

`Footscray High Final IR LED Tower-10 LED's + 12 Tunes + Manual  
`Pat McMahon 11/3/2024

```
symbol delay= 400  
symbol delay1= 100  
symbol delayb4= 40
```

main:

```
infrain2                                'wait for new signal from hand controller  
if infra=0 then LED1                    'Button 1,turns on LED1.  
if infra=1 then LED2                    'Button 2,turns on LED2.  
if infra=2 then LED3                    'Button 3,turns on LED3.  
if infra=3 then LED4                    'Button 4,turns on LED4.  
if infra=4 then LED5                    'Button 5,turns on LED5.  
if infra=5 then LED6                    'Button 6,turns on LED6.  
if infra=6 then LED7                    'Button 7,turns on LED7.  
if infra=7 then LED8                    'Button 8,turns on LED8.  
if infra=8 then LED9                    'Button 9,turns on LED9.  
if infra=9 then LED10                   'Button 0/10,turns on LED10.  
if infra=101 then AllOff                 'Centre Round Button,turns on AllOff  
if infra=118 then AllOn                  'Button Return,turns on AllOn.  
  
if infra=116 then UpWavex4              'UpToggle gives UpWave.  
if infra=117 then DownWavex4           'DownToggle gives DownWave.  
if infra=52 then CaveInx6               'LeftToggle gives CaveIn.  
if infra=51 then CaveOutx6              'RightToggle gives CaveOut.  
  
if infra=76 then AdamsFamily1  
if infra=77 then AustralianNationalAnthem2  
if infra=78 then Funkytown3  
if infra=79 then HappyDaysTheme4  
if infra=54 then InspectorGadgetTheme5  
if infra=60 then JamesBondTheme6  
if infra=24 then JurassicParkTheme7  
if infra=61 then KissIWasmadeForLovingYou8  
if infra=27 then MichaelJacksonBeatIt9  
if infra=26 then SesameStreet10  
if infra=25 then StarWarsImperialMarch11  
if infra=28 then IndianaJones12  
if infra=20 then Manual:                 'Top Right Mute Button Runs
```

```
program Autotomatically  
goto main
```

```
LED1: high 0 goto main  
LED2: high 1 goto main  
LED3: high 2 goto main  
LED4: high 3 goto main  
LED5: high 4 goto main  
LED6: high 5 goto main  
LED7: high C.0 goto main  
LED8: high C.1 goto main  
LED9: high C.2 goto main  
LED10:high C.4 goto main
```

```
AllOff:low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 low C.2 low C.4  
goto main
```

```
AllOn:high 0 high 1 high 2 high 3 high 4 high 5 high C.0 high C.1 high C.2  
high C.4 goto main
```

```
UpWavex4:
```

```

let b3=0
do
pause delay1 high 0 pause delay1 low 0
pause delay1 high 1 pause delay1 low 1
pause delay1 high 2 pause delay1 low 2
pause delay1 high 3 pause delay1 low 3
pause delay1 high 4 pause delay1 low 4
pause delay1 high 5 pause delay1 low 5
pause delay1 high C.0 pause delay1 low C.0
pause delay1 high C.1 pause delay1 low C.1
pause delay1 high C.2 pause delay1 low C.2
pause delay1 high C.4 pause delay1 low C.4

```

```

let b3=0+b3
inc b3
loop while b3<4
pause delay
goto main
DownWavex4:
let b3=0
do

```

```

pause delay1 high C.4 pause delay1 low C.4
pause delay1 high C.2 pause delay1 low C.2
pause delay1 high C.1 pause delay1 low C.1
pause delay1 high C.0 pause delay1 low C.0
pause delay1 high 5 pause delay1 low 5
pause delay1 high 4 pause delay1 low 4
pause delay1 high 3 pause delay1 low 3
pause delay1 high 2 pause delay1 low 2
pause delay1 high 1 pause delay1 low 1
pause delay1 high 0 pause delay1 low 0

```

```

let b3=0+b3
inc b3
loop while b3<4
pause delay
goto main
CaveInx6:
let b3=0
do
pause delay1 high 0 high C.4 pause delay1 low 0 low C.4
pause delay1 high 1 high C.2 pause delay1 low 1 low C.2
pause delay1 high 2 high C.1 pause delay1 low 2 low C.1
pause delay1 high 3 high C.0 pause delay1 low 3 low C.0
pause delay1 high 4 high 5 pause delay1 low 4 low 5

```

```

let b3=0+b3
inc b3
loop while b3<6
pause delay
goto main
CaveOutx6:
let b3=0
do
pause delay1 high 4 high 5 pause delay1 low 4 low 5
pause delay1 high 3 high C.0 pause delay1 low 3 low C.0
pause delay1 high 2 high C.1 pause delay1 low 2 low C.1
pause delay1 high 1 high C.2 pause delay1 low 1 low C.2

