SD Contest Logger
on GNU/Linux

Serge Stroobandt, ON4AA

SD by EI5DI

SD by Paul O'Kane, EI5DI, is an easy, neat little contest logging program. Originally known as *Super Duper*, the program serves particularly well in DXpeditions and contesting. It features a wide variety of supported HF contests, both international and especially regional. Especially in the latter category, *SD* earned quite a reputation. There is also *SDV*, a version specifically for VHF contesters, which works similarly. Both programs are free as in beer, but unfortunately not yet open source. Being closed source software, *SD & SDV* are threatened with extinction.

Wine

All what is needed to run *SD* on GNU/Linux is `wine`, a compatibility layer for running Windows™ applications. Applications under `wine` run at full speed without requiring any CPU emulation. Microsoft Windows™ is not required. trick is `wineconsole`

PlayOnLinux

PlayOnLinux is a front-end to make `wine` easier to use. *SD* will be installed on a separate PlayOnLinux virtual Windows™ drive (not shown).

Here is how to install `playonlinux` using the command line on a Debian-derived GNU/Linux distribution such as (X)Ubuntu or Linux Mint:

```
$ sudo apt-get install playonlinux
```

Instead of PlayOnLinux, one can also use the commercial Codeweavers CrossOver package. A virtual drive is called "bottle" then.

Get SD

the installation file `sdsetup.exe`

```
$ cd Downloads
$ wget -c http://www.ei5di.com/sd/sdsetup.exe
```

Install with PlayOnLinux

SD will be installed on a separate PlayOnLinux virtual Windows™ drive, called `sd`. Please, note that Linux paths are case sensitive! located `$HOME/.PlayOnLinux/wineprefix/sd/drive_c/SD`

If CrossOver is used, that would be `$HOME/.cxoffice/sd/dosdevices/c:/SD`.

Scripts

SD happens to be special in two ways:

1. Even though *SD* was designed to run on Windows™, *SD* happens to be just a text mode program. Hence, `SD.EXE` needs to be executed with the console user interface (CUI) `wineconsole` instead of plain `wine`. The shortcuts provided by PlayOnLinux will not work.
2. Furthermore, `SD.EXE` and `SDCHECK.EXE` will only find the template files when they are started from within their `SD` subdirectory.

For that reason, it comes in handy to create two `bash` scripts to start these applications.

Contents of the `run-sd` script:

```
#!/bin/bash
cd $HOME/.PlayOnLinux/wineprefix/sd/drive_c/SD
wineconsole SD.EXE
```

Contents of the `run-sdcheck` script:

```
#!/bin/bash
cd $HOME/.PlayOnLinux/wineprefix/sd/drive_c/SD
wineconsole SDCHECK.EXE
```

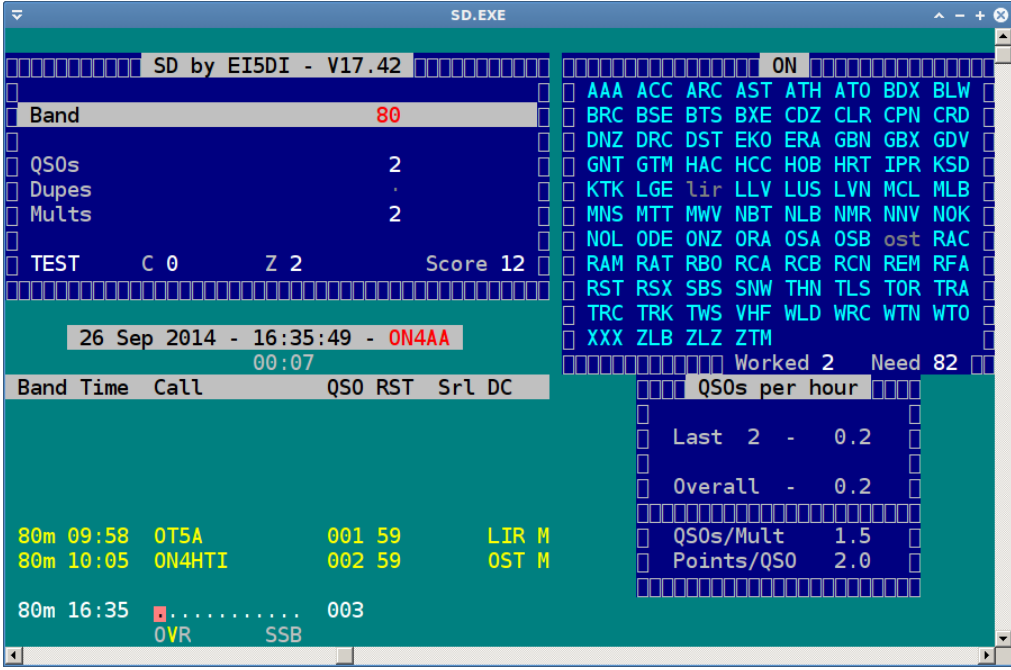Ofcourse, be sure to make both scripts executable:

```
$ chmod +x run-sd run-sdcheck
```

Running SD

Running the *SD* applications has now been made easy. Simply execute the `bash` scripts.

```
$ ./run-sd
```

The first time you launch these applications, you might want to right-click on the console window. This allows one to increase the font (e.g. 24 pt) as well as the buffer (83×28) and window size (82×27) properties. An *SD* screenshot is shown below.

Figure 1: *SD* running the 80m SSB ON Contest on Xubuntu LTS 14.04

An explanation about how *SD* functions, is beyond the scope of this article. Please, consult the manual for that. For now, end *SD* simply by typing « END ».

After a contest run the other script with:

```
$ ./run-sdcheck
```

Caveat

Bandmaps is the only function I did not manage to get working under `wineconsole`. The reason is that the function key F10 is reserved in `wineconsole`. I have not found any way yet to override this. (Let me know if you do!) I also wrote SD's author Paul O'Kane, EI5DI about this problem. This happened early 2015, right after when SD went for a couple of years from freeware to payware.

Desktop icons

It is often a hassle to find the application icons in `wine`. Here they are, should you need them.

Manual

Here is the *SD* manual.

SDV on GNU/Linux

The VHF version of this contest logger, *SDV*, will install in the same manner on GNU/Linux. Visit the very interesting web site of George Smart, M1GEO, for a demonstration.