

EECE416: Microcomputer Fundamentals and Design

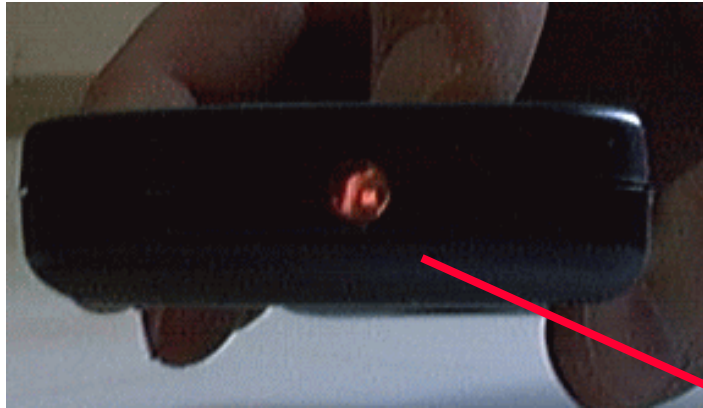
PIC Coding Practice - C

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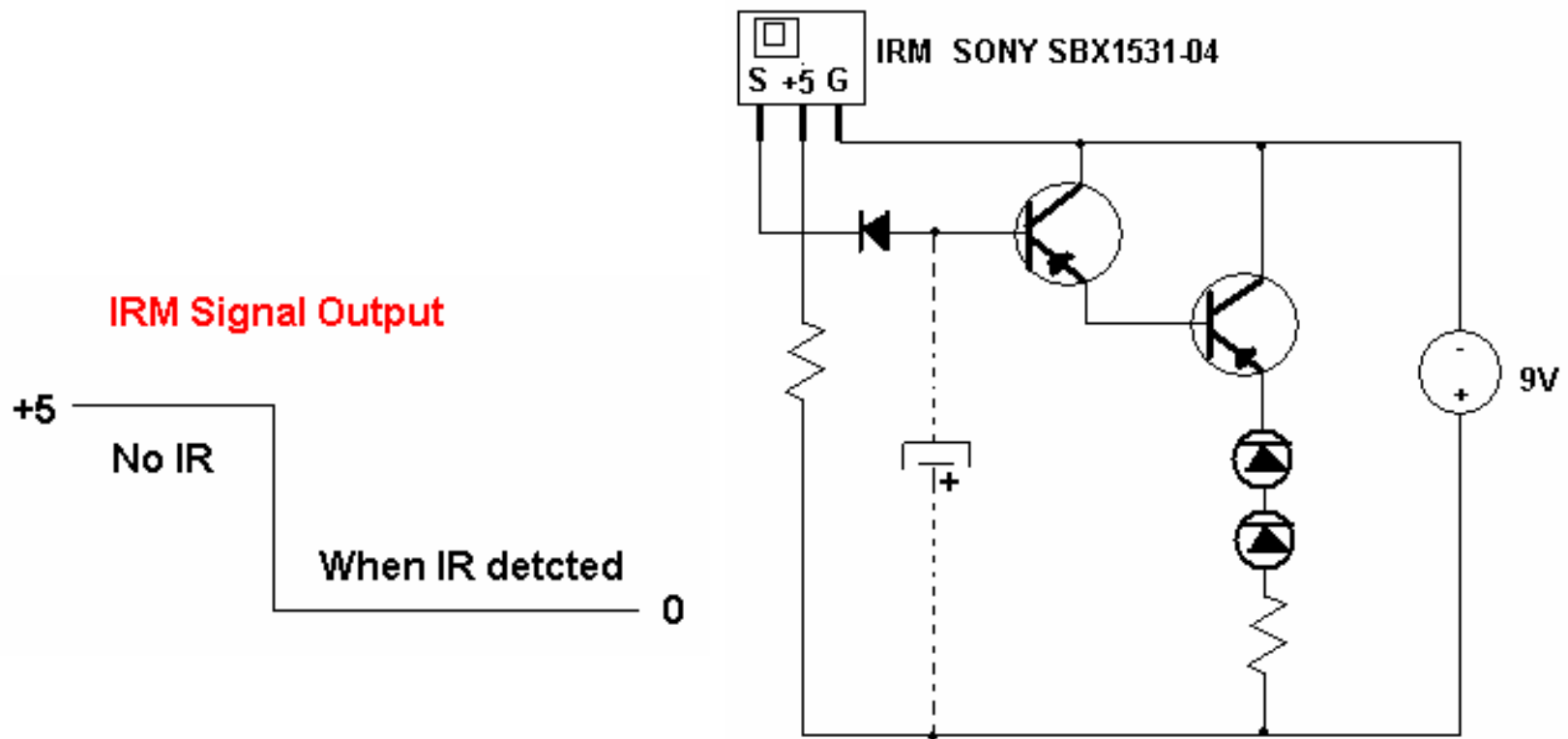
source: www.mwftr.com

