`25 LED - Table Tennis.

`Pat McMahon - 7/5/2018.

symbol delay=**60**

symbol delay1=**40**

symbol delay2=**20**

main:

infrain2 'wait for new signal from hand controller

if infra=**116** then AutoSlow `UpToggle goes Auto Slow.

if infra=**101** then AllOn `CentreButton gives AllOn.

if infra=**117** then AutoFast `DownToggle gives Auto Fast.

if infra=**52** then RightToLeft `Left Toggle Button goes Right to Left.

if infra=**51** then LeftToRight `Right Toggle Button goes Left to Right.

AllOn:

high **0**,**1**,**2**,**3**,**4**

low **5**,c.0,c.1,c.2,c.4

pause **5000**

low **0**,**1**,**2**,**3**,**4**

high **5**,c.0,c.1,c.2,c.4

goto main

AutoSlow:

let b3=**0**

do

inc b3

`LED1:

high **0** low **5** pause delay low **0** high **5**

`LED2:

high **0** low c.0 pause delay low **0** high c.0

`LED3:

high **0** low C.1 pause delay low **0** high c.1

`LED4:

high **0** low C.2 pause delay low **0** high c.2

`LED5:

high **0** low C.4 pause delay low **0** high c.4

`LED6:

high **1** low **5** pause delay low **1** high **5**

`LED7:

high **1** low c.0 pause delay low **1** high c.0

`LED8:

high **1** low C.1 pause delay low **1** high c.1

`LED9:

high **1** low C.2 pause delay low **1** high c.2

`LED10:

high **1** low C.4 pause delay low **1** high c.4

`LED11:

high **2** low **5** pause delay low **2** high **5**

`LED12:

high **2** low c.0 pause delay low **2** high c.0

`LED13:

high **2** low C.1 pause delay low **2** high c.1

`LED14:

high **2** low C.2 pause delay low **2** high c.2

`LED15:

high **2** low C.4 pause delay low **2** high c.4

`LED16:

high **3** low **5** pause delay low **3** high **5**

`LED17:

high **3** low c.0 pause delay low **3** high c.0

`LED18:

high **3** low C.1 pause delay low **3** high c.1

`LED19:

high **3** low C.2 pause delay low **3** high c.2

`LED20:

high **3** low C.4 pause delay low **3** high c.4

`LED21:

high **4** low **5** pause delay low **4** high **5**

`LED22:

high **4** low c.0 pause delay low **4** high c.0

`LED23:

high **4** low C.1 pause delay low **4** high c.1

`LED22:

high **4** low c.0 pause delay low **4** high c.0

`LED21:

high **4** low **5** pause delay low **4** high **5**

`LED20:

high **3** low C.4 pause delay low **3** high c.4

`LED19:

high **3** low C.2 pause delay low **3** high c.2

`LED18:

high **3** low C.1 pause delay low **3** high c.1

`LED17:

high **3** low c.0 pause delay low **3** high c.0

`LED16:

high **3** low **5** pause delay low **3** high **5**

`LED15:

high **2** low C.4 pause delay low **2** high c.4

`LED14:

high **2** low C.2 pause delay low **2** high c.2

`LED13:

high **2** low C.1 pause delay low **2** high c.1

`LED12:

high **2** low c.0 pause delay low **2** high c.0

`LED11:

high **2** low **5** pause delay low **2** high **5**

`LED10:

high **1** low C.4 pause delay low **1** high c.4

`LED9:

high **1** low C.2 pause delay low **1** high c.2

`LED8:

high **1** low C.1 pause delay low **1** high c.1

`LED7:

high **1** low c.0 pause delay low **1** high c.0

`LED6:

high **1** low **5** pause delay low **1** high **5**

`LED5:

high **0** low C.4 pause delay low **0** high c.4

`LED4:

high **0** low C.2 pause delay low **0** high c.2

`LED3:

high **0** low C.1 pause delay low **0** high c.1

`LED2:

high **0** low c.0 pause delay low **0** high c.0

`LED1:

high **0** low **5** pause delay low **0** high **5**

loop while b3<**3**

goto main

RightToLeft:

let b3=**0**

do

inc b3

`LED1:

high **0** low **5** pause delay1 low **0** high **5**

`LED2:

high **0** low c.0 pause delay1 low **0** high c.0

`LED3:

high **0** low C.1 pause delay1 low **0** high c.1

`LED4:

high **0** low C.2 pause delay1 low **0** high c.2

`LED5:

high **0** low C.4 pause delay1 low **0** high c.4

`LED6:

high **1** low **5** pause delay1 low **1** high **5**

`LED7:

high **1** low c.0 pause delay1 low **1** high c.0

`LED8:

high **1** low C.1 pause delay1 low **1** high c.1

`LED9:

