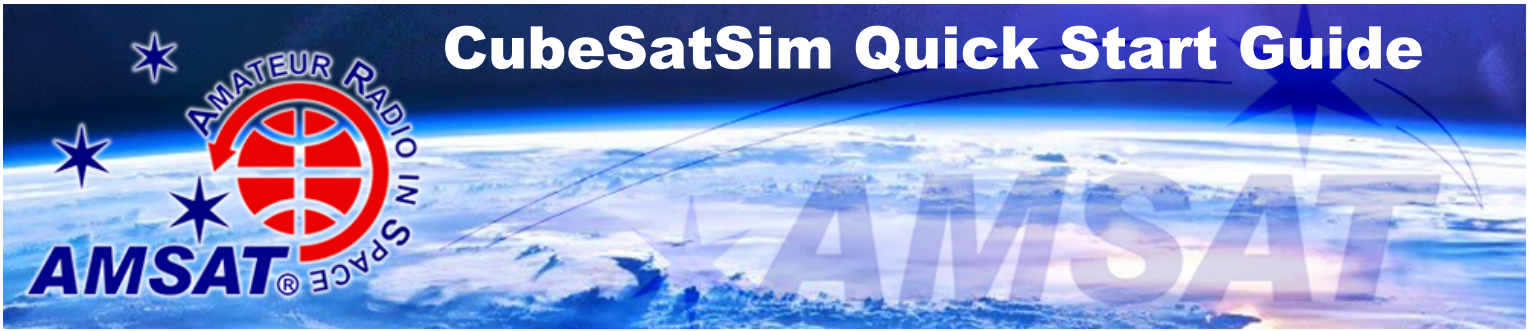
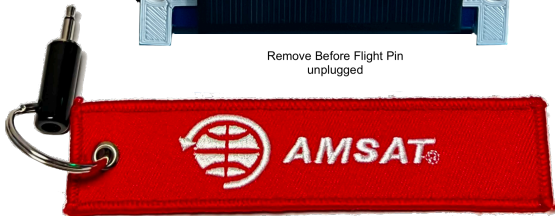


# CubeSatSim Quick Start Guide



Remove Before Flight Pin unplugged



## How to Turn on the CubeSatSim:

If the Remove Before Flight pin is plugged in (see photo), unplug pin and the CubeSatSim should turn on in about 30 seconds. The Green Power LED will first turn on, then the Blue Transmit LED will blink when it is transmitting.

If removing the Remove Before Flight pin doesn't turn it on, try inserting and removing the Remove Before Flight pin. If it still doesn't turn on, the battery may be drained – see below on how to charge the CubeSatSim.

## How to Turn Off the CubeSatSim:

Press and hold the push-button. The Green Power LED will do a sequence of short blinks. When the Green Power LED begins to blink slowly, release the push-button and the CubeSatSim will shut down after about 30 seconds. Insert the Remove Before Flight pin to complete the shut down.



RBF Plug Inserted

Red Charging LED

USB-C Charging Cable

## How to Charge the CubeSatSim:

The CubeSatSim can be charged while turned on or off, with the Remove Before Flight pin unplugged or plugged. For fastest charging, charge with CubeSatSim off and the Remove Before Flight pin plugged in.

Plug the USB-C cable into the USB charging connector. The Red Charging LED will illuminate. It can take several hours to fully charge the batteries. For the maximum charge, charge for 6 hours.

If the Remove Before Flight pin is not inserted during storage, the batteries will discharge, so always insert the Remove Before Flight to shut down the CubeSatSim.

This file can be downloaded here: <https://cubesatsim.org/qsg-beta>

Videos are available at <https://cubesatsim.org/qsg-videos>

# How to Receive Radio Signals from the CubeSatSim:

The CubeSatSim transmits on 434.9 MHz (or 434900 kHz), but can be changed `cubeSatSim/config -F` command. The Blue Transmit LED will be illuminated when it is transmitting. The frequency can be offset slightly from this frequency, so you may need to tune up or down a few kilo Hertz.

