
pyrtlsdr Documentation

Release 0.3.0

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OVERVIEW

1.1 Description

pyrtlsdr is a simple Python interface to devices supported by the RTL-SDR project, which turns certain USB DVB-T dongles employing the Realtek RTL2832U chipset into low-cost, general purpose software-defined radio receivers. It wraps many of the functions in the [librtlsdr library](#) including asynchronous read support and also provides a more Pythonic API.

1.2 Links

- Documentation:
 - <https://pyrtlsdr.readthedocs.io/>
- Releases:
 - <https://pypi.org/project/pyrtlsdr/>
- Source code and project home:
 - <https://github.com/pyrtlsdr/pyrtlsdr>
- Releases for `librtlsdr`:
 - <https://github.com/librtlsdr/librtlsdr/releases>

1.3 Installation

pyrtlsdr can be installed by downloading the source files and running `python setup.py install`, or using `pip` and `pip install pyrtlsdr`.

1.3.1 Full installation (recommended)

New in version 0.3.0

On most platforms, the `librtlsdr` binaries may be also installed with the `pyrtlsdrlib` package. This new feature should *drastically* simplify the installation process (especially for Windows).

This can be done by installing `pyrtlsdrlib` separately (via `pip`) or for simplicity, both can be installed at once via:

```
pip install pyrtlsdr[lib]
```

If errors are encountered with the `pyrtlsdrlib` integration (during installation or package import), you may want to ensure you have the latest versions of both:

```
pip install --upgrade pyrtlsdr[lib]
```

1.4 Usage

All functions in `librtlsdr` are accessible via `librtlsdr.py` and a Pythonic interface is available in `rtlsdr.py` (recommended). Some documentation can be found in docstrings in the latter file.

1.4.1 Examples

Simple way to read and print some samples:

```
from rtlsdr import RtlSdr

sdr = RtlSdr()

# configure device
sdr.sample_rate = 2.048e6 # Hz
sdr.center_freq = 70e6    # Hz
sdr.freq_correction = 60  # PPM
sdr.gain = 'auto'

print(sdr.read_samples(512))
```

Plotting the PSD with matplotlib:

```
from pylab import *
from rtlsdr import *

sdr = RtlSdr()

# configure device
sdr.sample_rate = 2.4e6
sdr.center_freq = 95e6
sdr.gain = 4
```

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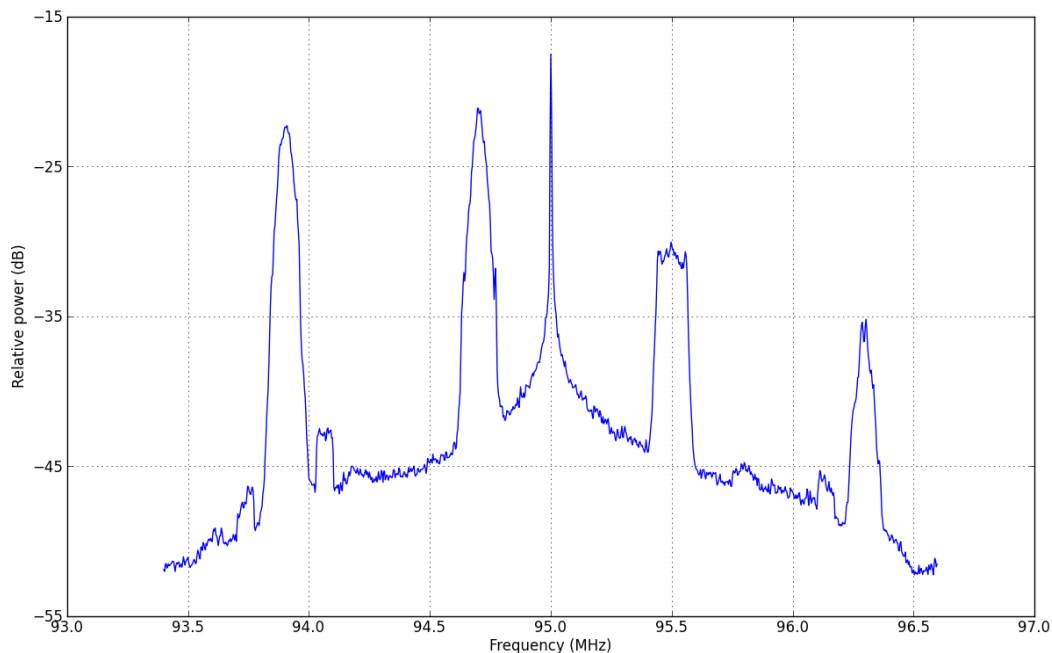
```

samples = sdr.read_samples(256*1024)
sdr.close()

# use matplotlib to estimate and plot the PSD
psd(samples, NFFT=1024, Fs=sdr.sample_rate/1e6, Fc=sdr.center_freq/1e6)
xlabel('Frequency (MHz)')
ylabel('Relative power (dB)')

show()