high **1** low C.2 pause delay1 low **1** high c.2

`LED10:

high **1** low C.4 pause delay1 low **1** high c.4

`LED11:

high **2** low **5** pause delay1 low **2** high **5**

`LED12:

high **2** low c.0 pause delay1 low **2** high c.0

`LED13:

high **2** low C.1 pause delay1 low **2** high c.1

`LED14:

high **2** low C.2 pause delay1 low **2** high c.2

`LED15:

high **2** low C.4 pause delay1 low **2** high c.4

`LED16:

high **3** low **5** pause delay1 low **3** high **5**

`LED17:

high **3** low c.0 pause delay1 low **3** high c.0

`LED18:

high **3** low C.1 pause delay1 low **3** high c.1

`LED19:

high **3** low C.2 pause delay1 low **3** high c.2

`LED20:

high **3** low C.4 pause delay1 low **3** high c.4

`LED21:

high **4** low **5** pause delay1 low **4** high **5**

`LED22:

high **4** low c.0 pause delay1 low **4** high c.0

`LED23:

high **4** low C.1 pause delay1 low **4** high c.1

`LED22:

high **4** low c.0 pause delay1 low **4** high c.0

`LED21:

high **4** low **5** pause delay1 low **4** high **5**

`LED20:

high **3** low C.4 pause delay1 low **3** high c.4

`LED19:

high **3** low C.2 pause delay1 low **3** high c.2

`LED18:

high **3** low C.1 pause delay1 low **3** high c.1

`LED17:

high **3** low c.0 pause delay1 low **3** high c.0

`LED16:

high **3** low **5** pause delay1 low **3** high **5**

`LED15:

high **2** low C.4 pause delay1 low **2** high c.4

`LED14:

high **2** low C.2 pause delay1 low **2** high c.2

`LED13:

high **2** low C.1 pause delay1 low **2** high c.1

`LED12:

high **2** low c.0 pause delay1 low **2** high c.0

`LED11:

high **2** low **5** pause delay1 low **2** high **5**

`LED10:

high **1** low C.4 pause delay1 low **1** high c.4

`LED9:

high **1** low C.2 pause delay1 low **1** high c.2

`LED8:

high **1** low C.1 pause delay1 low **1** high c.1

`LED7:

high **1** low c.0 pause delay1 low **1** high c.0

`LED6:

high **1** low **5** pause delay1 low **1** high **5**

`LED5:

high **0** low C.4 pause delay1 low **0** high c.4

`LED4:

high **0** low C.2 pause delay1 low **0** high c.2

`LED3:

high **0** low C.1 pause delay1 low **0** high c.1

`LED2:

high **0** low c.0 pause delay1 low **0** high c.0

`LED1:

high **0** low **5** pause delay1 low **0** high **5**

loop while b3<**3**

goto main

AutoFast:

let b3=**0**

do

inc b3

`LED23:

high **4** low C.1 pause delay2 low **4** high c.1

`LED22:

high **4** low c.0 pause delay2 low **4** high c.0

`LED21:

high **4** low **5** pause delay2 low **4** high **5**

`LED20:

high **3** low C.4 pause delay2 low **3** high c.4

`LED19:

high **3** low C.2 pause delay2 low **3** high c.2

`LED18:

high **3** low C.1 pause delay2 low **3** high c.1

`LED17:

high **3** low c.0 pause delay2 low **3** high c.0

`LED16:

high **3** low **5** pause delay2 low **3** high **5**

`LED15:

high **2** low C.4 pause delay2 low **2** high c.4

`LED14:

high **2** low C.2 pause delay2 low **2** high c.2

`LED13:

high **2** low C.1 pause delay2 low **2** high c.1

`LED12:

high **2** low c.0 pause delay2 low **2** high c.0

`LED11:

high **2** low **5** pause delay2 low **2** high **5**

`LED10:

high **1** low C.4 pause delay2 low **1** high c.4

`LED9:

high **1** low C.2 pause delay2 low **1** high c.2

`LED8:

high **1** low C.1 pause delay2 low **1** high c.1

`LED7:

high **1** low c.0 pause delay2 low **1** high c.0

`LED6:

high **1** low **5** pause delay2 low **1** high **5**

`LED5:

high **0** low C.4 pause delay2 low **0** high c.4

`LED4:

high **0** low C.2 pause delay2 low **0** high c.2

`LED3:

high **0** low C.1 pause delay2 low **0** high c.1

`LED2:

high **0** low c.0 pause delay2 low **0** high c.0

`LED1:

high **0** low **5** pause delay2 low **0** high **5**

`LED1:

high **0** low **5** pause delay2 low **0** high **5**

`LED2:

high **0** low c.0 pause delay2 low **0** high c.0

`LED3:

high **0** low C.1 pause delay2 low **0** high c.1

`LED4:

