

RadioMail 2.0 Beta Tester Guide

Welcome aboard

You're one of a small group of operators getting early access to RadioMail 2.0.

This isn't RadioMail 1.0 with a fresh coat of paint. It's a completely new application, built from the ground up around everything I've learned over the past few years. The goal is still the same: provide the best native Winlink experience for portable operations on iPhone and iPad.

This is beta software. It will change frequently, and things will break. Please don't depend on it for anything mission critical.

In return, you have a direct line to the person writing the code. Every bug report, piece of feedback, and feature idea is valuable.

If something makes you stop and think, I want to hear about it.

Before you start

A few things worth knowing:

- TestFlight builds will switch to a blueprint-style icon so they're easy to distinguish from the App Store version.
- The first launch walks you through account setup, location, notifications, and an optional import of your RadioMail 1.x messages.
- If you already use RadioMail 1.x on the same device, your callsign and password will already be filled in. You can continue to user 1.x and 2.0 side by side.
- If you're installing on a second device, RadioMail should automatically discover your existing account through iCloud and sync everything over.

One thing I'd especially like you to test is installing and using RadioMail across multiple devices.

What's new?

Nearly everything.

The interface should still feel familiar if you've used RadioMail before, but almost every screen has been redesigned.

Some of the biggest changes include:

Devices

RadioMail now supports multiple radios and TNCs simultaneously. Supported devices are discovered automatically with zero configuration required.

Once a device has been added, you simply choose which one to use when starting a radio session.

Supported devices include:

- UV-PRO and family
- Kenwood TH-D74/D75 with B.B. Link
- Icom IC-705 (USB + Bluetooth or Wi-Fi)
- Mobilinkd
- PicoAPRS
- LiNK500
- Direwolf
- Digirig Lite (plug and play)
- AIOC (plug and play)
- VARA (FM and HF) via varanny

No more pairing and unpairing devices every time you switch radios.

A word about digital modes

You'll notice that RadioMail 2.0 puts a lot of emphasis on devices and services that can be discovered automatically and work with little or no configuration. I think that's what we should expect in 2026, especially on mobile devices where typing configuration parameters is slow and error-prone.

The reality is that configuring digital radio software is still one of the biggest barriers to getting on the air. It's also responsible for a disproportionate number of support requests. Spend a few minutes reading support forums and you'll see the same types of issues repeated over and over.

For that reason, RadioMail will increasingly favor protocols and hardware that are open, well documented, and can be implemented natively on iPhone and iPad. Features that depend on proprietary stuff are still supported where practical, but they won't drive the direction of the application and may eventually be phased out.

That's an intentional design choice.

Amateur radio moves forward when protocols are open, interoperable, and accessible for others to build on. I think those approaches deserve our time and attention, and RadioMail will continue investing in them.

Stations

The station directory has become much more central to the app.

You can still favorite stations, but you no longer need to. Instead, a new view ranks stations by how likely you are to reach them.

- VHF/UHF rankings are based on distance.
- HF rankings combine propagation predictions, NOAA solar data, and anonymous successful connection reports from nearby operators.

Sending and Receiving Mail

You'll notice there's no longer a separate Telnet mode.

Instead, internet delivery has been folded into the normal messaging workflow. When composing a message, choose **Send Now** and RadioMail will deliver it immediately over the internet whenever connectivity is available. If **Fetch New Messages Automatically** is enabled, new messages are retrieved in the background. You can also pull down on the Mailboxes screen at any time to fetch manually.

The idea is simple. If your goal is to communicate with another operator, just compose your message and send it. RadioMail takes care of the transport, and incoming mail arrives automatically.

When your goal is to operate over RF, choose **Hold for Radio** instead. The message remains in the Outbox until you start a radio session, at which point it's delivered over the air.

Before the radio purists reach for the pitchforks, this isn't meant to replace radio. Emergency communications has long promoted a PACE approach: use the simplest path that accomplishes the mission. If internet connectivity is available, use it. Save RF for when it's needed, or when your goal is simply to operate over the radio.

Incoming peer-to-peer operation is now supported as well. It's built directly into the radio session screen. You can launch a listener for packet or ARDOP mode.

iPad

RadioMail finally behaves like a proper iPad app. You get a familiar three-column interface, and composing a message opens in its own window, which is especially handy if you use iPadOS Windowing.

You can also install the iPad version on your Apple Silicon Mac.

