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QTH-Locator

Versionsgeschichte interaktiv durchsuchen
VisuellWikitext

Version vom 23. August 2009, 22:17 Uhr
(Quelltext anzeigen)
Oe1mcu (Diskussion | Beiträge)
← Zum vorherigen Versionsunterschied

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Zeile 6:

==Beschreibung des Systems==

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[[Image:400px-Maidenhead Locator System explained.svg.png|400px|right]]

– **The chosen coding uses alternating pairs of letters and digits, like so:**

– **:::"BL11bh16"**

In each pair, the first character encodes longitude and the second character encodes latitude. These character pairs have also traditional names, and in the case of letters, the range of characters (or "encoding base number") used in each pair does vary.

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Maidenhead Locator werden werden landläufig als *grid locators* = *Gitter Position* oder *grid squares* = *Gitterfelder* bezeichnet, trotzdem das sie einer nicht rechteckige Form und keiner Rektangularprojektion entsprechen.

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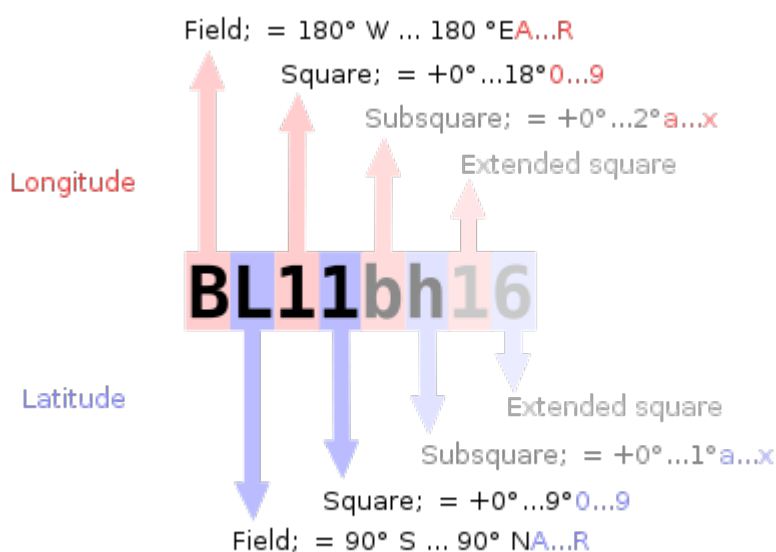
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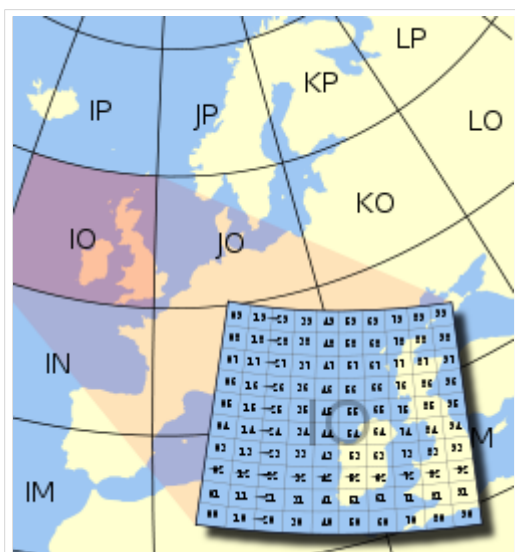
To simplify manual encoding, the base for the first pair of letters—traditionally called a *field*—was chosen to be 18, thus dividing the globe into 18 zones of latitude of 10° each, and 18 zones of longitude 20° each. These zones are encoded with the letters "A" through "R".

The first pair of numbers, called a *square* and placed after the first pair of letters, uses a base number of 10, and is encoded using the digits "0" to "9". This is where the alternative name "grid squares" comes from. Each of these squares represents 1° of latitude by 2° of longitude.



For additional precision, each square can optionally be sub-divided further, into *subsquares*. These are encoded into a second pair of letters, often (but not always) presented in lowercase, and again, to make manual calculations from degrees and minutes easier, 24 was chosen as the base number, giving these subsquares dimensions of 2.5' of latitude by 5' of longitude. The letters used are "A" through "X".

The resulting Maidenhead subsquare locator string is hence composed of two letters, two digits, and two more letters. To give an example, W1AW, the **American Radio Relay League's Hiram Percy Maxim Memorial Station** in **Newington, Connecticut**, is found in grid locator **Vorlage:Coor Maidenhead**. Two points within the same Maidenhead subsquare are always less than 12 km apart, which means a Maidenhead locator can give significant precision from just six easily transmissible characters.



Fields are divided into 100 squares each.

For even more precise location mapping, two additional digits were proposed and ratified as an *extended locator*, making it altogether eight characters long, and dividing *subsquares* into even smaller ones. Such precision has uses in very short communication spans. Beyond this, no common definition exists to extend the system further into even smaller squares. Most often the extending is done by repeating alternating subsquare and square rules (base numbers 24 and 10 respectively). However, other bases for letter encodings have also been observed, and therefore such *extended extended* locators might not be compatible.

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Before that time, it was usually based on each user's local national datum, which do differ slightly from one another and WGS 84. As a result, stations very near the edges of squares at denoted precision may have changed their locators when changing over to the use of WGS 84.

