

Installing Swift Console

This can be done indoors and requires an Internet connection.

Overview

The Swift Console is a Graphical User Interface (GUI) program that runs on your computer and allows you to communicate with Piksi® Multi. It displays the position and status information and also allows you to change the receiver's configuration.

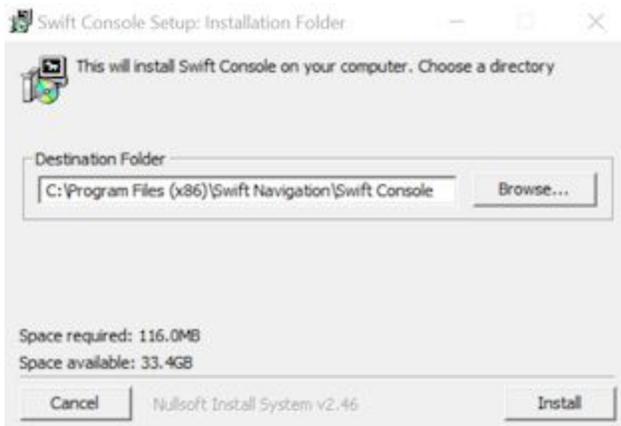
Download and Install Swift Console

Windows

Download and install the Swift Console Installer for Windows from:

<https://swiftnav.com/latest/swift-console>

Once the download has completed, run the installer.



After the installer launches, you may choose a location to install to. By default this location is *C:\Program Files (x86)\Swift Navigation\Swift Console*.

Click *Install*. When the installation has completed, click *Close*. After installation, Swift Console can be launched by double-clicking the icon on the desktop.



Mac OS

Download and install the "OS X Console Installer" from the link below:

<https://swiftnav.com/latest/swift-console>

Be sure to drag the Swift Console application into your Applications folder. Later when you try to run the console, launch it from the Swift Console icon located in your Applications Folder.

Linux

Please download the latest tar binary distribution of the Swift Console from the link below:

<https://swiftnav.com/latest/swift-console>

Extract the tar file to a location where the current user has read / write permissions.

```
tar xvfz swift_console_v2.0.1_linux.tar.gz
```

Next you will need to adjust the permissions on the serial device so it can be accessed from user space. A convenient script ships with the console that adds a udev rule so that all users in the "plugdev" group have access to Swift devices. Here are the instructions for using the script to configure your serial port.

```
cd swift_console_v2.0.1_linux
sudo ./configure_udev_rules.sh
```

Lastly, please logout and back in as your user in order for your user's new "plugdev" group to take effect. When your user has write access to the serial port you should be able to run the console executable from the directory.

```
cd swift_console_v2.0.1_linux
./console
```

The provided binary should work on most 64 bit Linux distributions and has been tested on Ubuntu 14.04 LTS and Ubuntu 16.06. If you are running a different Linux distribution, or want to run the Swift Console from source, follow the instructions in the readme.rst in Swift's Piksi Tools repository: https://github.com/swift-nav/piksi_tools

