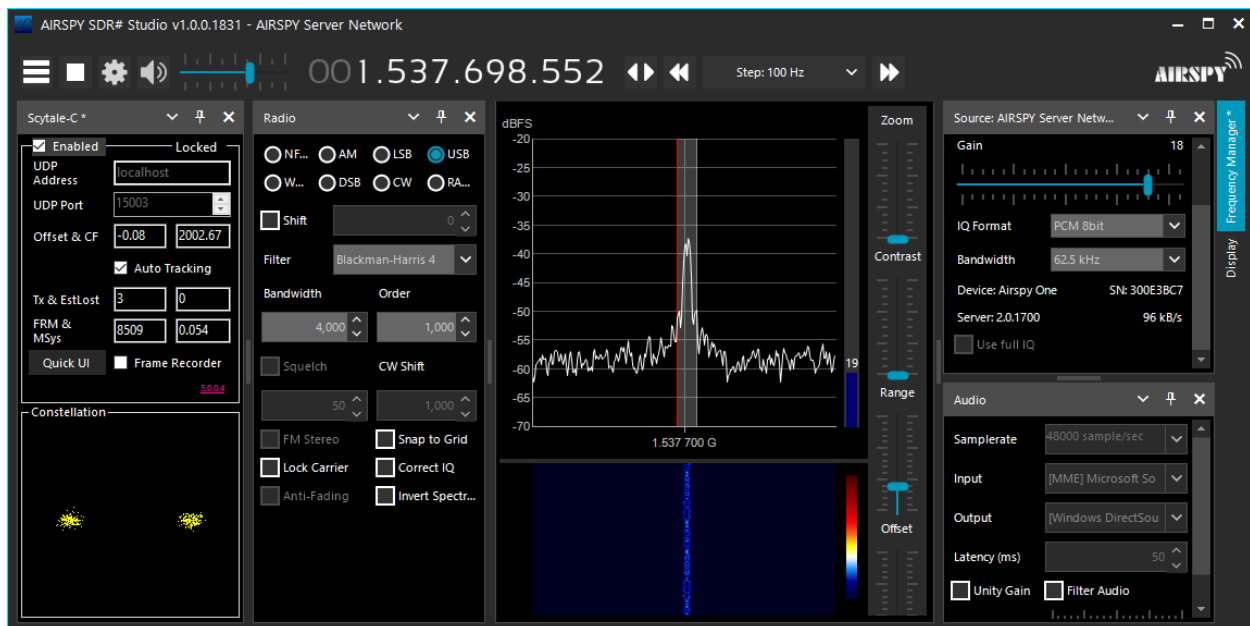


Content v4

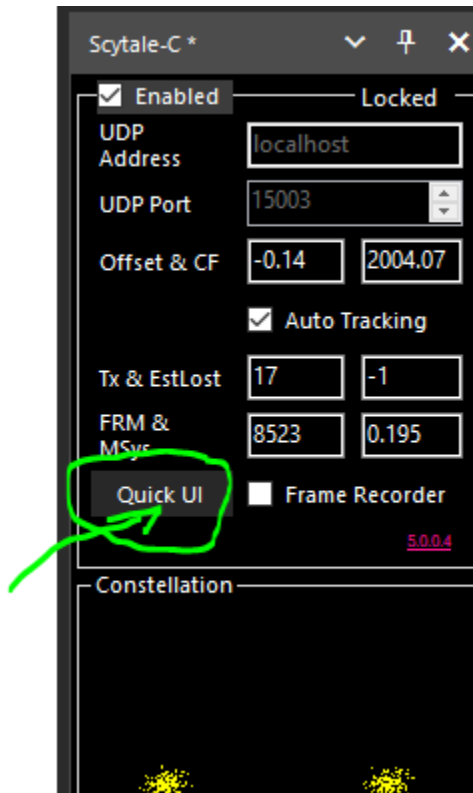
(order and versions may change as I update/upload files).