```

Resulting Plot:

See the files ‘demo_waterfall.py’ and ‘test.py’ for more examples.

1.4.2 Handling multiple devices:

(added in v2.5.6)

```

from rtlsdr import RtlSdr

# Get a list of detected device serial numbers (str)
serial_numbers = RtlSdr.get_device_serial_addresses()

# Find the device index for a given serial number
device_index = RtlSdr.get_device_index_by_serial('00000001')

```

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```
sdr = RtlSdr(device_index)

# Or pass the serial number directly:
sdr = RtlSdr(serial_number='00000001')
```

Note

Most devices by default have the same serial number: '00000001'. This can be set to a custom value by using the `rtl_eeprom` utility packaged with `librtlsdr`.

1.5 Experimental features

Two new submodules are available for testing: **rtlsdraio**, which adds native Python 3 asynchronous support (asyncio module), and **rtlsdrtcp** which adds a TCP server/client for accessing a device over the network. See the respective modules in the `rtlsdr` folder for more details and feel free to test and report any bugs!

1.5.1 rtlsdraio

Note that the `rtlsdraio` module is automatically imported and adds `stream()` and `stop()` methods to the normal `RtlSdr` class. It also requires the new `async/await` syntax introduced in Python 3.5+.

The syntax is basically:

```
import asyncio
from rtlsdr import RtlSdr

async def streaming():
    sdr = RtlSdr()

    async for samples in sdr.stream():
        # do something with samples
        # ...

    # to stop streaming:
    await sdr.stop()

    # done
    sdr.close()

loop = asyncio.get_event_loop()
loop.run_until_complete(streaming())
```

1.5.2 rtlsdrtcp

The `RtlSdrTcpServer` class is meant to be connected physically to an SDR dongle and communicate with an instance of `RtlSdrTcpClient`. The client is intended to function as closely as possible to the base `RtlSdr` class (as if it had a physical dongle attached to it).

Both of these classes have the same arguments as the base `RtlSdr` class with the addition of `hostname` and `port`:

```
server = RtlSdrTcpServer(hostname='192.168.1.100', port=12345)
server.run_forever()
# Will listen for clients until Ctrl-C is pressed
```