To summarize:

- Character pairs encode **longitude** first, and then **latitude**.
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BL11bh16oo66

On **shortwave** frequencies, positions are reported at *square* precision, and on VHF and UHF, *subsquare* precision is used. More precise position reports are very rarely used.

Use by radio amateurs

Today, individual radio amateurs and organizations around the world recognize and use Maidenhead locators. Many utilities exist to convert latitude and longitude to locators, as this is a favorite **hack** for programmers who are also radio amateurs. Commercially available (civil) **Global Positioning System** receivers are frequently able to display Maidenhead locators.

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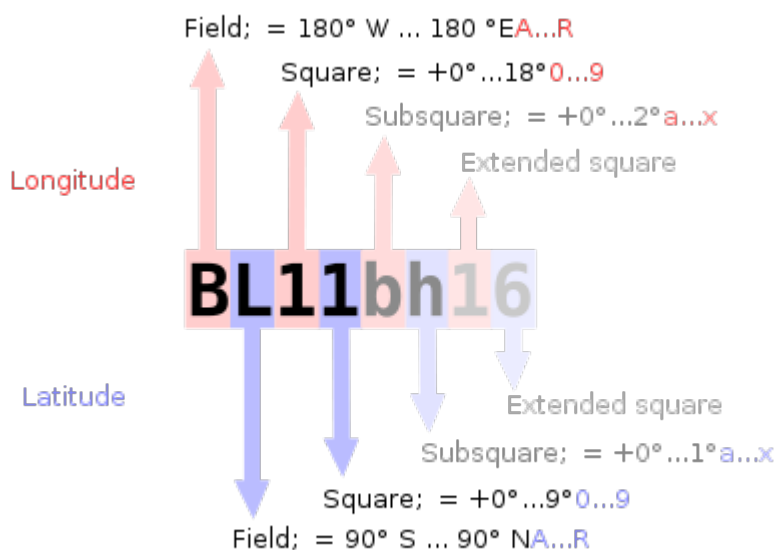
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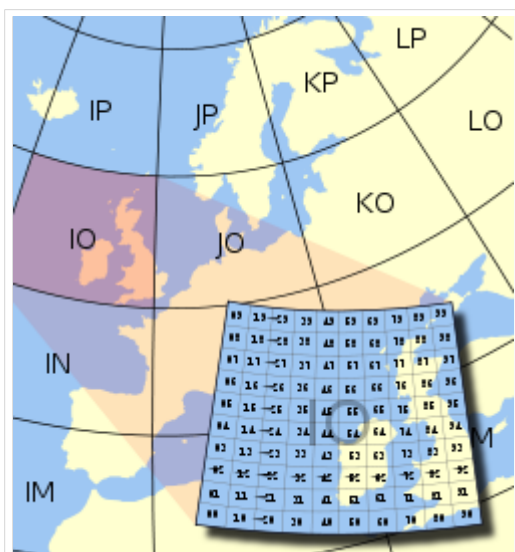
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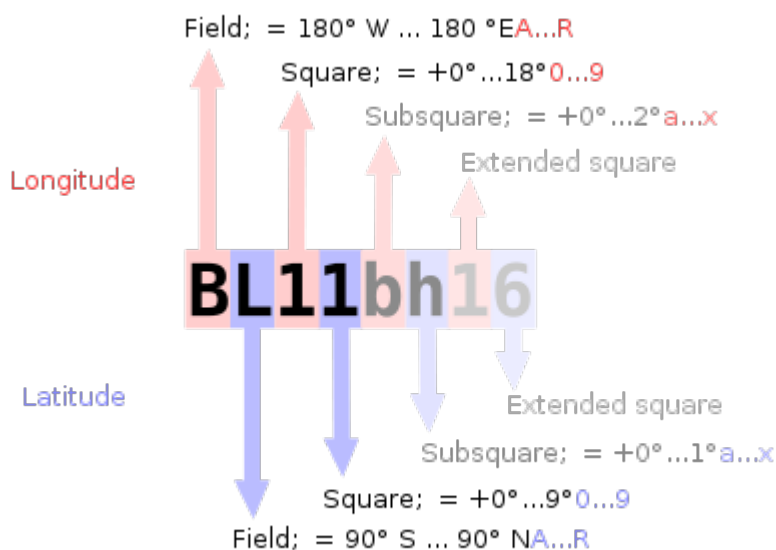
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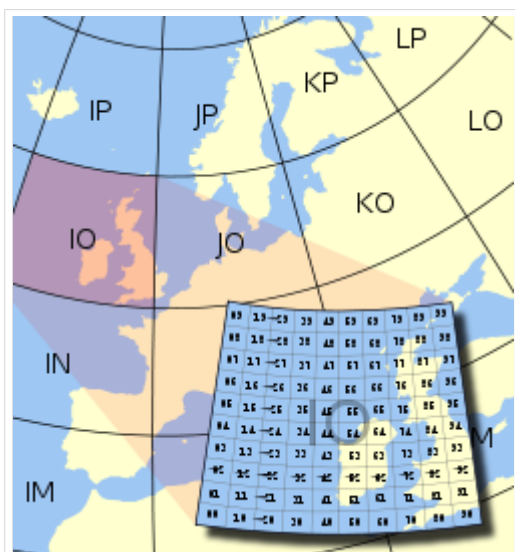
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