Mailbox Management

Mailbox management in RadioMail 1.x was pretty primitive. To be honest, I didn't think people would spend much time managing their Winlink email. That changed once I started receiving a lot of email from users. I enjoyed it but also felt the pain. 😊

RadioMail 2.0 adds the controls you'd expect from a modern email app:

- Bulk edit
- Search
- Flag messages
- Smart Mailboxes: Unread, Today, Flagged, Attachments, and Forms

Forms

I won't hide the fact that I'm not a huge fan of forms. I understand the value of structured data, but the ICS-213 often feels like overkill when most of its fields already exist in the email itself. But I digress. Rather than complain about it, I decided to channel that energy into making forms less painful.

The standard forms catalog is still there, along with support for custom forms. The difference is that you can now search for forms instead of digging through endless folders.

On iPad, forms now open full screen, giving most of them enough room to be genuinely usable, especially in landscape.

On iPhone, there's an experimental form reflow engine. When enabled, RadioMail analyzes the form to determine whether it can be transformed into a vertically scrolling layout that's far more manageable on a touch screen and a lot less visually sucky. If anything looks off, you can switch back to the original table layout instantly. Better yet, the conversion happens dynamically, so you can switch back and forth without losing any of the information you've entered.

So far, the two forms people use the most by a wide margin, Winlink Check-In and ICS-213 General Message, reflow particularly well. Give them a spin and let me know what works and what doesn't.

Contacts Integration

Contacts integration is much more useful now, especially on iPad. As you type, matching contacts are suggested, making it much faster to address messages.

One of the most common requests was support for contact lists. You can now create a list in the Contacts app, and RadioMail will automatically use every email address in that list.

Before you ask: no, I don't plan to add a separate address book to the app.

One of the strengths of the Apple ecosystem is that your core productivity tools are built in, work together, and stay in sync across all your devices. It doesn't make sense to me to separate "ham contacts" from "personal," "work," or "hobby" contacts. People are people. Their information belongs in one place.

Expect deeper Contacts integration in the future, not less.

A few things disappeared

Not every feature from 1.x made the jump.

Some features added complexity without seeing much real-world use.

Removed:

- Auxiliary accounts (RadioMail now supports multiple accounts)
 - Arbitrary Telnet connections
 - AREDN mesh Post Office detection
 - Robust Packet
-

What I'd like you to stress test

Rather than trying every feature once, I'd much rather you use a few workflows repeatedly until something breaks.

Everyday mail

- Compose, reply, and forward

- Drafts
- Search
- Move messages
- Bulk edit
- Attachments
- Forms (press and hold compose button to access)
- Contacts lookup (including multiple recipients from contact lists)

Radio sessions

Try as many combinations as you can.

- Packet 1200
- Packet 9600
- ARDOP
- VARA FM
- VARA HF
- Incoming P2P
- CAT-controlled radios
- Manual radios

Switch devices frequently.

Stations

- Browse the directory
- Add personal stations
- Favorites
- Best path predictions
- Filters
- Pull to refresh

Pay attention to whether the station you expected to use actually appears near the top.

Multiple devices

This is one of the highest-priority areas.

If you own both an iPhone and an iPad:

- Install RadioMail on both.
- Compose a message on one device and finish it on the other.
- Verify that messages sync.
- Verify that favorites sync.
- Verify that tactical addresses sync.
- Make sure onboarding only happens once.

If anything feels odd during setup, that's valuable feedback.

Internet and radio together

Try mixing workflows.

- Send Now
- Hold for Radio
- Outbox
- Background mail retrieval
- Radio sessions

There are a lot of moving pieces here.

Submit your feedback

The best bug reports answer three questions:

1. What did you do?
2. What did you expect to happen?
3. What actually happened?

The easiest way to submit feedback is to take a screenshot (Volume Up + Side Button), then choose Share Beta Feedback in TestFlight. Describe what you saw, and attach additional screenshots if they help.

For longer notes, suggestions, or anything that doesn't fit into a screenshot, email **aloha@islandmagic.co**

If you're tracking down a radio issue, enable **Log to Remote Server** in the iOS Settings app before reproducing it. Those logs make debugging dramatically easier.

Finally...

Don't just look for crashes.

Some of the most valuable feedback isn't about bugs.

- Was something difficult to discover?
- Did any terminology feel confusing?
- Did you hesitate before pressing a button?
- Did something take more taps than it should?

If the interface ever makes you stop and think, that's probably something I should improve.