/\* ====== IR\_Remote\_Basics\_V3 ===== by Tony Goodhew - 22 September 2014

FunDuino/Arduino UNO R3 - All available from HobbyComponents.com

Arduino compatible Multi Function experimenter shield (HCARDU0085)

IR Remote control - NEC codes - Hobby Components (HCIRRC0001)

IR receiver on pin 2 - 1838B, (HCSENS0014) - X front faces the buttons in U4 - tight fit!

!!!!!!!!!!!! DO NOT USE SFH506-38 as socket does not match its pins !!!!!!!!!!!!!!!!!

This program illustrates input via an InfraRed Receiver from IR Remote control

and output via the 7-segment display and individual LEDs.

Some code based on HOBBY COMPONENTS documentation.

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// Pat McMahon 25/11/2020

//A035-MFS3

// This mfs sketch uses the 38Kz IR receiver,NEC remote (mini remote), It displays on the 7 seg display and also go to Tools>Serial Monitor> see buttons pushed on Screen.

// I modified the code from the Car mp3 ie CH-,CH,CH- etc to 1,2,3 etc like on the NEC Mini remote with the up and down arrows.

#include <IRremote.h> // https://github.com/shirriff/Arduino-IRremote

int RECV\_PIN = 2;

IRrecv irrecv(RECV\_PIN);

decode\_results results;

// Define shift register pins used for seven segment display

#define LATCH 4

#define CLK 7

#define DATA 8

long wait = 1000; // Display time in millis

int Number = 8888; // Initial 7 segment LED check value -

byte x = 0; // LED code

// LED block byte codes for symbols 0 to 9

// { 0 1 2 3 4 5 6 7 8 9 }

const byte DigitCode[] = {192, 249, 164, 176, 153, 146, 130, 248, 128, 152};

// Byte pointers to select blocks 0 to 3 - 0 is Most Significant Block

const byte Block[] = {241, 242, 244, 248};

//LED Pins

const byte LEDs[] = {13, 12, 11, 10}; // Pin # of the single LEDs

void setup()

{

Serial.begin(9600);

irrecv.enableIRIn(); // Start the receiver

// Set pin modes for shift register control

pinMode(LATCH,OUTPUT);

pinMode(CLK,OUTPUT);

pinMode(DATA,OUTPUT);

show(); // 7-seg LED test "8888"

blank(); // Clear 7-seg LEDs

// Set up single LEDs

for (int i = 0; i <= 3; i++) {pinMode(LEDs[i], OUTPUT);}

x=0;

LEDset(); // Clear LEDs on Pins 10-13

}

void loop() // ===================== Main Loop ==============================

{

if (irrecv.decode(&results))

{

//Scorpio NEC Mini with Arrows & Digits 0-9

if((results.value) == 0xFF9867){Number = 0; show(); Serial.println(" - 0 -");}

if((results.value) == 0xFFA25D){Number = 1; show(); Serial.println(" - 1 -");}

if((results.value) == 0xFF629D){Number = 2; show(); Serial.println(" - 2 -");}

if((results.value) == 0xFFE21D){Number = 3; show(); Serial.println(" - 3 -");}

if((results.value) == 0xFF22DD){Number = 4; show(); Serial.println(" - 4 -");}

if((results.value) == 0xFF02FD){Number = 5; show(); Serial.println(" - 5 -");}

if((results.value) == 0xFFC23D){Number = 6; show(); Serial.println(" - 6 -");}

if((results.value) == 0xFFE01F){Number = 7; show(); Serial.println(" - 7 -");}

if((results.value) == 0xFFA857){Number = 8; show(); Serial.println(" - 8 -");}

if((results.value) == 0xFF906F){Number = 9; show(); Serial.println(" - 9 -");}

if((results.value) == 0xFF6897){Number = 100; show(); Serial.println("- Asterisk Key- ");}

if((results.value) == 0xFFB04F){Number = 200; show(); Serial.println(" - Hash Key -");}

if((results.value) == 0xFF4AB5){x=1; LEDupdate(); Serial.println(" - Down Arrow - ");}

if((results.value) == 0xFF38C7){x=2; LEDupdate(); Serial.println(" - OK Button -");}

if((results.value) == 0xFF18E7){x=3; LEDupdate(); Serial.println(" - Up Arrow - ");}

if((results.value) == 0xFF10EF){x=4; LEDupdate(); Serial.println(" - Left Arrow - ");}

if((results.value) == 0xFF5AA5){x=5; LEDupdate(); Serial.println(" - Right Arrow - ");}

//if((results.value) == 0xFFC23D){x=6; LEDupdate(); Serial.println(" - >|| - Play/Pause - ");}

//if((results.value) == 0xFFE01F){x=7; LEDupdate(); Serial.println(" - VOL- - ");}

//if((results.value) == 0xFFA857){x=8; LEDupdate(); Serial.println(" - VOL+ - ");}

//if((results.value) == 0xFF906F){x=9; LEDupdate(); Serial.println(" - EQ -");}

irrecv.resume(); // Receive the next value

}

}

// Write a decimal number between 0 and 9999 to the 7-Segment display without leading zeros

void WriteNumber()

{

if (Number > 999) {Send(0, Number / 1000);} // MSB - Blank leading zero

if (Number > 99) {Send(1, (Number / 100) % 10);}

if (Number > 9) {Send(2, (Number / 10) % 10);}

Send(3, Number % 10); // LSB - remains lit unless cleared with blank()

}

void Send(byte BlockIndex, byte Value)

// Send a symbol between 0 and 9 to one of the 4 LED blocks of the display

{

digitalWrite(LATCH, LOW);

shiftOut(DATA, CLK, MSBFIRST, DigitCode[Value]);

shiftOut(DATA, CLK, MSBFIRST, Block[BlockIndex] );

digitalWrite(LATCH, HIGH);

}

void blank()

// Clears LS block of 7-segment display

{

digitalWrite(LATCH, LOW);

shiftOut(DATA, CLK, MSBFIRST, 255); // 255 = all segments OFF

shiftOut(DATA, CLK, MSBFIRST, 3 );

digitalWrite(LATCH, HIGH);

}

void show()

// Number to 7-segment display

{

long timenow = millis();

while (millis() < timenow + wait){WriteNumber();} // Display Number - very fast loop

blank();

}

void LEDset()

// Display to single LEDs

{

digitalWrite(LEDs[0], !(x & 1)); // 0 = ON, 1 = OFF

digitalWrite(LEDs[1], !(x & 2));

digitalWrite(LEDs[2], !(x & 4));

digitalWrite(LEDs[3], !(x & 8));

}

void LEDupdate()

// Display x in binary on single LEDs

{

special();

LEDset();

delay(wait);

x=0; // All 4 LEDs OFF

LEDset();

blank();

}

void special()

// Write "L" to 7-segment display LSB to indicate data is in single LEDs in binary

{

digitalWrite(LATCH, LOW);

shiftOut(DATA, CLK, MSBFIRST, 199); // 199 = "L"

shiftOut(DATA, CLK, MSBFIRST, Block[3]);

digitalWrite(LATCH, HIGH);

}