- 1 [Download repository](#)
- 2 [content-info.pdf](#)
- 3 [SDRSharp.ScytaleC.5004.NET5.PlusUI.zip](#)
- 4 [ScytaleC.1408.zip](#)
- 5 [x64-ScytaleC.QuickUI-17010.zip](#)
- 6 [x64-FramePlayer-1002Beta.zip](#)
- 7 [x64-SDRSharp.ScytaleC-10213.zip](#)
- 8 [x64-DebugHelpers.zip](#)

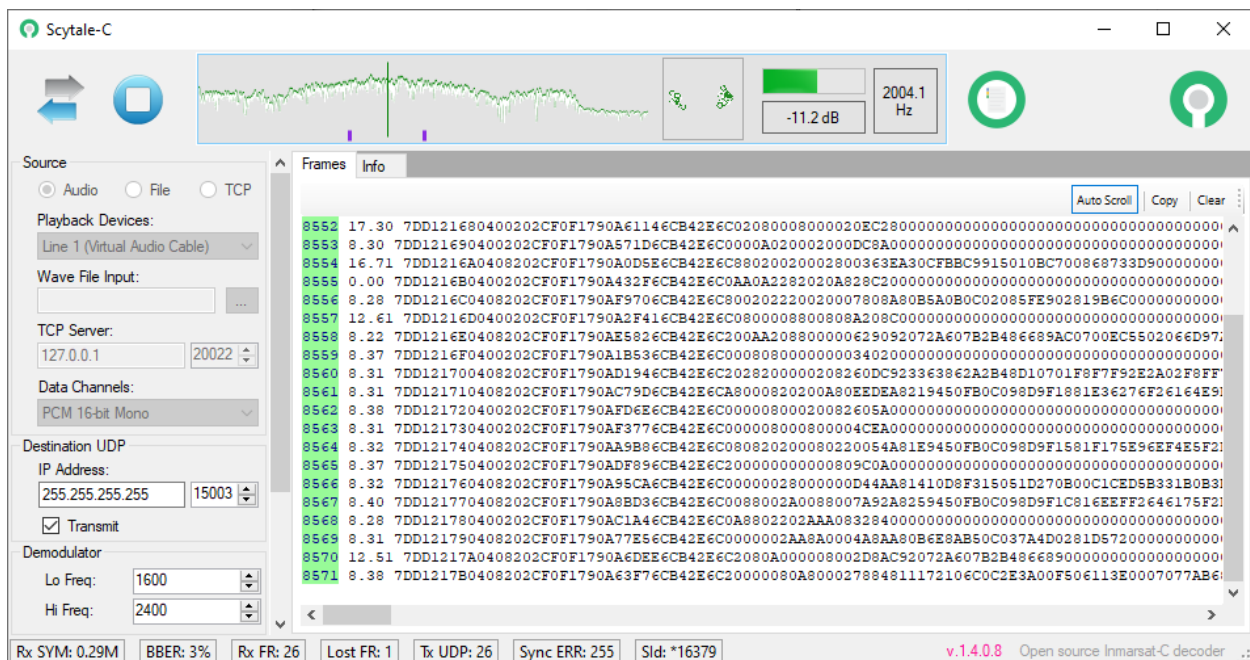
1. Source code
2. This file
3. Latest build of the plugin for SDR# (tested with most recent at the time SDR#, revision 1831):



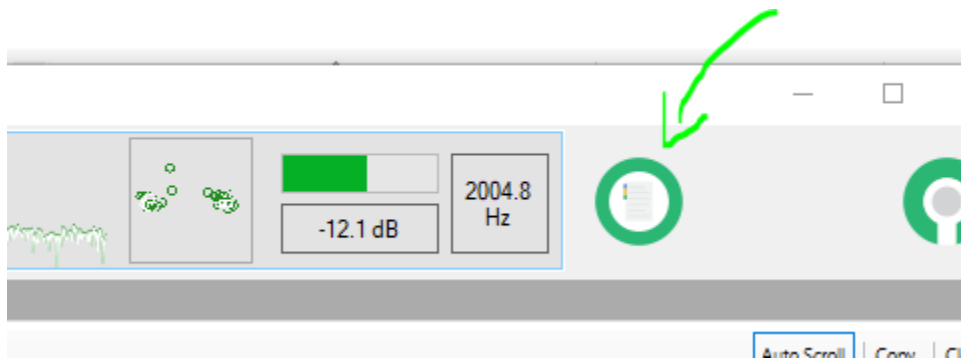
The Quick UI will get downloaded and installed automatically if you press this button:



