

ADS-B Decoder

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Build

How to Load from file

To load from file modify the source file: inside *FlightState.swift* modify variables. Set the *sourceFile* to true, and *sourceDump1090Server* to false

```
let sourceFile = false
let default_file_path = "/adsb_file.txt"
let process_per_second = 120
```

File format is simple dump1090 adsb message dump for example:

```
*8D407E335849A452DD41289D491C;
*8D4CAD519910F01A186408C15473;
*2000091ABEF543;
*200009174D9A72;
*5D40756987F66E;
*A00003B899680030AA00002AE5FD;
*02C58917396F15;
*02C189170E3E11;
*200003B8D45272;
*2800018C659685;
*200009174D9A72;
*20000916B26E7B;
*8D4CAD51E1018C00000000D443EE;
```

This can be done with commands similar to:

```
dump1090 --raw --enable-agc > adsb_data.txt
```

Connect to dump1090

To connect to dump1090 modify source file: inside *FlightState.swift* modify variables. Set the *sourceFile* to false, and *sourceDump1090Server* to true.

```
let sourceDump1090Server = true
let dump1090address = "192.168.4.201"
let dump1090port = 30002
```

Setup dump1090

to run dump1090 run commands similar to:

```
dump1090 --device-index 1 --enable-agc --interactive --interactive-rows 60 --
interactive-ttl 300 --net --net-http-port 12345
```

Its up to you to learn how to setup rtlSdr and dump1090

Release notes

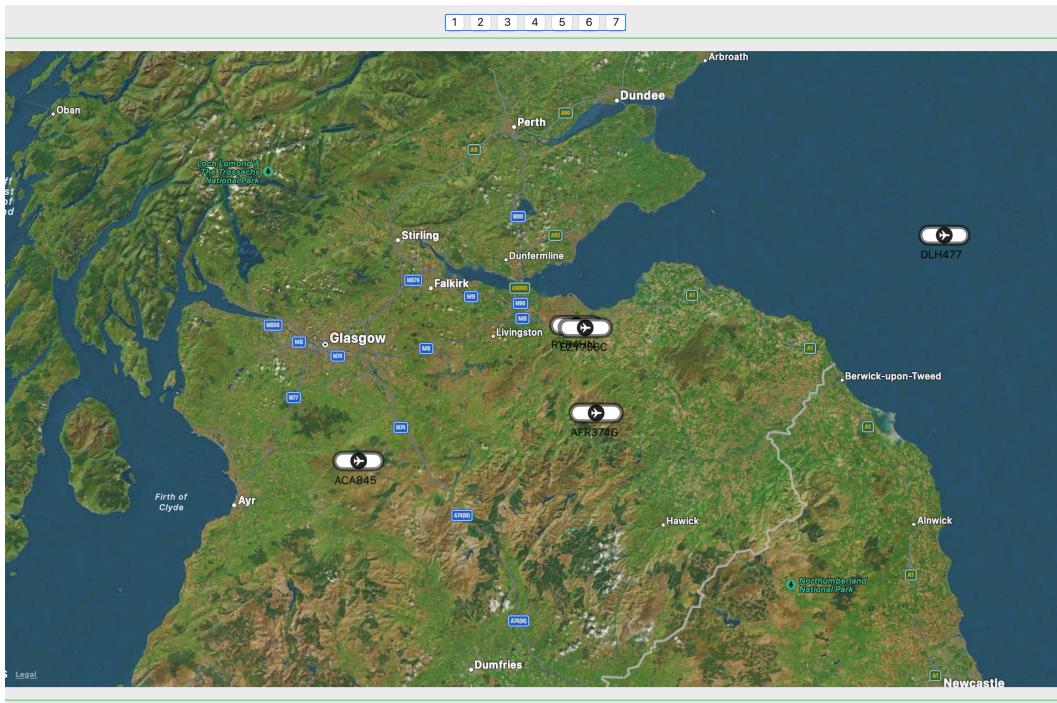
1.0.0

- Fixed drawing of airplanes, now they updated when new data comes in.
- Cleaned up unused buttons and not fully implemented menus
- **Limitations:** configuration is now in source files, to change file locations or hostnames must recompile source.



Release 0.1.0

0.0.9



Release 0.0.9

- ▶ Supports loading of adsb data from file
- ▶ Connects to dump1090
- ▶ **Limitations:** configuration is now in source files, to change file locations or hostnames must recompile source.