

pm1525\Documents\Picaxe Programs\14M\Infrared Remote M-14m2 Animated Disc+M  
`Infrared Remote M- 14M2-Animated Disc + Manual  
`Pat McMahon 31/5/2015

```
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=23 then AllOff 'Button Surround,turns on AllOff  
    if infra=118 then AllOn 'Button Return,turns on AllOn.  
  
    if infra=116 then ClockwiseX4 'UpToggle gives UpWave.  
    if infra=117 then AnticlockwiseX4 'DownToggle gives ↵  
DownWave.  
    if infra=52 then NegativeForwardsx6 'LeftToggle gives ↵  
CaveIn.  
    if infra=51 then NegativeBackwardsx6 '↵  
RightToggle gives CaveOut.  
    if infra=101 then StrobeLightx30 'StrobeLight  
    if infra=18 then TwinClockwiseX10 'Vol +  
    if infra=19 then TwinAnticlockwiseX10 'Vol -  
    if infra=16 then QuadClockwiseX10 'Ch +  
    if infra=17 then QuadAnticlockwiseX10 'Ch_  
    if infra=21 then Manual 'Runs all programs ↵  
Autotomatically
```

```
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
ClockwiseX4:
let b3=0
do
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
AnticlockwiseX4:
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
NegativeBackwardsx6:
let b3=0
do
pause delay1 low 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 low 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 low 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 low 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 low 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 low C.0 ↗
```

```
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
low C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 low C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 low C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 ↗
low C.2 low C.4
let b3=0+b3
inc b3
loop while b3<6
pause delay
goto main
TwinClockwiseX10:
let b3=0
do
pause delayb4 high 0 high 5 pause delayb4 low 0 low 5
pause delayb4 high 1 high c.0 pause delayb4 low 1 low c.0
pause delayb4 high 2 high c.1 pause delayb4 low 2 low c.1
pause delayb4 high 3 high c.2 pause delayb4 low 3 low c.2
pause delayb4 high 4 high c.4 pause delayb4 low 4 low c.4
let b3=0+b3
inc b3
loop while b3<10
pause delay
goto main
TwinAnticlockwiseX10:
let b3=0
do
pause delayb4 high 4 high c.4 pause delayb4 low 4 low c.4
pause delayb4 high 3 high c.2 pause delayb4 low 3 low c.2
pause delayb4 high 2 high c.1 pause delayb4 low 2 low c.1
pause delayb4 high 1 high c.0 pause delayb4 low 1 low c.0
pause delayb4 high 0 high 5 pause delayb4 low 0 low 5
let b3=0+b3
inc b3
loop while b3<10
pause delay
goto main
QuadClockwiseX10:
let b3=0
do
pause delayb4 high 0 high 5 high C.2 high 3 pause delayb4 low 0 ↗
low 5 low c.2 low 3
pause delayb4 high 1 high 4 high C.0 high c.4 pause delayb4 low 1 ↗
low 4 low c.0 low c.4
pause delayb4 high 2 high C.1 pause delayb4 low 2 low c.1

inc b3
```

```

loop while b3<10
pause delay
goto main

QuadAnticlockwiseX10:
let b3=0
do
pause delayb4 high 2 high C.1 pause delayb4 low 2 low c.1
pause delayb4 high 1 high 4 high C.0 high c.4 pause delayb4 low 1 ↗
low 4 low c.0 low c.4
pause delayb4 high 0 high 5 high C.2 high 3 pause delayb4 low 0 ↗
low 5 low c.2 low 3

let b3=0+b3
inc b3
loop while b3<10
pause delay
goto main

NegativeForwardsx6:
let b3=0
do
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 low C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 low C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
low C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 low C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 low 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 low 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 low 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 low 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 low 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 high 0 high 1 high 2 high 3 high 4 high 5 high C.0 ↗
high C.1 high C.2 high C.4
pause delay1 low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 ↗
low C.2 low C.4

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

Up0to9:
pause delay high 0      `LED1

```

```
pause delay high 1      `LED2
pause delay high 2      `LED3
pause delay high 3      `LED4
pause delay high 4      `LED5
pause delay high 5      `LED6
pause delay high C.0    `LED7
pause delay high C.1    `LED8
pause delay high C.2    `LED9
pause delay high C.4    `LED10
```

goto main

Down9to0:

```
pause delay low C.4     `LED10
pause delay low C.2     `LED9
pause delay low C.1     `LED8
pause delay low C.0     `LED7
pause delay low 5       `LED6
pause delay low 4       `LED5
pause delay low 3       `LED4
pause delay low 2       `LED3
pause delay low 1       `LED2
pause delay low 0       `LED1
```

goto main

ProgressivelyOnOff:

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

pause delay

goto main

StrobeLightx30:

let b1=0

do

```
high 0 high 1 high 2 high 3 high 4 high 5 high C.0 high C.1 high C.2 high C.3 high C.4
```

pause 25

```
low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 low C.2 low C.3 low C.4
```

pause 25

let b1=0+b1

inc b1

loop while b1<30

pause delay

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

`RunUpx6:
let b3=0
do
pause delayb4 high 0 high 3 high C.0 high C.4 pause delayb4 low 0 low 3 low C.0 low C.4
pause delayb4 high 1 high 4 high C.1 pause delayb4 low 1 low 4 low C.1
pause delayb4 high 2 high 5 high C.2 pause delayb4 low 2 low 5 low C.2

let b3=0+b3
inc b3
loop while b3<10
pause delay
wait 1
`RunDownx6:
let b3=0
```

```
do
  pause delayb4 high 2 high 5 high C.2 pause delayb4 low 2 low 5 ↻
  low C.2
  pause delayb4 high 1 high 4 high C.1 pause delayb4 low 1 low 4 ↻
  low C.1
  pause delayb4 high 0 high 3 high C.0 high C.4 pause delayb4 low ↻
  0 low 3 low C.0 low C.4
```

```
let b3=0+b3
inc b3
loop while b3<10
  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
```

**`Up0to9:**

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

```
wait 1
```

```
wait 1
```

**`ProgressivelyOnOff:**

```
pause delay high 0 pause delay low 0 `LED1
pause delay high 1 pause delay low 1 `LED2
pause delay high 2 pause delay low 2 `LED3
pause delay high 3 pause delay low 3 `LED4
pause delay high 4 pause delay low 4 `LED5
pause delay high 5 pause delay low 5 `LED6
pause delay high C.0 pause delay low C.0 `LED7
pause delay high C.1 pause delay low C.1 `LED8
```



```
pause delay high C.2 pause delay low C.2 `LED9
pause delay high C.4 pause delay low C.4 `LED10
pause delay
wait 1
`StrobeLightx60:
let b1=0
do
high 0 high 1 high 2 high 3 high 4 high 5 high C.0 high C.1 high C.2 high C.3 high C.4
pause 25
low 0 low 1 low 2 low 3 low 4 low 5 low C.0 low C.1 low C.2 low C.3 low C.4
pause 25
let b1=0+b1
inc b1
loop while b1<30
pause delay
goto manual
```