
CASTLEMAKERS
Slow Scan TV (SSTV)
& Amateur Radio Phone Apps
ARUBA
6/22/24

Slow Scan TV (SSTV) History

- SSTV started late 1950’s
  - First image across the Atlantic was 1959
- Way to share static images over long distances (narrow band)
  - Different mode than ATV / FSTV
- Early modes were limited by CRT’s
- Several standards developed
  - Similar to TV, European Amateurs used different than US
  - Two manufacturers made incompatible hardware
  - Amateurs tinkered/improved transmission/reception modes
- Hidden in some games like Portal & even music!

What's SSTV Signal Like?

- Converts digital to analog - Audio Frequency Shift Keying (AFSK)
  - Example
- Frequencies range generally b/w 1200 & 2300 Hz
- Early modes were limited by CRT refresh rate! (<8-9 seconds)
  - Current modes can take up to 5 minutes!
- Most software today handles different modes
  - *Popular European modes:* Martin & Scottie
  - MMSSTV
  - *Space & other:* Robot36 & PD120

What's an Image Look Like?

What's a Typical Setup?

- Using a PC with an interface to an amateur radio

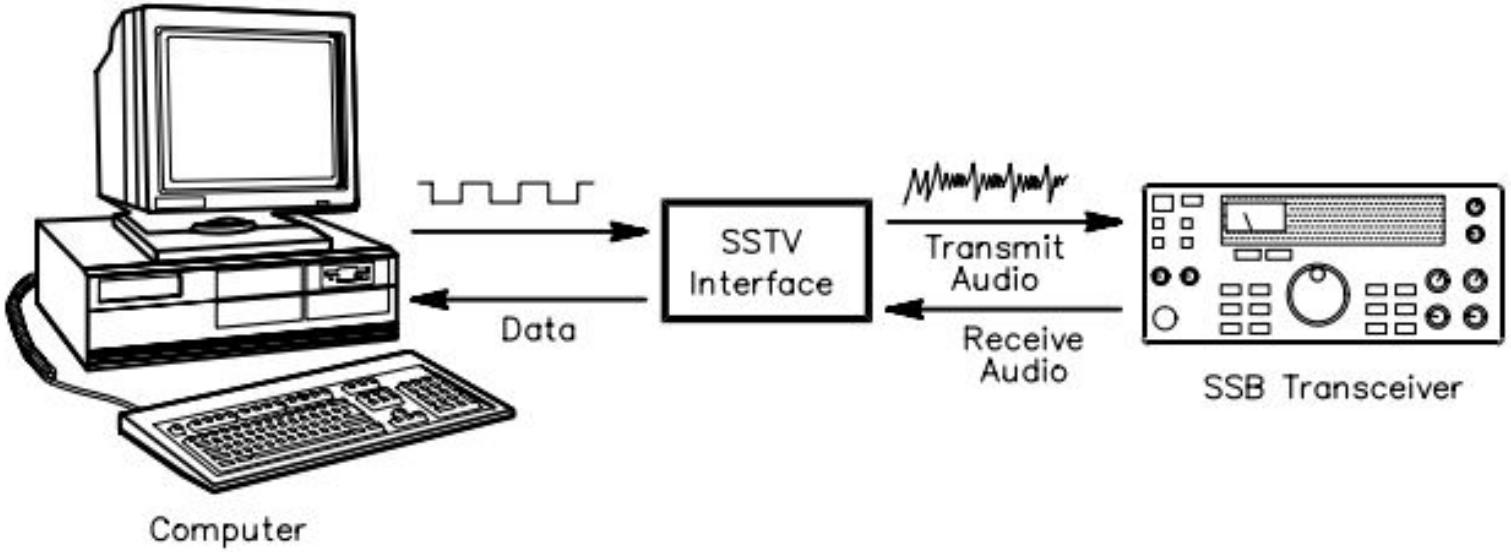
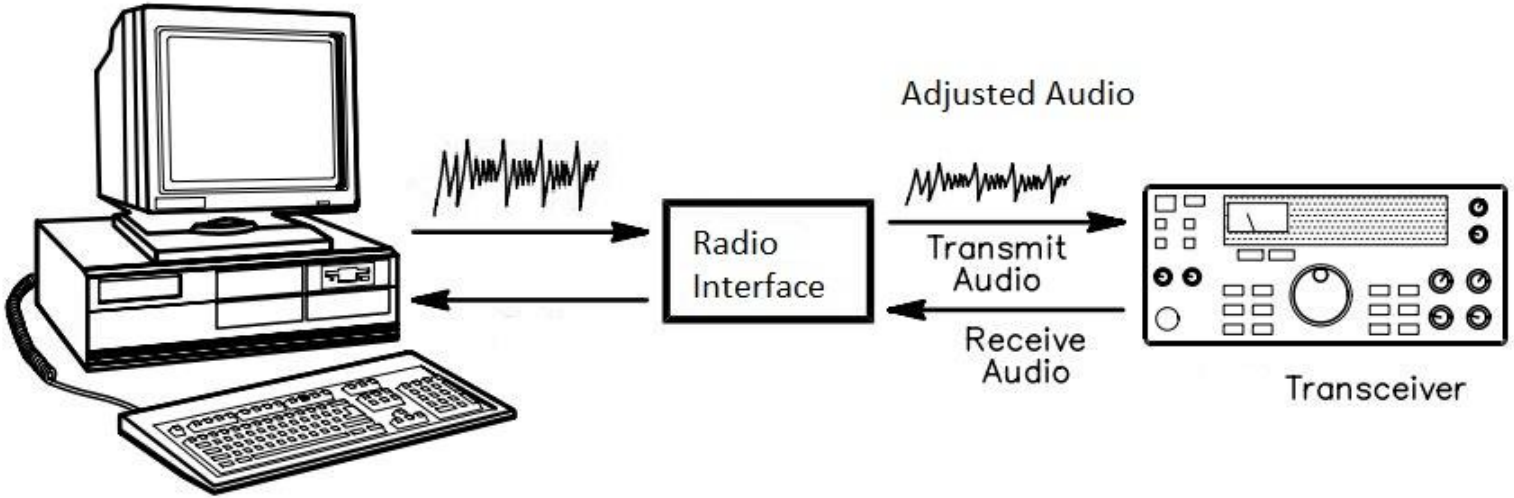