```
# On another machine (typically)
client = RtlSdrTcpClient(hostname='192.168.1.100', port=12345)
client.center_freq = 2e6
data = client.read_samples()
```

1.5.3 TCP Client Mode

On platforms where the `librtlsdr` library cannot be installed/compiled, it is possible to import the `RtlSdrTcpClient` only by setting the environment variable "RTLSDR_CLIENT_MODE" to "true". If this is set, no other modules will be available.

Feature added in v0.2.4

1.6 Dependencies

- Windows/Linux/OSX
- Python 2.7.x/3.3+
- `librtlsdr`
- **Optional:** NumPy (wraps samples in a more convenient form)

matplotlib is also useful for plotting data. The `librtlsdr` binaries (`rtlsdr.dll` in Windows and `librtlsdr.so` in Linux) should be in the `pyrtlsdr` directory, or a system path. Note that these binaries may have additional dependencies.

1.7 Todo

There are a few remaining functions in `librtlsdr` that haven't been wrapped yet. It's a simple process if there's an additional function you need to add support for, and please send a pull request if you'd like to share your changes.

1.8 Troubleshooting

- Some operating systems (Linux, OS X) seem to result in libusb buffer issues when performing small reads. Try reading 1024 (or higher powers of two) samples at a time if you have problems.

1.8.1 librtlsdr import errors

First try upgrading pyrtlsdr and using the pyrtlsdrlib helper package described above.

- In cases where that isn't feasible:
 - **Windows:** Make sure all the librtlsdr DLL files (librtlsdr.dll, libusb-1.0.dll) are in your system path, or the same folder as this README file. Also make sure you have all of *their* dependencies (e.g. libgcc_s_dw2-1.dll or possibly the Visual Studio runtime files). If rtl_sdr.exe works, then you should be okay. Also note that you can't mix the 64 bit version of Python with 32 bit builds of librtlsdr, and vice versa.
 - **Linux:** Make sure your LD_LIBRARY_PATH environment variable contains the directory where the librtlsdr.so.0 library is located. You can do this in a shell with (for example): `export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/usr/local/lib`. See [this issue](#) for more details.

1.9 License

All of the code contained here is licensed by the GNU General Public License v3.

1.10 Credit

Credit to dbasden for his earlier wrapper [python-librtlsdr](#) and all the contributors on GitHub.

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REFERENCE

2.1 rtlsdr.rtlsdr

exception `rtlsdr.rtlsdr.LibUSBError(errno, msg="")`

Bases: `OSError`

class `rtlsdr.rtlsdr.BaseRtlSdr(device_index=0, test_mode_enabled=False, serial_number=None)`

Bases: `object`

Core interface for most API functionality

Parameters

- **device_index** (`int`, optional) – The device index to use if there are multiple dongles attached. If only one is being used, the default value (0) will be used.
- **test_mode_enabled** (`bool`, optional) – If True, enables a special test mode, which will return the value of an internal RTL2832 8-bit counter with calls to `read_bytes()`.
- **serial_number** (`str`, optional) – If not None, the device will be searched for by the given serial_number by `get_device_index_by_serial()` and the device_index returned will be used automatically.

DEFAULT_GAIN

Default `gain` value used on initialization: 'auto'

DEFAULT_FC

Default `center_freq` value used on initialization: 80e6 (80 Mhz)

Type

`float`

DEFAULT_RS

Default `sample_rate` value used on initialization: 1.024e6 (1024 Msps)

Type

`float`

DEFAULT_READ_SIZE

Default number of samples or bytes to read if no arguments are supplied for `read_bytes()` or `read_samples()`. Default value is 1024

Type

`int`

gain_values

The valid gain parameters supported by the device (in tenths of dB). These are stored as returned by `librtlsdr`.

Type

`list(int)`

valid_gains_db

The valid gains in dB

Type

`list(float)`

static get_device_index_by_serial(serial)

Retrieves the device index for a device matching the given serial number

Parameters

serial (*str*) – The serial number to search for

Returns

The `device_index` as reported by `librtlsdr`

Return type

`int`

Notes

Most devices by default have the same serial number: `'0000001'`. This can be set to a custom value by using the `rtl_eeprom` utility packaged with `librtlsdr`.

static get_device_serial_addresses()

Get serial numbers for all attached devices

Returns

A list of all detected serial numbers (*str*)

Return type

`list(str)`

get_gains()

Get all supported gain values from driver

Returns

Gains in tenths of a dB

Return type

`list(int)`

get_tuner_type()

Get the tuner type.

Returns

The tuner type as reported by the driver. See the [tuner enum definition](#) for more information.

Return type

`int`

init_device_values()

Retrieves information from the device

This method acquires the values for *gain_values*. Also sets the device to the default *center frequency*, the *sample rate* and *gain*

open(device_index=0, test_mode_enabled=False, serial_number=None)

Connect to the device through the underlying wrapper library

Initializes communication with the device and retrieves information from it with a call to *init_device_values()*.

Parameters

- **device_index** (*int*, optional) – The device index to use if there are multiple dongles attached. If only one is being used, the default value (0) will be used.
- **test_mode_enabled** (*bool*, optional) – If True, enables a special test mode, which will return the value of an internal RTL2832 8-bit counter with calls to *read_bytes()*.
- **serial_number** (*str*, optional) – If not None, the device will be searched for by the given serial_number by *get_device_index_by_serial()* and the device_index returned will be used automatically.

Notes

The arguments used here are passed directly from object initialization.

Raises

IOError – If communication with the device could not be established.

