

MX - K2 CW Memory Keyer

This article is about connecting the MX - K2 memory keyer to my transceiver, it is not an endorsement but is guide as to setting up the interface between the iambic dual paddle keyer, MX-K2 memory keyer and the transceiver.

For many years I have used an iambic electronic Morse keyer with built in dual paddles but without memory, lately with contests, dx-peditions, sending CQ, rubber stamp qso's and with my getting older, it became more tedious so my attention turned to using the iambic dual paddle keyer with a memory keyer.

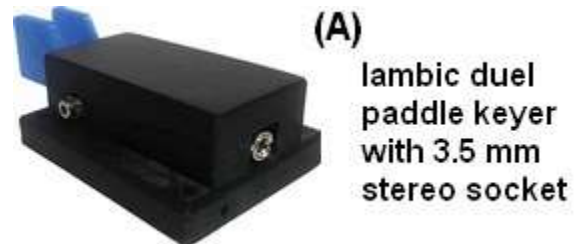
A memory keyer stores pre generated cw information which can be played or sent (transmitted) at the push of a button and repeated as required by pressing the button.

I used the dual paddles from an old iambic electronic keyer which had a faulty circuit board.

The MX-K2 does not come with an iambic keyer, iambic paddles when touched or squeezed make and break mechanical contacts and are used as input switching for the memory keyer.

The memory programming for the MX-K2 is done via iambic paddle keyer and the MX-K2 can also be used as an ordinary iambic keyer.

(A) The iambic dual paddle keyer can come housed in a case with a 3.5mm stereo socket.



My MX-K2 keyer did not come with any instructions; See Page 3

On the front there are two buttons named F1 and F2 and a speed knob to adjust the Morse code speed, the limit is about 30 wpm.

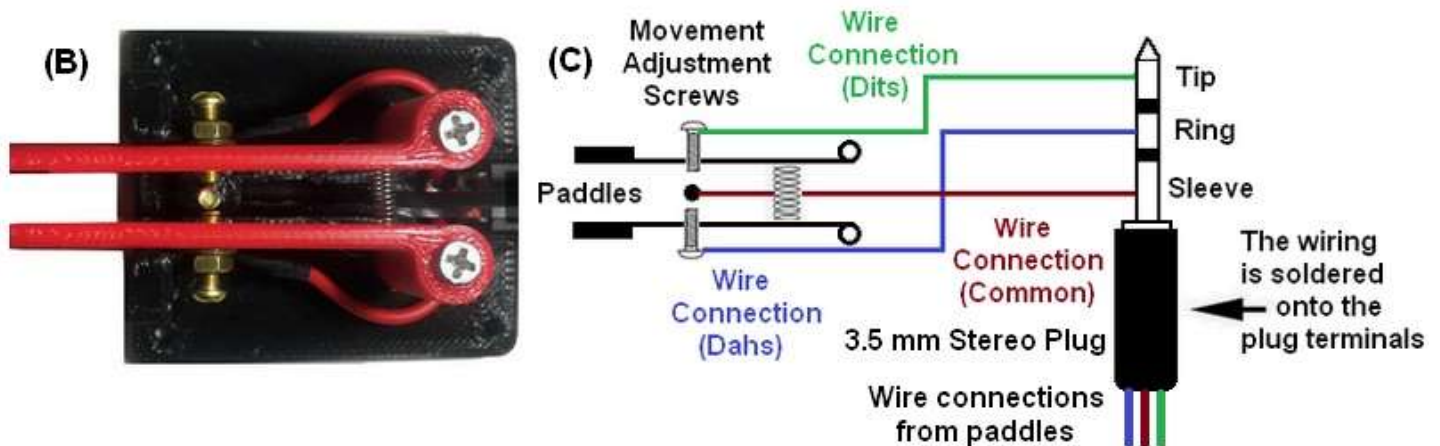
On the back of the MX-K2 there are 2 x 3.5mm sockets marked Key and Transceiver.

With both these sockets I use 3.5mm stereo plugs.

