Ohio ARES District 9
Winlink Packet P2P Scripting Guidelines

During our Ohio ARES District 9 Winlink Packet P2P Test sessions a number of stations have expressed frustration when attempting a Winlink Packet P2P connection using multiple nodes. These "Long Haul" attempts usually end badly with a failed connection and no traffic being exchanged. Two of our participants, Greg - N8GD and Joe - W8JTW, have worked together and may have found a solution. During our April 22 District 9 Winlink P2P test session Joe was able to make a successful Winlink Packet P2P connection from his station in Marietta to my station in Steubenville going through the 5 nodes between us. He was able to send me his check-in and received-by message without incident. The following provides background as to how this was accomplished.

Greg's research found the website: https://www.qsl.net/w4eat/w4eat/Making_a_packet_connection_to_a_.htm

Attached is a condensed and simplified version from the information on the above web page: "Winlink Scripting Details.pdf"

Also, note that in the above is information for utilizing the node's ALIAS as a replacement for "CONN" in the script. This helps out in instances where the script gets confused by the lack of the letters "CONN" in the connection response.

Lastly, the additional !WAITFOR command is available to be used in instances where additional action to a response is required. Detailing how it works will not be described here, but you MAY want to experiment with it.

This Website (and simplified PDF version) provides instructions on "Making a Packet Connection to a Winlink RMS Packet Server." The section on "Connection Scripts" can also be applied to scripts used to make a P2P connection between two stations. Please look over this information and consider creating a script with the additional commands (if you feel they are needed) that you can use for our next P2P session. Included below is the script that worked for Joe with an added explanation for each line. Please note the use of !CONNECTTIME and !TOTALTIME at the beginning of the script. These commands give the packet system more time to connect to each node and additional time for the entire process to connect through all nodes and be completed at the end P2P system.

Connection script allowing W8JTW to connect to WD8SAB thru the Packet network:

Command	Explanation of the Command
!CONNECTTIME 120	Specifies the number of seconds allowed for each connection through the network. The default value is 60 seconds.
!TOTALTIME 480	Specifies the total number of seconds that will be allowed for the entire script to be completed. The default is 300.
C W8HH-1	Connect to W8HH-1
CONN	The expected reply when the connection is made.
C N2LC-7	Connect to N2LC-7
CONN	The expected reply when the connection is made.
C 1 KB8YDK-1	Connect using Port 1 to KB8YDK-1
CONN	The expected reply when the connection is made.
C N8GD-7	Connect ot N8GD-7
CONN	The expected reply when the connection is made.
C 1 N8GD-11	Connect using Port 1 to N8GD-11
CONN	The expected reply when the connection is made.
C 1 WD8SAB	Connect using Port 1 to WD8SAB
CONN	The expected reply when the connection is made.

The first column are the actual commands that will be used for the script. You will need to change the commands used to get from your station to the end station to which you wish to make the P2P connection.

Please let me know if these instructions worked for you as well as any suggestions you may have for improvements. Thanks to Greg and Joe for their efforts and persistence.

73 - Rick
WD8SAB