



xSDR6000 for macOS

Version 2.0.x

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Introduction

xSDR6000 was written by Douglas Adams (K3TZR, douglas.adams@me.com) to allow a Mac user to operate a FlexRadio (TM) 6000 series radio from a Mac. It runs on macOS 10.11 and higher.

The source code can be found at:

<https://github.com/DougPA/xSDR6000>

An executable is contained in the *Release* on that same repository.

<https://github.com/DougPA/xSDR6000/releases>

Installation

Install xSDR6000 by simply copying the application bundle from the *Release* to a place of your choice (typically the “Applications” folder). Nothing else to install.

Using xSDR6000

ScrollWheel / Trackpad / Mouse usage

Action	Where	Result
Wheel Up / Trackpad Up	Not in Slice	Active Slice frequency up/down
	In Slice	Filter Width increase / decrease
Left Click	Not in Slice	Move active Slice
	No	Make Slice active
Left Drag (left <-> right)	Not in Slice	Move Panadapter center
	In Slice	Move Slice

Action	Where	Result
	Over Frequency Legend	Panadapter bandwidth increase / decrease
Left Drag (up <-> down)	Not in Slice	n/a
	In Slice	Filter Width increase / decrease
	In Db Legend (top half)	Increase / decrease upper Db level
	In Db Legend (bottom half)	Increase / decrease lower Db level
Right Click	Not in Slice, not in Tnf	Menu - Create Slice, Create Tnf
	In Slice	Menu - Remove Slice, Create Tnf
	In Tnf	Menu - Create Slice, Remove Tnf, Tnf Settings
	In Tnf & Slice	Menu - Remove Slice, Remove Tnf, Tnf Settings

Shortcut Keys

Key	Action
⌘,	Show Preferences
⌘P	New Panadapter
⌘T	Enable Tnfs toggle
⌘M	Show Markers toggle
⌘S	Show Side view toggle
⌘A	Enable Mac Audio toggle
⌘N	Cycle through the Slices on a Pan
⌘	When in Flag->XRIT, toggles between "Tuning Step" and "Split Step"

Credits

xSDR6000 is built on top of my xAPI framework (<https://github.com/DougPA/xLib6000>).

Thanks to Mario Illgen (DL3LSM) for many hours of testing and for writing portions of the xAPI framework related to DAX streams. Please see his DAX and CAT apps (<http://dl3lsm.blogspot.de>).

Thanks to Robbie Hanson, Deusty LLC and the Apple development community for the CocoaAsyncSocket framework (<https://github.com/robbiehanson/CocoaAsyncSocket>).

Thanks to Radek Pietruszewski for SwiftyUserDefaults (<https://github.com/radex>).

Thanks to the Opus organization (<https://opus-codec.org/downloads/>) for the code to produce OpusOSX.framework.

Thanks to FlexRadio for the hardware and opening up the API and the FlexLib sources for 3rd party developers (<http://www.flexradio.com>).

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