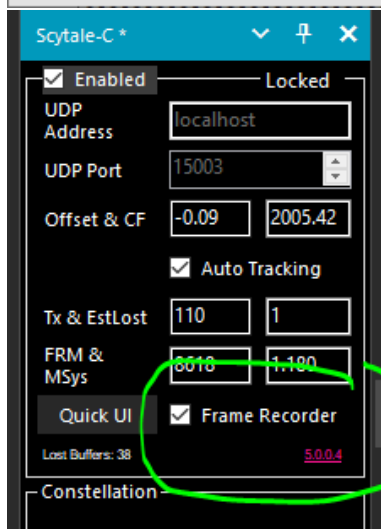
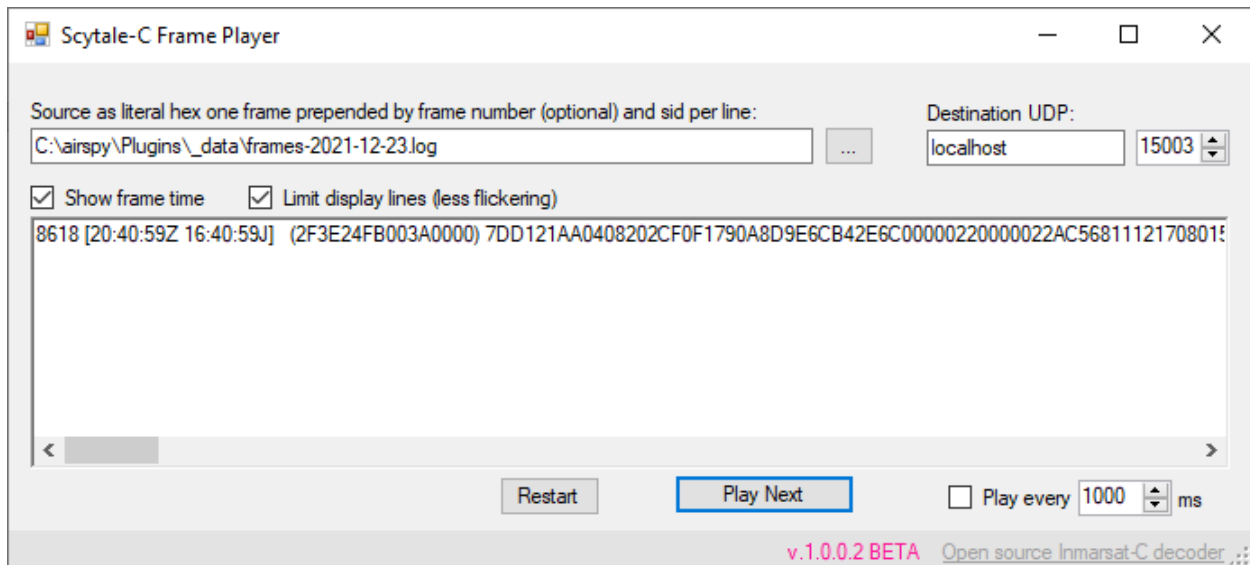
4. Latest build of the decoder running on audio (install in a path that does not contain spaces):



