





















































# Fldigi configuration

Operator UI Waterfall Modems Rig Audio ID Misc Web Autostart

Auto start programs with fldigi

		Enable
flrig:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
flamp:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
flnet:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
fllog:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
Prog 1:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
Prog 2:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>
Prog 3:	<input type="text"/>	<input type="button" value="Locate"/> <input type="checkbox"/> <input type="button" value="Test"/>