packed_bytes_to_iq(bytes)

Unpack a sequence of bytes to a sequence of normalized complex numbers

This is called automatically by *read_samples()*.

Returns

The unpacked iq values as either a *list* or *numpy.ndarray* (if available).

read_bytes(num_bytes=1024)

Read specified number of bytes from tuner.

Does not attempt to unpack complex samples (see *read_samples()*), and data may be unsafe as buffer is reused.

Parameters

num_bytes (*int*, optional) – The number of bytes to read. Defaults to *DEFAULT_READ_SIZE*.

Returns

A buffer of len(num_bytes) containing the raw samples read.

Return type

ctypes.Array[c_ubyte]

read_samples(num_samples=1024)

Read specified number of complex samples from tuner.

Real and imaginary parts are normalized to be in the range [-1, 1]. Data is safe after this call (will not get overwritten by another one).

Parameters

num_samples (*int*, optional) – Number of samples to read. Defaults to `DEFAULT_READ_SIZE`.

Returns

The samples read as either a `list` or `numpy.ndarray` (if available).

set_agc_mode(*enabled*)

Enable RTL2832 AGC

Parameters

enabled (*bool*) –

set_bias_tee(*enabled*)

Enable RTL2832 Bias Tee

Enables or disables the Bias Tee option (RTL-SDRv3 only)

Parameters

enabled (*bool*) –

Warning: Using this could potentially damage your device! Please make sure you understand what Bias Tee does before using this method.

See the Bias T section of the [RTL-SDRv3 Manual](#) for information.

New in version 0.2.93.

set_direct_sampling(*direct*)

Enable direct sampling.

Parameters

direct – If False or 0, disable direct sampling. If 'i' or 1, use ADC I input. If 'q' or 2, use ADC Q input.

set_manual_gain_enabled(*enabled*)

Enable or disable manual gain control of tuner.

Parameters

enabled (*bool*) –

Notes

If `enabled` is False, then AGC should also be used by calling `set_agc_mode()`. It is recommended to use `set_gain()` instead of calling this method directly.

property bandwidth

Get/Set bandwidth value (in Hz)

Set value to 0 (default) for automatic bandwidth selection.

Notes

This value is stored locally and may not reflect the real tuner bandwidth

Type

int

property center_freq

Get/Set the center frequency of the device (in Hz)

Type

int

property fc

Get/Set the center frequency of the device (in Hz)

Type

int

property freq_correction

Get/Set frequency offset of the tuner (in PPM)

Type

int

property gain

Get/Set gain of the tuner (in dB)

Notes

If set to 'auto', AGC mode is enabled; otherwise gain is in dB. The actual gain used is rounded to the nearest value supported by the device (see the values in [valid_gains_db](#)).

Type

float or str

property rs

Get/Set the sample rate of the tuner (in Hz)

Type

int

property sample_rate

Get/Set the sample rate of the tuner (in Hz)

Type

int

class rtlsdr.rtlsdr.**Rt1Sdr**(*device_index=0, test_mode_enabled=False, serial_number=None*)

Bases: [BaseRt1Sdr](#)

This adds async read support to [BaseRt1Sdr](#)

_bytes_converter_callback(*raw_buffer, num_bytes, context*)

Converts the raw buffer used in `rtlsdr_read_async` to a usable type

This method is used internally by [read_bytes_async\(\)](#) to convert the raw data from `rtlsdr_read_async` into a memory-safe array.

The callback given in [read_bytes_async\(\)](#) will then be called with the signature:

`callback(values, context)`

Parameters

- **raw_buffer** – Buffer of type `unsigned char`
- **num_bytes** (*int*) – Length of `raw_buffer`
- **context** – User-defined value passed to `rtlsdr_read_async`. In most cases, will be a reference to the *Rt1Sdr* instance

Notes

This method is not meant to be called directly or overridden by subclasses.

`_samples_converter_callback(buffer, context)`

Converts the raw buffer used in `rtlsdr_read_async` to a usable type

This method is used internally by `read_samples_async()` to convert the data into a sequence of complex numbers.

The callback given in `read_samples_async()` will then be called with the signature:

`callback(samples, context)`

Parameters

- **buffer** – Buffer of type `unsigned char`
- **context** – User-defined value passed to `rtlsdr_read_async`. In most cases, will be a reference to the *Rt1Sdr* instance

Notes

This method is not meant to be called directly or overridden by subclasses.

`cancel_read_async()`

Cancel async read. This should be called eventually when using async reads (`read_bytes_async()` or `read_samples_async()`), or callbacks will never stop.

See also:

`limit_time()` and `limit_calls()`

`read_bytes_async(callback, num_bytes=1024, context=None)`

Continuously read bytes from tuner

Parameters

- **callback** – A function or method that will be called with the result. See `_bytes_converter_callback()` for the signature.
- **num_bytes** (*int*) – Number of bytes to read for each callback. Defaults to `DEFAULT_READ_SIZE`.
- **context** (*Optional*) – Object to be passed as an argument to the callback. If not supplied or `None`, the *Rt1Sdr* instance will be used.

Notes

As with `read_bytes()`, the data passed to the callback may be overwritten.

`read_samples_async(callback, num_samples=1024, context=None)`

Continuously read ‘samples’ from the tuner

This is a combination of `read_samples()` and `read_bytes_async()`

Parameters

- **callback** – A function or method that will be called with the result. See `_samples_converter_callback()` for the signature.
- **num_samples** (*int*) – The number of samples read into each callback. Defaults to `DEFAULT_READ_SIZE`.
- **context** (*Optional*) – Object to be passed as an argument to the callback. If not supplied or `None`, the `RtlSdr` instance will be used.

2.2 rtlsdr.rtlsdraio

This module adds `asyncio` support for reading samples from the device.

The main functionality can be found in the `stream()` method of `rtlsdr.rtlsdraio.RtlSdrAio`.

Example