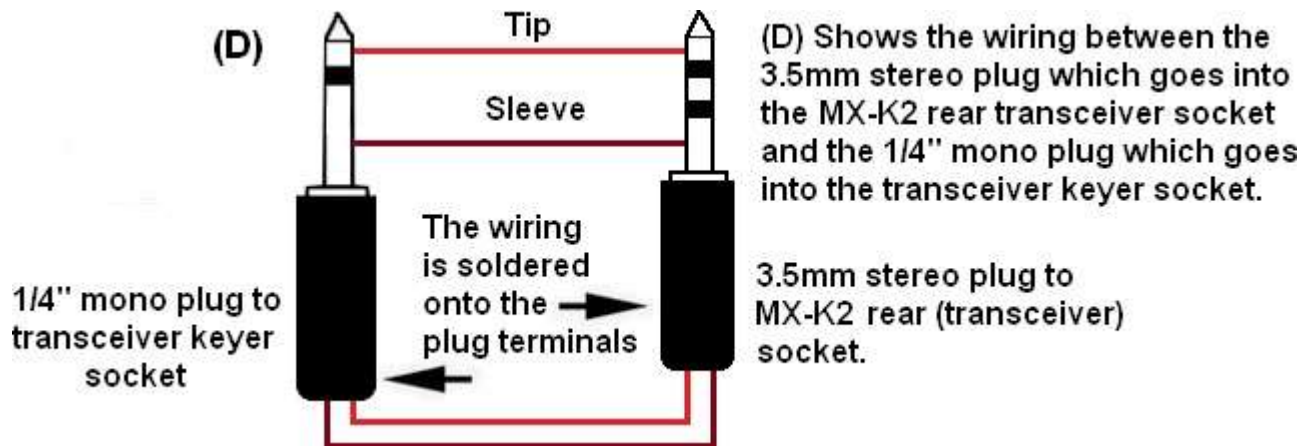


Size: 4.8cm x 2.2cm x 10.2cm / 1.9" x 0.9" x 4" aluminum black box and requires 2 x AAA batteries

When inserting the batteries, unscrew the front panel and slide out the entire board. Small screws, be careful when screwing back on so that the screws do not get "cross threaded". The buzzer can be disconnected by removing the jumper on the main board.



(B) Shows a basic external iambic dual paddle keyer and (C) shows how the keyer is connected to the MX-K2 Key socket using a 3.5mm stereo plug.



(E) Shows the wire connections between the paddles / memory keyer / transceiver.

The MX-K2 has two memories F1 and F2, example press F1 button and you will hear M, using the paddle keyer enter the information that you want to store and push F1 and you will hear S, the information is now stored in the F1 keyer memory. Same for F2.

To play (transmit) the entered information press the F1 and to repeat the same entered information again press F1, it is the same when using the F2 memory

The MX-K2 was available from Philippine online shopping suppliers such as Shopee or Lazada for around P950 including postage, the keyer is made in China and took 12 days after it was ordered to arrive at this qth.

This is a guide and there could be errors.

MX-K2 information, this was copied from the internet.

J1: buzzer mute

L/R: di/da or da/di

F1 key can remember 60 words, and it has power-off protection function.

F2 key can remember 50 words, it doesn't protect the data when the power fails.

R3 key is for speed control, speed getting fast when the value of R3 getting down.

Record: Keep pressing on F1 / F2 for more than half second, you will hear 'M', now it records CW automatically.

When it is all done, press F1 / F2, you will hear "S".

It will remind you by "F" if you exceed the storage limit, and the extra part will not be recorded.

Message : Every message can not only be stored by a long memory, it also can be separate into several parts by inputting EOM (End of Message) at the end of every segmentation.

Play the segmentations: If you want play the second segmentation, just press the memory key 2 times; if you want the third one, then press the key 3 times, etc.

Command mode: press F1 AND F2 at the same time, you will hear "C", now it is under the mode of command.

End command mode: press F1 and F2 at same time again, or you can input "D" by pressing the auto key When you use the auto key, PIC will make a judgment: you will hear "R" for the right command, and "?" for invalid command.

My Notes: J1 is a jumper on the main board used to mute the buzzer.

L/R: di/da or da/di is selected using a jumper on the main board and determines the dit and dah right and left of the paddle.

R3: max speed is about 30 wpm

Record : Records and stores the cw information as entered by the dual paddles.

One use could be enter / record calling CQ in F1 memory and in the F2 memory your callsign for contests or for replying to a CQ and reply using the iambic paddle keyer.

There is information and videos on using the MX-K2 in the internet.

There are other memory keyers available to buy already built or build from a kit.