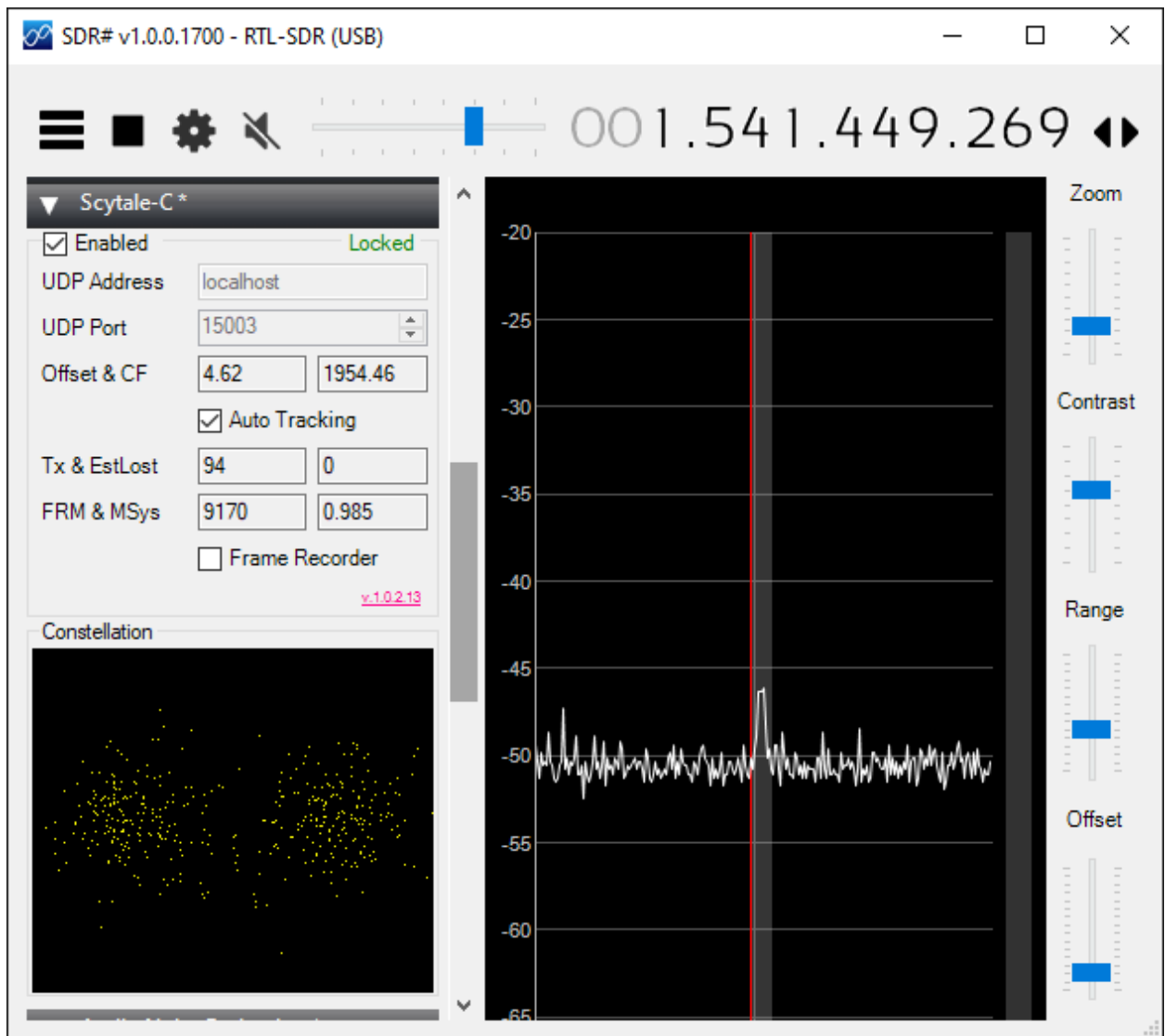
The Quick UI will get downloaded and installed automatically if you press this button:



5. The Quick UI, which is the “visualizer” for the decoded information. This is where you see charts, messages and so on (install in a path that does not contain spaces).
6. The frame player. The frames can be recorded as text using the Plugin and can be later played back any time with this app (useful for fixing bugs, decoding new packets...)



7. Plugin for SDR# versions prior to skinning. This version of the plugin is for the earliest versions of SDR#, see figure below.



Please note, this version of the plugin does not have the button to allow one to install the Quick UI automatically. Download the Quick UI manually to any folder (no spaces in your chosen path).

8. Various debugging tools created during development.

YouTube videos and blog:

<https://thinair.aelogic.com/scytale-c-how-to-rx-inmarsat-c-std-c-and-messages-using-open-source-software/>

Wiki:

<https://bitbucket.org/scytalec/scytalec/wiki/Home>

ENJOY OPEN SOURCE SOFTWARE AND PLEASE CONTRIBUTE YOUR CODE, TOO!

Eof.