5: Infra Red Control – Sony Remote



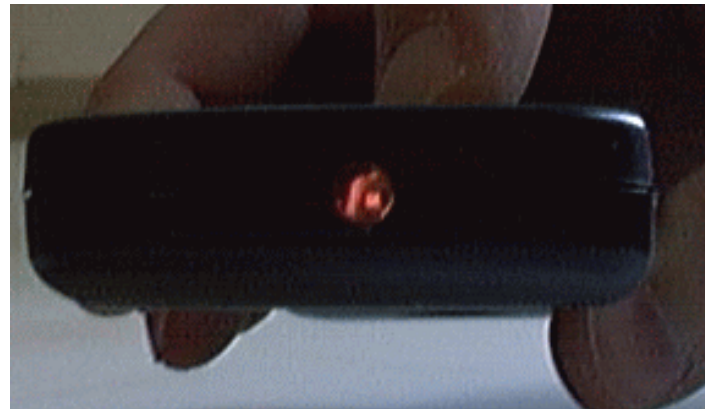
Simple IR Application

⌘ IR Remote Control Night Light



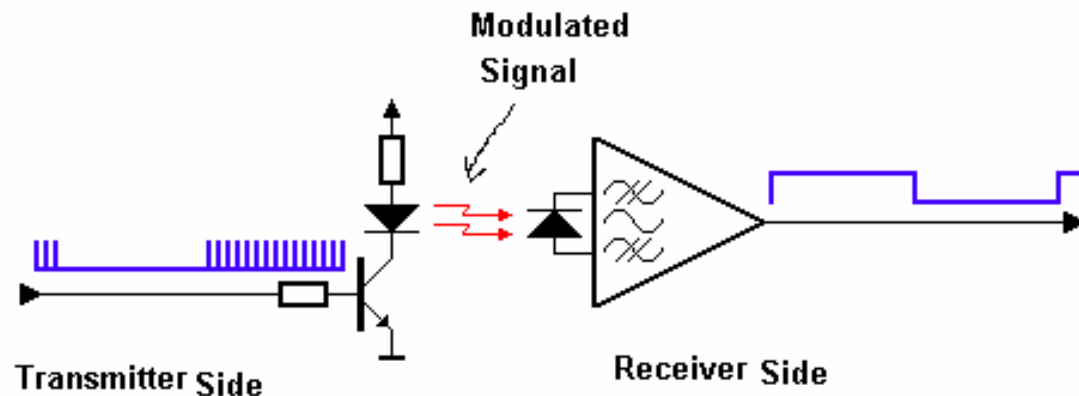
IR Control

- ⌘ Infra-Red light: cheapest way to remotely control a device within a visible range
- ⌘ Almost all audio and video equipment are now controlled by IR
- ⌘ IR Protocols
 - ☑ Sony
 - ☑ Sharp
 - ☑ Philips



IR Modulation

- ⌘ Modulation: To make signal stand out above the noise.
- ⌘ With modulation we make the IR light source blink in a particular frequency. (30 – 60 KHz)
- ⌘ The IR receiver will be tuned to that frequency, so it can ignore everything else.