```
import asyncio
from rtlsdr import RtlSdr

async def streaming():
    sdr = RtlSdr()

    async for samples in sdr.stream():
        # do something with samples
        # ...

    # to stop streaming:
    await sdr.stop()

    # done
    sdr.close()

loop = asyncio.get_event_loop()
loop.run_until_complete(streaming())
```

`class rtlsdr.rtlsdraio.AsyncCallbackIter(func_start, func_stop=None, queue_size=20, *, loop=None)`

Bases: `object`

Convert a callback-based legacy async function into one supporting `asyncio` and Python 3.5+

The queued data can be iterated using `async for`

Parameters

- **func_start** – A callable which should take a single callback that will be passed data. Will be run in a separate thread in case it blocks.
- **func_stop** (*optional*) – A callable to stop **func_start** from calling the callback. Will be run in a separate thread in case it blocks.
- **queue_size** (**int**, *optional*) – The maximum amount of data that will be buffered.
- **loop** (*optional*) – The `asyncio.event_loop` to use. If not supplied, `asyncio.get_event_loop()` will be used.

async add_to_queue(*args)

Add items to the queue

Parameters

***args** – Arguments to be added

This method is a coroutine

async start()

Start the execution

The callback given by **func_start** will be called by `asyncio.AbstractEventLoop.run_in_executor()` and will continue until **stop()** is called.

This method is a coroutine

async stop()

Stop the running executor task

If **func_stop** was supplied, it will be called after the queue has been exhausted.

This method is a coroutine

class `rtlsdr.rtlsdraio.RtlSdrAio(device_index=0, test_mode_enabled=False, serial_number=None)`

Bases: `RtlSdr`

stop()

Stop async stream

Stops the `read_samples_async` and `Executor` task created by **stream()**.

stream(num_samples_or_bytes=131072, format='samples', loop=None)

Start async streaming from SDR and return an async iterator (Python 3.5+).

The `read_samples_async()` method is called in an `Executor` instance using `asyncio.AbstractEventLoop.run_in_executor()`.

The returned asynchronous iterable can then used to retrieve sample data using **async for** syntax.

Calling the **stop()** method will stop the `read_samples_async` session and close the `Executor` task.

Parameters

- **num_samples_or_bytes** (**int**) – The number of bytes/samples that will be returned each iteration
- **format** (**str**, *optional*) – Specifies whether raw data (“bytes”) or IQ samples (“samples”) will be returned
- **loop** (*optional*) – An `asyncio` event loop

Returns

An asynchronous iterator to yield sample data

2.3 rtlsdr.rtlsdrtcp

This module allows client/server communication.

The `RtlSdrTcpServer` class is meant to be connected physically to an SDR dongle and communicate with an instance of `RtlSdrTcpClient`.

The client is intended to function as closely as possible to the base `RtlSdr` class (as if it had a physical dongle attached to it).

Both of these classes have the same arguments as the base `RtlSdr` class with the addition of `hostname` and `port`.

Examples

