GPSD2Com

Copyright © 2021 Matthew Wann KG4GUF



Legal

Use of this software is solely at the user's own risk. It is distributed without any warranty express or implied. The software is licensed under the terms of the GPL Version 3. The full text of the license may additionally be found here: https://www.gnu.org/licenses/gpl-3.0.txt

Introduction

This is just a small program intended to allow programs on Windows that take GPS input from a serial port to connect to a GPSD instance over a network rather than requiring a direct USB or Serial connection.

Instructions

In order to for information to be seen by a COM port, it must be coming from an otherwise unconnected COM port. In other words, you will need to setup a virtual COM port pair, there are a number of programs available to do this, they're usually called "null modem emulators." Once you have a COM port pair setup, you can run this program.

When the program starts you'll see a dropdown, an address field, and a port field. Select whichever COM port your program should be sending information into. This should be one of the COM ports you setup as a pair with your null modem emulator. The address field should be the network address of the computer running GPSD. The port field is already filled in, 2947, but if this is not the port your GPSD is listening on, change it now. Note that currently, this only works for programs that accept NMEA as the position format.

The logging checkbox exists in case you want all traffic sent over the COM port logged to file for later analysis. A new file is created each time the start button is clicked and this box is checked.

Click Start. The program will begin listening for data coming from GPSD. When it receives the data, it immediately sends it out to the selected COM port. That's about it.

Support

Though this software has no guarantee, I am happy to provide whatever support I can. You may reach me at matthewcwann@gmail.com or on the Storm Track forum as Matthew Wann. Feel free to ask questions or send any comments or suggestions.

Changelog

v1.0 – Initial release