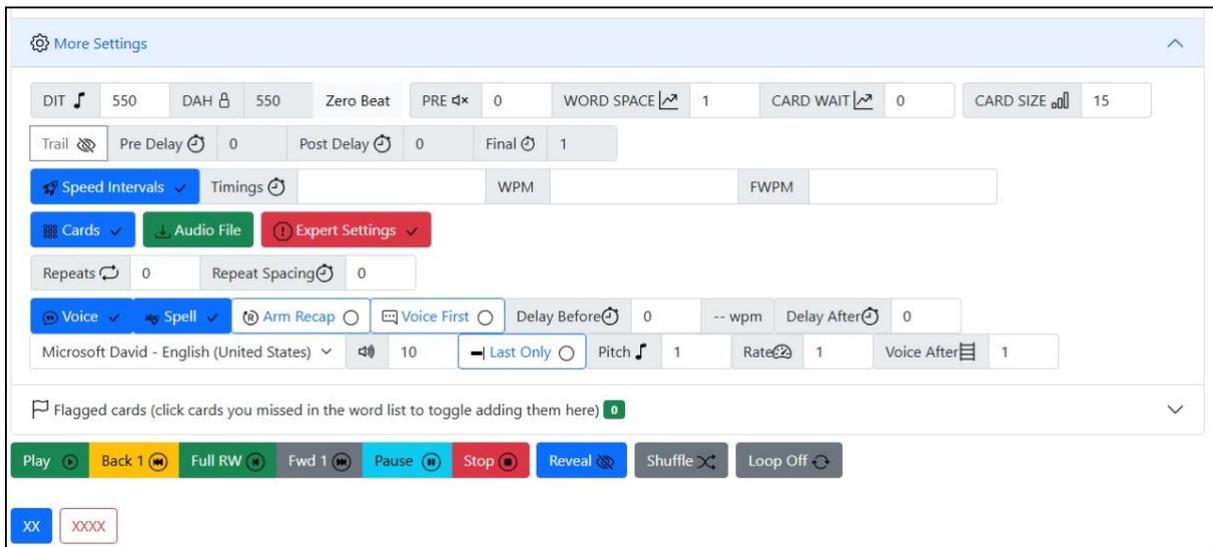
Timings – this determines the length of time between speed changes. A comma is inserted between the time periods.

WPM – this set of speeds determines the character speed associated with each time period. This can be a set of speeds separated by a comma or a single speed for used for all the time periods.

FWPM - this set of speeds determines the effective speed associated with each time period. This can be a set of speeds separated by a comma or a single speed for used for all the time periods.

Note: There are presets for the VST and VET with appropriate settings for each class level. There are also what are called Reverse VST and Reverse VET which change the speed setting from high to low or low to high depending on the exercise. Try them both ways!

Cards – The blue **Cards** button toggles the output view at the bottom of the screen where your character groups, words or sentences are be listed (either hidden or in shown).



Audio File – Selecting the green **Audio File** button, will trigger the download of a wav file containing all the characters/words in the current exercise. This can be loaded onto a media player or mobile phone to practice when away from the Morse Practice Page.

Expert Settings – Clicking the red **Expert Settings** reveals the **Voice** options.

Repeats – This determines how many times a card will be replayed. If this is set to “0”, then you will hear it played once. Setting it to “1” will play it twice, “2” will play it three times, etc.

Repeat Spacing - This determines the amount of time between each repeat in increments of word spacing. Setting this to “2” would result in the space between repeats being twice as long as normal.

Voice – When turned on this tab controls the settings for the speaking of the word(s) or characters after you have heard them sent in CW. This allows the user to close their eyes or look away from the computer and still get a clear indication of what has just been sent. Note that introducing the voice annunciation of the words after they are sent will naturally introduce a pause between words.

Note also that the voice will annunciate abbreviations and prosigns as the full word or meaning so ES = “and”, <AR> = “End of message”.

Selecting voice reveals new settings specifically for the annunciations:



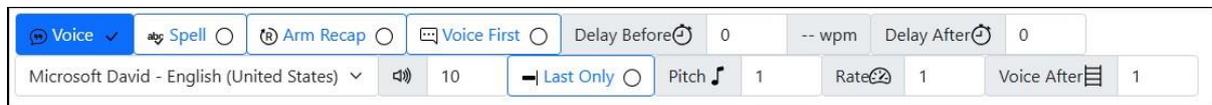
Voice Not Activated

First notice that Voice is dimmed by default. This is because Arm Recap is checked and is the default condition. In this configuration, character sets will NOT be spoken after each card nor will they be spoken after all the cards have been played unless Voice Recap (in the Play Controls area) is clicked. The purpose of this configuration is to allow the playing of ALL the cards after the sequence has been completed. You can pause the file being played at any point and then click Voice Recap to have it speak the cards up to that point.



Voice Activated

Now note that Arm Recap is turned off and Voice is turned on (dark Blue).



Spell – this determines whether the characters within a card are spoken character by character or as a word/phrase. This should be turned on when practising characters and turned off when practising words/phrases.

Voice First – this makes the voice speaks the characters before the code is played.

Delay Before – this introduces a pause between hearing the code played and the voice spoken. There are up and down arrows to change the time in quarter second intervals. Note that if you have **Trail** selected the text on the card will be revealed at the same time the word is enunciated.

Delay After – adds a delay after the enunciation before sending the code in CW. Again, there are up and down arrows to change this time.

Choose speaker – this drop down provides different voice options for you if your computer and software support them. Many times, there is only the default voice available.