Image courtesy 9/97 QST pg 54

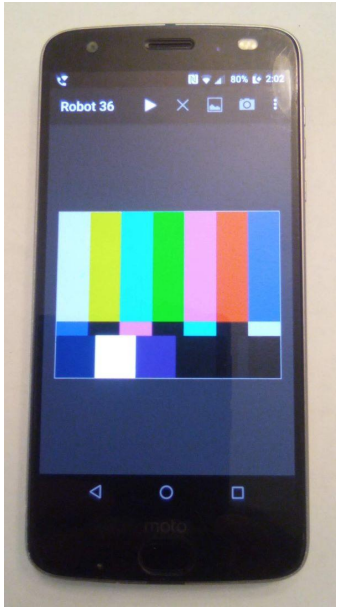
What's a Typical Setup?

- Using a PC with a sound card to an amateur radio



Another Setup Option!

- Use a cellphone with an amateur radio



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How Can I Encode/Decode an Image?

- MMSSTV (Windows): *https://hamsoft.ca/pages/mmsstv.php*
- YONIQ (Windows): *http://radiogalena.es/yoniq/*
- Multiscan (Mac): *https://www.qsl.net/v/ve3elb/KD6CJI-MultiScan3B/*
- QSSTV (Linux): *https://github.com/ON4QZ/QSSTV*
- Cellphones:
  - Robot36(Android): *Free at Google Play Store*
  - SSTV Encoder(Android): *Free at Google Play Store*
  - SSTV Pad (iOS): *$3.99 at Apple App Store*