```

```
pause delay1 high 0 high C.4 pause delay1 low 0 low C.4
```

```
let b3=0+b3  
inc b3  
loop while b3<6  
pause delay  
goto main
```

```
AdamsFamily1:tune 2,  
6, ($69, $6B, $61, $62, $EC, $6C, $6B, $61, $63, $64, $EC, $6C, $6B, $61, $63, $64, $6C, $6B,  
$61, $63, $64, $6C, $69, $6B, $61, $62, $EC, $6C, $69, $6B, $61, $62, $EC, $6C, $6B, $61, $63  
, $64, $EC, $6C, $6B, $61, $63, $64, $6C, $6B, $61, $63, $64, $6C, $69, $6B, $61, $62, $2C, $6  
C, $69, $69, $6C, $69, $6C, $69, $6C, $42, $46, $42, $6B, $67, $44, $6C, $40, $41, $44, $41, $  
69, $66, $42, $6C, $69, $42, $46, $42, $6B, $67, $44, $6C, $42, $41, $69, $6B, $41, $02, $6C,  
$69, $42, $46, $42, $6B, $67)
```

```
goto main
```

```
AustralianNationalAnthem2: tune 2,  
8, ($27, $00, $27, $24, $27, $00, $40, $00, $04, $02, $00, $2B, $00, $C2, $27, $00, $27, $24,  
$20, $27, $67, $27, $04, $02, $00, $2B, $29, $E7, $2C, $27, $29, $6B, $00, $29, $E7, $64, $24  
, $27, $29, $00, $05, $04, $C2)
```

```
goto main
```

```
Funkytown3:tune 2,  
6, ($41, $41, $6B, $01, $28, $68, $41, $46, $45, $81, $41, $41, $6B, $01, $28, $68, $41, $46,  
$45, $41)
```

```
goto main
```

```
HappyDaysTheme4: tune 2,  
5, ($20, $25, $29, $00, $42, $04, $02, $2C, $22, $27, $2A, $02, $44, $05, $04, $2C, $24, $29,  
$01, $04, $45, $07, $05, $2C, $42, $02, $04, $2C, $02, $04, $2C, $44, $44, $04, $05, $46, $C7  
, $EC, $05, $05, $47, $09, $07, $05, $47, $05, $02, $02, $42, $C4)
```

```
goto main
```

```
InspectorGadgetTheme5: tune 2,  
6, ($62, $64, $65, $67, $69, $65, $68, $64, $67, $65, $62, $64, $65, $67, $69, $42, $11, $2C,  
$62, $64, $65, $67, $69, $65, $68, $64)
```

```
goto main
```

```
JamesBondTheme6: tune 2,  
6, ($64, $66, $66, $66, $26, $64, $64, $64, $64, $67, $67, $67, $27, $66, $66, $66, $64, $66,  
$66, $66, $26, $64, $64, $64, $64, $67, $67, $67, $27, $66, $65, $64, $43, $C2, $6B, $69, $AB  
)
```

```
goto main
```

```
JurassicParkTheme7: tune 2,  
6, ($6A, $05, $40, $07, $47, $49, $4A, $4A, $49, $45, $C7, $6C, $4A, $49, $45, $46, $42, $40,  
$42, $43, $42, $69, $47, $47, $42, $49, $C9, $6A, $40, $6A, $69, $6A, $69, $27, $67, $40, $60  
, $6A, $2A, $29, $69, $42, $69, $47, $47, $46, $04, $09, $47, $06)
```

```
goto main
```

```
KissIWasmadeForLovingYou8: tune 2,  
6, ($24, $26, $27, $69, $2B, $6B, $29, $27, $26, $24, $26, $27, $69, $2B, $6B, $E9, $6C, $62,  
$24, $26, $27, $69, $2B, $6B, $29, $27, $26, $24, $26, $27, $69, $2B, $6B, $E9)
```

```
goto main
```

```
MichaelJacksonBeatIt9: tune 2,  
6, ($66, $23, $66, $6A, $46, $03, $03, $43, $01, $01, $6C, $23, $66, $6A, $46, $03, $03, $43,  
$01, $2C, $6C, $23, $66, $6A, $46, $03, $03, $43, $01, $01, $6C, $23, $66, $6A, $46, $03, $03  
, $43, $01)
```

```
goto main
```

```
SesameStreet10:tune 2,  
5, ($C0, $29, $E5, $65, $67, $29, $2C, $C0, $29, $A5, $2C, $C0, $29, $E5, $65, $27, $29, $EB,  
$00, $C2, $2C, $40, $42, $03, $02, $00, $29, $27, $67, $69, $2A, $29, $67, $60, $60, $A0)
```

```
goto main
```

```
StarWarsImperialMarch11: tune 2,  
8, ($27, $27, $27, $63, $6A, $27, $63, $6A, $27, $6C, $02, $02, $02, $43, $6A, $26, $63, $6A,  
$27, $6C, $07, $67, $67, $07, $46, $45, $44, $42, $43, $6C, $68, $01, $40, $6B, $6A, $69, $6A  
, $6C, $63, $26, $64, $6A, $27, $63, $6B, $27)
```

```

    goto main
IndianaJones12:tune 2,
3, ($24, $6C, $65, $67, $6C, $C0, $6C, $22, $6C, $64, $A5, $2C, $27, $6C, $69, $6B, $6C, $C5,
$2C, $29, $6C, $6B, $C0, $C2, $C4, $24, $6C, $65, $67, $6C, $80, $2C, $02, $6C, $44, $85, $27
, $6C, $67, $04, $6C, $02, $6C, $67, $04, $6C, $02, $6C, $67, $05, $6C, $04, $6C, $42, $80)
    goto main