When the CubeSatSim starts up or changes modes, it will transmit a CW ID (Morse Code) that is HI HI DE then either the default AMSAT or the callsign you configured by logging into your Raspberry Pi Zero. You can listen to it on a radio or using an SDR (Software Defined Radio) USB dongle plugged into a computer, such as the RTL-SDR.

# How to Change the CubeSatSim Telemetry Mode:

Each of the five mode generates a different type of radio transmission. You can hear the difference between the different modes, and see a difference on your computer waterfall if you are using an SDR.

To change modes, press and hold the Push-button while the Green Power LED blinks. If you release the Pushbutton as it is blinking, the CubeSatSim will change to the mode associated with that number of blinks (see Mode Table).

You can also use the **RF Command and Control** capability to change the mode by transmitting on the receive frequency (default is 435 MHz but can be changed with the `cubeSatSim/config -F` command). Note, you can only do this when the CubeSatSim is not transmitting, so the Blue Transmit LED must be off. See the **Command and Control Quick Start Guide** for how to do this. Command and Control can be turned on and off using the push button. Press and hold the pushbutton until the green LED blinks slowly, then even more slowly, and then release.

The Mode Table shows each mode and how many blinks are used to set that mode. Command tells you the command that can be typed into the Raspberry Pi Zero to change to that mode. Decoding tells you what software you need. Note that some modes also require SDR software and audio loopback software as well. Audio is a link to an audio file so you can hear what the mode sounds like. Waterfall shows how the signal looks in an SDR waterfall.

Blinks	Mode	Description	Decoding	Command	Audio	Waterfall (Cubic SDR)
1	APRS	Automatic Packet Reporting System. This digital mode sends a packet of data with AFSK or Audio Frequency Shift Keying modulation.	Windows: <a href="#">SoundModem</a> or <a href="#">Direwolf</a> Raspberry Pi/Linux: <a href="#">OpenWebRX</a> or <a href="#">Direwolf</a> with spreadsheet <a href="http://cubesatsim.org/telem">http://cubesatsim.org/telem</a>	<code>CubeSatSim/ config -a</code>	<a href="http://CubeSatSim.org/a">CubeSatSim.org/a</a>	
2	FSK	Frequency Shift Keying. This mode transmits a continuous signal that makes a rumbling sound that emulates the AMSAT Fox CubeSats such as Fox-1C or AO-95. Also known as DUUV or Data Under Voice.	Windows/Raspberry Pi/Linux: <a href="#">FoxTelem</a>	<code>CubeSatSim/ config -f</code>	<a href="http://CubeSatSim.org/f">CubeSatSim.org/f</a>	
3	BPSK	Binary Phase Shift Keying. This mode transmits a continuous signal that sounds like noise that emulates the AMSAT Fox-1E or HuskSat-1 CubeSats. You need to demodulate using USB.	Windows/Raspberry Pi/Linux: <a href="#">FoxTelem</a>	<code>CubeSatSim/ config -b</code>	<a href="http://CubeSatSim.org/b">CubeSatSim.org/b</a>	
4	SSTV	Slow Scan TeleVision. This mode transmits stored images in Scottie 2 format which sounds like a series of tones.	Windows: <a href="#">MMSSTV</a> Raspberry Pi/Linux: <a href="#">QSSTV</a>	<code>CubeSatSim/ config -s</code>	<a href="http://CubeSatSim.org/s">CubeSatSim.org/s</a>	
5	CW	Continuous Wave or Morse Code. This mode transmits a FM modulated tone at 20 words per minute Morse Code telemetry.	Windows/Raspberry Pi/Linux: <a href="#">fldigi</a> with spreadsheet <a href="http://cubesatsim.org/telem">http://cubesatsim.org/telem</a>	<code>CubeSatSim/ config -m</code>	<a href="http://CubeSatSim.org/m">CubeSatSim.org/m</a>	