Sony Protocol –Addr/Com

⌘ Address

- ⊞ 1: TV
- ⊞ 2: VCR1
- ⊞ 3: VCR2
- ⊞ 6: Laser Disk Unit
- ⊞ 12: Surround Sound
- ⊞ 16: Cassette Deck/Tuner
- ⊞ 17: CD Player
- ⊞ 18: Equalizer

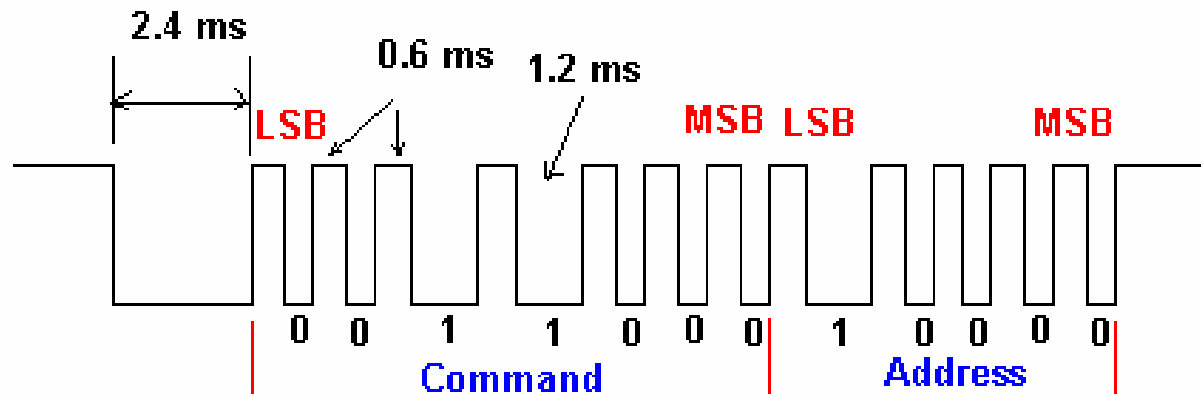
⌘ Command:

