# SETTINGS FOR MINI-KITS MODIFIED K3NG SOFTWARE

- 1/ Using the Arduino IDE software, program the Mega with the Mini-Kits modifier K3NG software
- 2/ Using the serial monitor in the Arduino IDE software set the following to suit a Yaesu G-5500 rotator

3/ Set az starting point to 180 degrees. Send /I180 (capital eye,1,8,0,) This is because it goes from 180 degrees south CW through 0 degrees and all the way CW to 270 degrees.

- 3/ Check starting point by sending /I should read Azimuth starting point set to 180
- 4/ set the az rotation capability to 450. Send /J450 ( capital jay,4,5,0, )
- 5/ check az rotation capability by sending /J should read 450
- 6/ save settings in EEprom by sending /Q
- 7/ Check that the AZ goes from 180 through 0 to 270 with a voltage between 0.255 to 4.692v on A6.
- 8/ Check that the EL goes from 0 through to 180 with a voltage between 0.312 to 4.992v on A7.

# The Mini-Kits modified K3NG software has the following code changes and settings.

### rotator\_features.h

#define FEATURE\_ELEVATION\_CONTROL

#define FEATURE\_YAESU\_EMULATION

#define FEATURE\_AZ\_POSITION\_POTENTIOMETER

#define FEATURE\_EL\_POSITION\_POTENTIOMETER

### rotator\_pins.h

#define rotate\_cw\_pwm 9

#define rotate\_ccw\_pwm 10

#define rotator\_analog\_az A6

#define rotate\_up\_pwm 5

#define rotate\_down\_pwm 6

#define rotator\_analog\_el A7

rotator\_settings.h

#define AZ\_SLOWSTART\_DEFAULT 1

#define AZ\_SLOWDOWN\_DEFAULT 1

#define AZ\_SLOW\_DOWN\_STEPS 20 //20 // must be < 256 changed from 200 to 20 as rotator took too long to stop and reverse direction

#define EL\_SLOWSTART\_DEFAULT 1

#define EL\_SLOWDOWN\_DEFAULT 1

#define AZIMUTH\_SMOOTHING\_FACTOR 50 // value = 0 to 99.9

#define ELEVATION\_SMOOTHING\_FACTOR 50 // value = 0 to 99.9

#define CONTROL\_PORT\_MAPPED\_TO &Serial1 ( suits the external HC-05 Bluetooth module

In serial monitor Set speed X3

#### Rotator settings in SatPC32

Turning point N

At sat position change

360 deg

Time interval 1 seconds

Position change 1 degrees

Constant.