

GH Everywhere Client and Server 2.7.9 Pre-release 'a' (2.7.a9)

Server updated to 2.7.b9 to fix port crash when turning rotators. Problem was in partially implemented new feature that isn't yet completed. 3/23/25

1. SO2R rotor bug fix. <altj> N1MM control now rotates selected rotators ONLY for the Client that corresponds to the current focus radio. (previously would turn both radio's clients. (client)
2. For "rotors" that are fixed, you can now eliminate a Heading Value in the tray display by setting the FIXED heading to something greater than 360. This will then display '--' instead. (client and server)
3. Fixed the starting position for OK2ZAW stack Matches. (server)
4. Added 60 meters to the Switch Bands and Tray/Map Rotor display bands selections. (client)
5. Added 6 meters to the selections for both "HF Contest" and "HF All" bands-to- use selectors.
6. Band Switch default positions are indicated by the word "Default" in the name, or now added a shortcut of "*" (asterisk) at the beginning of the name to do the same thing. This is the name entered in the WIO Profile Position Name for the default band switch position when more than one antenna is possible for a given band. (Server)
7. WIO editor panel now has 28 lines. More than that, will need to use a text editor capable of XML. Also, WIO editor can stay open to edit more profiles without closing and re-starting. (server)
8. Virtual Switch editor now has 8 lines for things to switch/turn/send for a given virtual position. Increased from 4. (server)
9. Fixed a "packet error" that would occasionally occur on GHE Base/Remote comms that was likely not noticed but could introduce unwanted delays in message processing.
10. Button Colors. The previous scheme had a Switch Button Color that is a global setting allowing 4 colors for all switches. (Green, Blue (Cyan), Red, and Black/inverted text). This was done as a request for outdoor use (FD) ans to improve readability for some. This is now a "Default Global Setting under switches. But in addition, every individual button can be changed from that global, to one of: Red, Orange, Green, Cyan, Yellow, or Black/inverted. Access by right click on any button. The only one you should not change is the "Pink" used for Matrix Lockout

indicators for matrix band switches. This version probably allows one to change this, but we will disable that in the real release. (Client)

Switch Map (8 cr, 4 sq, etc) have always had full color control of the map wedge for each individual control with color choosers just like rotor map display. We did not change this at all. The Global Setting affects these too if you haven't selected something special.

The list of individual button changes from the default are kept in Client File "buttoncolors.ini" and can be edited. Deleting the file will remove all previous individual selections in order to start over if desired.

INSTALLATION.

Each feature has a (client or server) indicator that shows where the change was implemented. This go-round has no installer. Unzip the two .jar files and replace them in the Server and/or Client program files(x86) directory with the files of the same name. I will likely do an update installer very soon.

These are most of the requested features, still have the bi-directional rotors, and then all the neat stuff I wanted to put in.

Jeff