- ⊞ 0 – 9: Keys 1 – 0
- ⊞ 16: Channel +
- ⊞ 17: Channel –



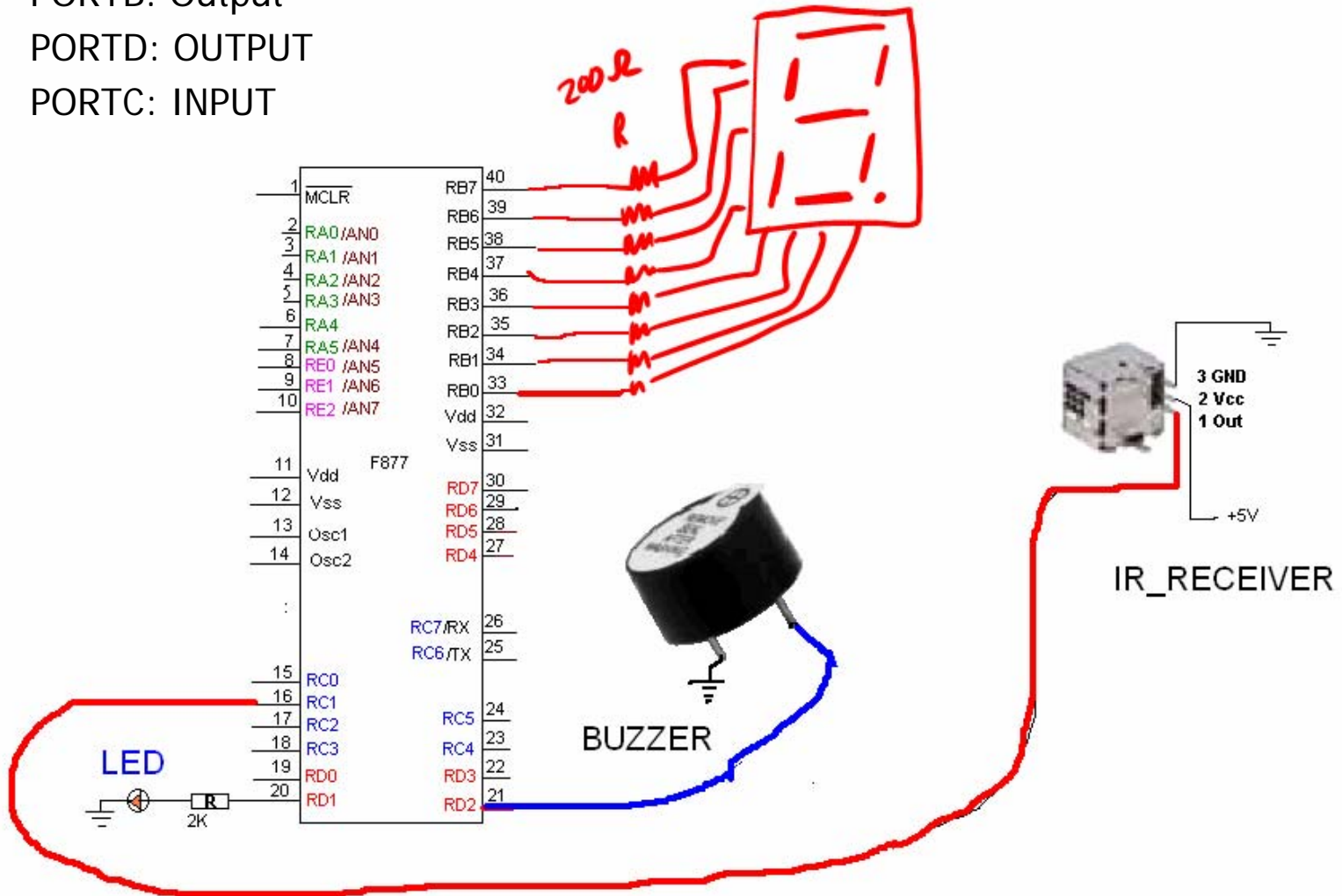
SONY Protocol

- ⌘ 12-Bit of Information
- ⌘ 5-Bit for **Address** and 7-Bit for **Command**
- ⌘ Pulse Width Modulation
- ⌘ Carrier Frequency 40 KHz
- ⌘ Bit Time: 0.6 ms (0) or 1.2 ms(1)
- ⌘ Commands are repeated every 45 ms as long as a key is held down.