```

Manual:

```

`LED1:
high 0 wait 1
`LED2:
  high 1 wait 1
`LED3:
high 2 wait 1
`LED4:
high 3 wait 1
`LED5:
high 4 wait 1
`LED6:
high 5 wait 1
`LED7:
high C.0 wait 1
`LED8:
high C.1 wait 1
`LED9:
  high C.2 wait 1
`LED10:
high C.4 wait 1

```

```

`AllOff:
low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 low C.2 low C.4 wait 1

```

```

`AllOn:
high 0 high 1 high 2 high 3 high 4 high 5 high C.0 high C.1 high C.2 high
C.4 wait 3

```

```

`AllOff:
low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 low C.2 low C.4 wait 1

```

```

`UpWavex4:
let b3=0
do
pause delay1 high 0 pause delay1 low 0
pause delay1 high 1 pause delay1 low 1
pause delay1 high 2 pause delay1 low 2
pause delay1 high 3 pause delay1 low 3
pause delay1 high 4 pause delay1 low 4
pause delay1 high 5 pause delay1 low 5
pause delay1 high C.0 pause delay1 low C.0
pause delay1 high C.1 pause delay1 low C.1
pause delay1 high C.2 pause delay1 low C.2
pause delay1 high C.4 pause delay1 low C.4

```

```

let b3=0+b3
inc b3
loop while b3<4
pause delay
wait 1
`DownWavex4:
let b3=0

```

```

do

pause delay1 high C.4 pause delay1 low C.4
pause delay1 high C.2 pause delay1 low C.2
pause delay1 high C.1 pause delay1 low C.1
pause delay1 high C.0 pause delay1 low C.0
pause delay1 high 5 pause delay1 low 5
pause delay1 high 4 pause delay1 low 4
pause delay1 high 3 pause delay1 low 3
pause delay1 high 2 pause delay1 low 2
pause delay1 high 1 pause delay1 low 1
pause delay1 high 0 pause delay1 low 0

let b3=0+b3
inc b3
loop while b3<4
pause delay
wait 1
`CaveInx6:
let b3=0
do
pause delay1 high 0 high C.4 pause delay1 low 0 low C.4
pause delay1 high 1 high C.2 pause delay1 low 1 low C.2
pause delay1 high 2 high C.1 pause delay1 low 2 low C.1
pause delay1 high 3 high C.0 pause delay1 low 3 low C.0
pause delay1 high 4 high 5 pause delay1 low 4 low 5

let b3=0+b3
inc b3
loop while b3<6
pause delay
wait 1

`CaveOutx6:
let b3=0
do
pause delay1 high 4 high 5 pause delay1 low 4 low 5
pause delay1 high 3 high C.0 pause delay1 low 3 low C.0
pause delay1 high 2 high C.1 pause delay1 low 2 low C.1
pause delay1 high 1 high C.2 pause delay1 low 1 low C.2
pause delay1 high 0 high C.4 pause delay1 low 0 low C.4

let b3=0+b3
inc b3
loop while b3<6
pause delay
wait 1
AdamsFamily:tune 2,
6, ($69, $6B, $61, $62, $EC, $6C, $6B, $61, $63, $64, $EC, $6C, $6B, $61, $63, $64, $6C, $6B,
$61, $63, $64, $6C, $69, $6B, $61, $62, $EC, $6C, $69, $6B, $61, $62, $EC, $6C, $6B, $61, $63
, $64, $EC, $6C, $6B, $61, $63, $64, $6C, $6B, $61, $63, $64, $6C, $69, $6B, $61, $62, $2C, $6
C, $69, $69, $6C, $69, $6C, $69, $6C, $42, $46, $42, $6B, $67, $44, $6C, $40, $41, $44, $41, $
69, $66, $42, $6C, $69, $42, $46, $42, $6B, $67, $44, $6C, $42, $41, $69, $6B, $41, $02, $6C,
$69, $42, $46, $42, $6B, $67)
wait 2
AustralianNationalAnthem: tune 2,
8, ($27, $00, $27, $24, $27, $00, $40, $00, $04, $02, $00, $2B, $00, $C2, $27, $00, $27, $24,
$20, $27, $67, $27, $04, $02, $00, $2B, $29, $E7, $2C, $27, $29, $6B, $00, $29, $E7, $64, $24
, $27, $29, $00, $05, $04, $C2)
wait 2

```

[goto](#) Manual