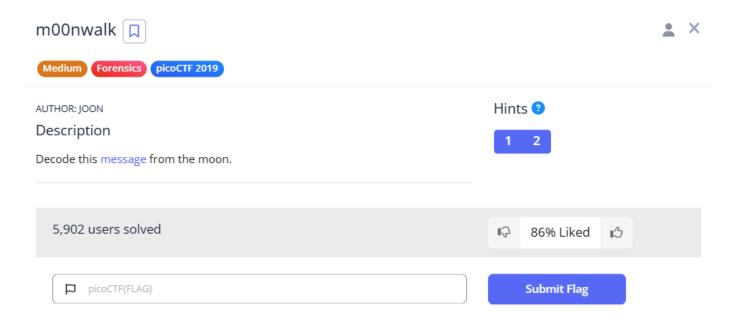
m00nwalk



Attached File: message.wav

1. Lab Setup

Tested on an SIFT Ubuntu 22.04 VM running PipeWire (PulseAudio compatibility layer). Substitute equivalent commands on other distros.

1.1 Grab the tools

```
sudo apt update
sudo apt install qsstv pavucontrol
```

- qsstv GUI SSTV receiver/encoder.
- pavucontrol lets us reroute audio sources and sinks (needed for a virtual cable).

1.2 Create a virtual audio cable

QSSTV expects real-time audio; we'll feed the WAV straight into it via a null sink:

```
# a) remove any existing null sink (optional reset)
pactl unload-module module-null-sink || true

# b) create a fresh one
pactl load-module module-null-sink sink_name=virtual-cable sink_properties=device.description=virtual-cable
```

Verify:

```
pactl list short sinks | grep virtual-cable # should list the sink
pactl list short sources | grep virtual-cable # should list virtual-cable.monitor
```

2. Configure QSSTV

- 1. Launch QSSTV.
- 2. Options \rightarrow Configuration \rightarrow Sound
 - Interface: PulseAudio
 - Input device: pulse PulseAudio Sound Server
 - Input clock: 48000 Hz (matches the file's sample rate)
 - Save & OK.
- 3. Return to the main window; set ${f mode}$ to ${f Auto}$ via the toolbar dropdown.

3. Wire the Audio Path

- 1. Start pavucontrol.
- 2. Go to Recording
- 3. Change its source to Monitor of virtual-cable Audio/Sink sink.
- 4. In a terminal, play the sample into the virtual cable:

```
paplay -d virtual-cable message.wav
```

The QSSTV waterfall should immediately light up with the distinct SSTV stripe pattern.

4. Extract