IR connection Diagram

- ⌘ PORTB: Output
- ⌘ PORTD: OUTPUT
- ⌘ PORTC: INPUT



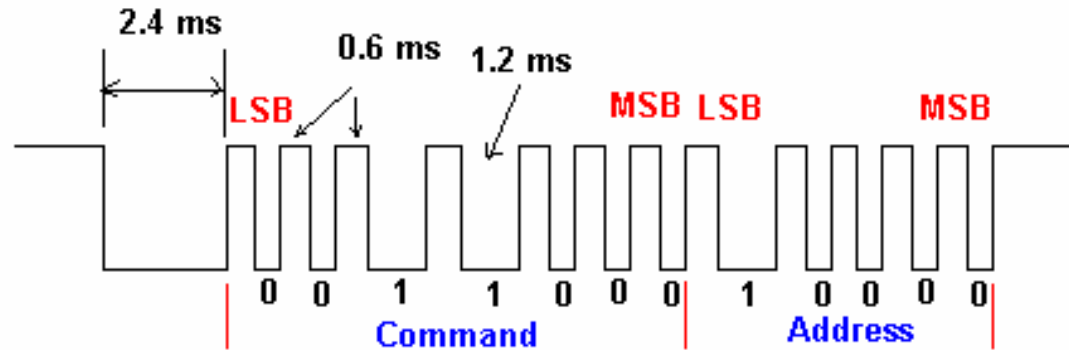
Sony Protocol –Bit Reading Scheme

⌘ "1" : 1200us

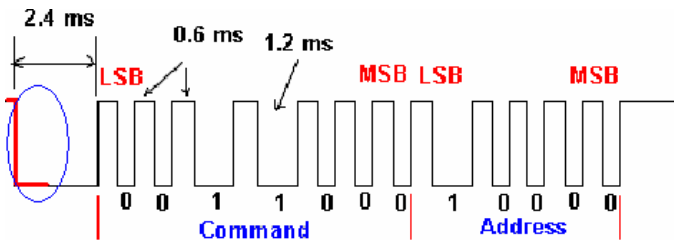
⌘ "0": 600 us

⌘ Sequence

- ⊞ 1. Detect IR for LOW (START)
- ⊞ 2. Wait until IR goes to HIGH (Separator)
- ⊞ 3. Wait until IT goes to LOW
- ⊞ 4. Wait for 120us
- ⊞ 5. Check IR if it goes to HIGH
 - ⊞ If Not, Increase a counter by 1 and go to 4
 - ⊞ If High
 - Count<8: "0"
 - Count>8: "1"
 - Go to 3 (to read next bit information)



Sony Protocol – Coding example for COMMAND reading



```
; START OF COMMAND READ
```

```
;1. Wait for START bit
```

```
JAM
```

```
banksel PORTD
```

```
btfsc PORTD, IRX ;IRX=2
```

```
goto JAM
```

```
;2. Once START is entered
```

```
banksel CMcount
```

```
movlw 0x07 ;Command has 7 bits
```

```
movwf CMcount
```

```
;3. Wait for separator (600us length)
```

```
WAIT btfss PORTD, IRX
```

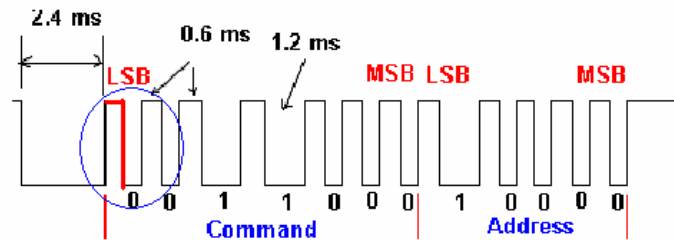
```
goto WAIT
```

```
CMNEXT clrf Pcount ;Number of 120us duration
```

```
bcf STATUS, CARRY
```

```
rfrf COMreg ;storage for COMMAND
```

```
;MSB is 0 NOW
```



```
;4. WAIT for the end of separator
```

```
WAIT2 btfsc PORTD, IRX
```

```
goto WAIT2
```

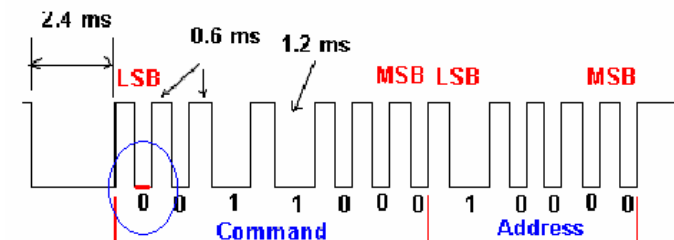
```
;5. Pcount update (count how many 120us Low duration)
```

```
DST call delay120us
```

```
WAIT3 btfsc PORTD, IRX
```

```
goto Onezero ;End of LOW duration
```

```
;1 or 0 ?
```



```
incf Pcount
```

```
goto DST
```

```
;6. At the end of LOW duration
```

```
Onezero btfsc Pcount, 0x03 ;What is this for?
```

```
bsf COMreg, MSB ;the MSB is now 1
```

```
decfsz CMcount
```

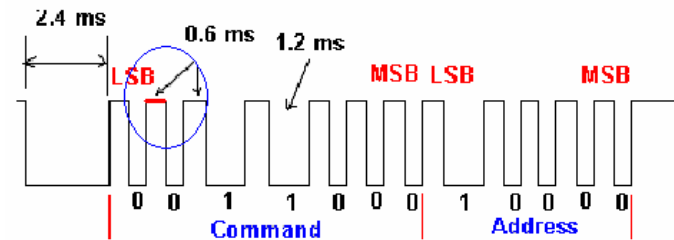
```
goto CMNEXT
```

```
;7. Once all 7 bit information read
```

```
bcf STATUS, CARRY
```

```
rfrf COMreg ;rotate one more for 8-bit re
```

```
;END OF COMMAND READ
```



IR Coding Structure