```
server = RtlSdrTcpServer(hostname='192.168.1.100', port=12345)
server.run_forever()
# Will listen for clients until Ctrl-C is pressed
```

```
# On another machine (typically)
client = RtlSdrTcpClient(hostname='192.168.1.100', port=12345)
client.center_freq = 2e6
data = client.read_samples()
```

Note: On platforms where the `librtlsdr` library cannot be installed/compiled, it is possible to import `RtlSdrTcpClient` only by setting the environment variable "RTLSDR_CLIENT_MODE" to "true". If this is set, no other modules will be available.

Feature added in v0.2.4

2.3.1 rtlsdr.rtlsdrtcp.server

```
class rtlsdr.rtlsdrtcp.server.RequestHandler(request, client_address, server)
```

Bases: `BaseRequestHandler`

`close()`

`finish()`

`handle(rx_message=None)`

`handle_method_call(rx_message)`

`handle_prop_get(rx_message)`

`handle_prop_set(rx_message)`

`setup()`

```
class rtlsdr.rtlsdrtcp.server.RtlSdrTcpServer(device_index=0, test_mode_enabled=False,
                                              serial_number=None, hostname='127.0.0.1',
                                              port=None)
```

Bases: `RtlSdr`, `RtlSdrTcpBase`

Server that connects to a physical dongle to allow client connections.

close()

Stops the server (if it's running) and closes the connection to the dongle.

open(device_index=0, test_mode_enabled=False, serial_number=None)

Connect to the device through the underlying wrapper library

Initializes communication with the device and retrieves information from it with a call to `init_device_values()`.

Parameters

- **device_index** (`int`, optional) – The device index to use if there are multiple dongles attached. If only one is being used, the default value (0) will be used.
- **test_mode_enabled** (`bool`, optional) – If True, enables a special test mode, which will return the value of an internal RTL2832 8-bit counter with calls to `read_bytes()`.
- **serial_number** (`str`, optional) – If not None, the device will be searched for by the given serial_number by `get_device_index_by_serial()` and the device_index returned will be used automatically.

Notes

The arguments used here are passed directly from object initialization.

Raises

IOError – If communication with the device could not be established.

read_bytes(num_bytes=1024)

Return a packed string of bytes read along with the struct_fmt.

read_samples(num_samples=1024)

This overrides the base implementation so that the raw data is sent. It will be unpacked to I/Q samples on the client side.

run()

Runs the server thread and returns. Use this only if you are running mainline code afterwards. The server must explicitly be stopped by the stop method before exit.

run_forever()

Runs the server and begins a mainloop. The loop will exit with Ctrl-C.

class rtlsdr.rtlsdrtcp.server.Server(rtl_sdr)

Bases: `TCPServer`

server_close()

Called to clean-up the server.

May be overridden.

REQUEST_RECV_SIZE = 1024

class rtlsdr.rtlsdrtcp.server.ServerThread(rtl_sdr)

Bases: `Thread`

run()

Method representing the thread's activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

`stop()`

`rtlsdr.rtlsdrtcp.server.run_server()`

Convenience function to run the server from the command line with options for hostname, port and device index.

2.3.2 `rtlsdr.rtlsdrtcp.client`

`class rtlsdr.rtlsdrtcp.client.RtlSdrTcpClient`(*device_index=0, test_mode_enabled=False, hostname='127.0.0.1', port=None*)

Bases: *RtlSdrTcpBase*

Client object that connects to a remote server.

Exposes most of the methods and descriptors that are available in the `RtlSdr` class in a transparent manner allowing an interface that is nearly identical to the core API.

`close()`

`get_bandwidth()`

`get_center_freq()`

`get_freq_correction()`

`get_gain()`

`get_gains()`

`get_sample_rate()`

`get_tuner_type()`

`open(*args)`

`read_bytes(num_bytes=1024)`

`read_bytes_async(*args)`

`read_samples(num_samples=1024)`

`read_samples_async(*args)`

`set_bandwidth(value)`

`set_center_freq(value)`

`set_direct_sampling(value)`

`set_freq_correction(value)`

`set_gain(value)`

`set_sample_rate(value)`

property `bandwidth`

property center_freq
property fc
property freq_correction
property gain
property rs
property sample_rate

2.3.3 rtlsdr.rtlsdrtcp.base

exception rtlsdr.rtlsdrtcp.base.**CommunicationError**(*msg, source_exc=None*)

Bases: [Exception](#)

class rtlsdr.rtlsdrtcp.base.**AckMessage**(***kwargs*)

Bases: [MessageBase](#)

Simple message type meant for ACKnowledgemnt of message receipt

get_header(***kwargs*)

Builds the header data for the message

The timestamp is added to the header if not already present.

Return type

[dict](#)

class rtlsdr.rtlsdrtcp.base.**ClientMessage**(***kwargs*)

Bases: [MessageBase](#)

get_header(***kwargs*)

Builds the header data for the message

The timestamp is added to the header if not already present.

Return type

[dict](#)

get_response_class()

send_message(*sock*)

Serializes and sends the message

Parameters

sock – The [socket](#) object to write to

class rtlsdr.rtlsdrtcp.base.**MessageBase**(***kwargs*)

Bases: [object](#)

Base class for messages sent between clients and servers.

Handles serialization/deserialization and communication with socket type objects.

timestamp

Timestamp given from [time.time\(\)](#)

Type

[float](#)

header

A dict containing message type and payload information

Type

dict

data

The payload containing either the request or response data

classmethod from_remote(sock)

Reads data from the socket and parses an instance of *MessageBase*

Parameters

sock – The *socket* object to read from

get_ack_response(sock)**get_data(**kwargs)****get_header(**kwargs)**

Builds the header data for the message

The *timestamp* is added to the header if not already present.

Return type

dict

get_response(sock)

Waits for a specific response message

The message class returned from `get_response_class()` is used to parse the message (called from *from_remote()*)

Parameters

sock – The *socket* object to read from

send_message(sock)

Serializes and sends the message

Parameters

sock – The *socket* object to write to