Volume – the voice annunciation has a separate volume control to the CW Side tone to allow an even mix to be achieved.

Last Only – this will play the full CW for the card, but the voice annunciation will only be the final (full) word.

Pitch – Alters the pitch of the voice annunciations.

Rate – Alters the speed of the voice annunciations.

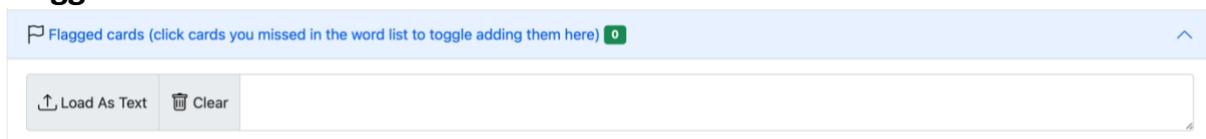
Voice After – This is used to speak the cards after “x” number of cards have been played.

Important: Remember that **WORD SPACE** and **CARD WAIT** can influence the timing of Voice and should be set to their default values (1 and 0) for best results.

SAVE and **LOAD** – Now that we have explored all the various settings, we can create our own Preset if we wish. First set up the MPP the way you want it and play a file to make sure all the settings are correct. Then go to **SAVE** (located under the Presets dropdown) and click it. This will save a .json file to your desktop. When you want to play another file with these same settings, all you have to do is load it by using the **LOAD** tab.

Important: Please keep in mind that the saved .json file does NOT save the content file with the character sets that were going to be played when you saved it; only the MPP settings!

Flagged Cards Pane



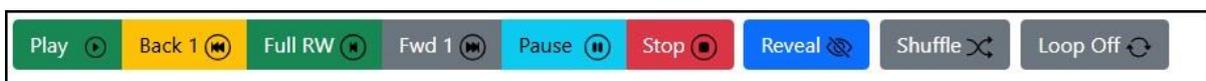
While practising, if the content of a particular card proves tricky and you wish to do some further study with it, simply left click on the card in question and the content of the card will be added in the text window. You can also simply type directly into the text window if you spot a character or prosign you would like to focus on more. When you are ready to work on the characters listed in the Flagged Cards window simply press Load As Text



and this will appear in the Loading/viewing text files pane at the top of the screen and the characters/words will appear on cards at the bottom of the screen ready to play:

Play Controls

The final section on the page is the Play Controls where the user can Play, Pause or Stop the playback of a lesson. You may or may not see **Voice Recap** depending on whether **Arm Recap** is on or off.



Play – Clicking on this tab starts the sequence of cards being played. Note that the time shown initially is the estimated time to play all the cards. Once **Play** has been clicked, there will be a second time shown which is the amount of time that has elapsed. This is updated at the end of each card being played.

The **Back 1** and **Fwd 1** controls can be used to jump forwards or backwards through the cards so it isn't necessary to always start from the beginning and it's easy to just go back and play the last card if you struggled with it.

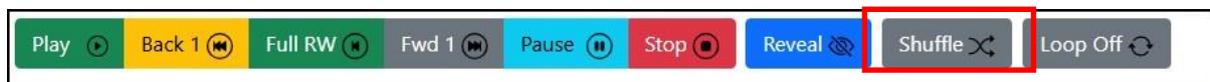
Full RW (full rewind) takes you back to the first card at the start of the lesson.

Pause – clicking this will pause the playing of the file at any point. Clicking it again will resume playing. It is important to click **Stop** if you don't resume before trying to play another file.

Stop – this will stop the playing of the file and rewind to the beginning.

Reveal – this switch toggles between being able to see the text on the cards and having it hidden. When hidden, the letters on a card are replaced with Xs. If you sometimes see you have more X's than you expect, it is likely due to the fact that some characters aren't played. eg.: <SK> will show up a four X's even though it is played as one character.

Shuffle reorders the cards randomly so you can hear the same file sent multiple times but the order of the cards can be different.

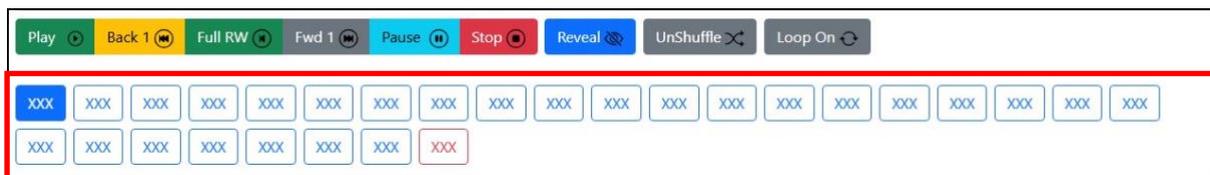


Once shuffled, pressing the button again unshuffles the cards back to the order defined in the source text file (which you can view in the Loading/viewing text files pane). You can now press **Shuffle** again to get a new random order.



Loop – Loop has three states. The default is Loop Off. If you click it once, it will change to Loop Shuffle where the cards will be shuffled after each loop. The third state is Loop On which will play the cards again but in the same order as originally presented.

Output Area – the space below the Play Controls where the cards for the currently loaded lesson are displayed.



Reference material

There are tutorial videos at:

<https://www.youtube.com/playlist?list=PLt-EzLx2AKFY8NVxxPVBbPzR6s-Kz7tJ>

See also the Student & Instructor Guide posted in the academic downloads section of the LICW website:

<https://longislandcwclub.org/academic-downloads/>