http://developer.skype.com/skypekit/releases/skypekit-3-7-0

Use terminal window: gunzip file, then tar -xvf file.

Graham Burgess:

“Sorry it took longer than I thought it would to respond to those. The [developer.skype.com](http://developer.skype.com) account might not  be the way to go as it is designed for developing production stuff, however there is a public API that would be a better option. There is a lot you can do with it as it will see presence, etc. However, you have to realize that even if someone is “offline” they are still technically in the chat and will get all updates once they get back online.

There is a tool call Skype4Py, which hooks into the Skype Public API, you can find it at:

<http://sourceforge.net/projects/skype4py/files/skype4py/1.0.32.0/>

For already written apps that have been developed you can look at:

<http://shop.skype.com/apps/>

Seems like the problems is with transport – can set this using skype4py.skype(Transport=”x11”), except the windows version of this function doesn’t have any parameters.

Investigating .apiattachavailable. Which is 32769 at the moment.

Okay. Here is the problem: <http://community.skype.com/t5/Desktop-API-former-Public-API/Skype-API-Python/m-p/84154#M477>

I have a 64-bit windows machine… and I can’t fix the problem unless I buy a $999 license. I think I’m going to continue this from my linux machine… or play with Skype4Com…