```
class rtlsdr.rtlsdrtcp.base.RtlSdrTcpBase(device_index=0, test_mode_enabled=False,
                                         hostname='127.0.0.1', port=None)
```

Bases: *object*

Base class for all rtlsdrtcp functionality

Parameters

- **device_index** (*int*, optional) –
- **test_mode_enabled** (*bool*, optional) –
- **hostname** (*str*, optional) –
- **port** (*int*, optional) –

packed_bytes_to_iq(bytes)

A direct copy of `rtlsdr.BaseRtlSdr.packed_bytes_to_iq()`

DEFAULT_PORT = 1235

```
class rtlsdr.rtlsdrtcp.base.ServerMessage(**kwargs)
```

Bases: [MessageBase](#)

```
classmethod from_remote(sock)
```

Reads data for the socket buffer and reconstructs the appropriate message that was sent by the other end.

This method is used by clients to reconstruct ServerMessage objects and if necessary, use multiple read calls to get the entire message (if the message size is greater than the buffer length)

```
get_data(**kwargs)
```

```
get_header(**kwargs)
```

Builds the header data for the message

The timestamp is added to the header if not already present.

Return type

`dict`

```
get_response_class()
```

```
send_message(sock)
```

Sends the message data to clients.

If necessary, uses multiple calls to send to ensure all data has actually been sent through the socket objects's buffer.

2.4 rtlsdr.helpers

```
rtlsdr.helpers.limit_calls(max_calls)
```

Decorator to cancel async reads after the given number of calls.

Parameters

max_calls (`int`) – Number of calls to wait for before cancelling

Examples

Stop reading after 10 calls:

```
>>> @limit_calls(10)
>>> def read_callback(data, context):
>>>     print('signal mean:', sum(data)/len(data))
>>> sdr = RtlSdr()
>>> sdr.read_samples_async(read_callback)
```

Notes

See notes in `limit_time()`

`rtlsdr.helpers.limit_time(max_seconds)`

Decorator to cancel async reads after a specified time period.

Parameters

max_seconds – Number of seconds to wait before cancelling

Examples

Stop reading after 10 seconds:

```
>>> @limit_time(10)
>>> def read_callback(data, context):
>>>     print('signal mean:', sum(data)/len(data))
>>> sdr = RtlSdr()
>>> sdr.read_samples_async(read_callback)
```

Notes

The context in either `read_bytes_async()` or `read_samples_async()` is relied upon and must use the default value (the `RtlSdr` instance)

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