high **0** low C.2 pause delay2 low **0** high c.2

`LED5:

high **0** low C.4 pause delay2 low **0** high c.4

`LED6:

high **1** low **5** pause delay2 low **1** high **5**

`LED7:

high **1** low c.0 pause delay2 low **1** high c.0

`LED8:

high **1** low C.1 pause delay2 low **1** high c.1

`LED9:

high **1** low C.2 pause delay2 low **1** high c.2

`LED10:

high **1** low C.4 pause delay2 low **1** high c.4

`LED11:

high **2** low **5** pause delay2 low **2** high **5**

`LED12:

high **2** low c.0 pause delay2 low **2** high c.0

`LED13:

high **2** low C.1 pause delay2 low **2** high c.1

`LED14:

high **2** low C.2 pause delay2 low **2** high c.2

`LED15:

high **2** low C.4 pause delay2 low **2** high c.4

`LED16:

high **3** low **5** pause delay2 low **3** high **5**

`LED17:

high **3** low c.0 pause delay2 low **3** high c.0

`LED18:

high **3** low C.1 pause delay2 low **3** high c.1

`LED19:

high **3** low C.2 pause delay2 low **3** high c.2

`LED20:

high **3** low C.4 pause delay2 low **3** high c.4

`LED21:

high **4** low **5** pause delay2 low **4** high **5**

`LED22:

high **4** low c.0 pause delay2 low **4** high c.0

`LED23:

high **4** low C.1 pause delay2 low **4** high c.1

loop while b3<**5**

goto main

LeftToRight:

let b3=**0**

do

inc b3

`LED23:

high **4** low C.1 pause delay1 low **4** high c.1

`LED22:

high **4** low c.0 pause delay1 low **4** high c.0

`LED21:

high **4** low **5** pause delay1 low **4** high **5**

`LED20:

high **3** low C.4 pause delay1 low **3** high c.4

`LED19:

high **3** low C.2 pause delay1 low **3** high c.2

`LED18:

high **3** low C.1 pause delay1 low **3** high c.1

`LED17:

high **3** low c.0 pause delay1 low **3** high c.0

`LED16:

high **3** low **5** pause delay1 low **3** high **5**

`LED15:

high **2** low C.4 pause delay1 low **2** high c.4

`LED14:

high **2** low C.2 pause delay1 low **2** high c.2

`LED13:

high **2** low C.1 pause delay1 low **2** high c.1

`LED12:

high **2** low c.0 pause delay1 low **2** high c.0

`LED11:

high **2** low **5** pause delay1 low **2** high **5**

`LED10:

high **1** low C.4 pause delay1 low **1** high c.4

`LED9:

high **1** low C.2 pause delay1 low **1** high c.2

`LED8:

high **1** low C.1 pause delay1 low **1** high c.1

`LED7:

high **1** low c.0 pause delay1 low **1** high c.0

`LED6:

high **1** low **5** pause delay1 low **1** high **5**

`LED5:

high **0** low C.4 pause delay1 low **0** high c.4

`LED4:

high **0** low C.2 pause delay1 low **0** high c.2

`LED3:

high **0** low C.1 pause delay1 low **0** high c.1

`LED2:

high **0** low c.0 pause delay1 low **0** high c.0

`LED1:

high **0** low **5** pause delay1 low **0** high **5**

`LED1:

high **0** low **5** pause delay1 low **0** high **5**

`LED2:

high **0** low c.0 pause delay1 low **0** high c.0

`LED3:

high **0** low C.1 pause delay1 low **0** high c.1

`LED4:

high **0** low C.2 pause delay1 low **0** high c.2

`LED5:

high **0** low C.4 pause delay1 low **0** high c.4

`LED6:

high **1** low **5** pause delay1 low **1** high **5**

`LED7:

high **1** low c.0 pause delay1 low **1** high c.0

`LED8:

high **1** low C.1 pause delay1 low **1** high c.1

`LED9:

high **1** low C.2 pause delay1 low **1** high c.2

`LED10:

high **1** low C.4 pause delay1 low **1** high c.4

`LED11:

high **2** low **5** pause delay1 low **2** high **5**

`LED12:

high **2** low c.0 pause delay1 low **2** high c.0

`LED13:

high **2** low C.1 pause delay1 low **2** high c.1

`LED14:

high **2** low C.2 pause delay1 low **2** high c.2

`LED15:

high **2** low C.4 pause delay1 low **2** high c.4

`LED16:

high **3** low **5** pause delay1 low **3** high **5**

`LED17:

high **3** low c.0 pause delay1 low **3** high c.0

`LED18:

high **3** low C.1 pause delay1 low **3** high c.1

`LED19:

high **3** low C.2 pause delay1 low **3** high c.2

`LED20:

high **3** low C.4 pause delay1 low **3** high c.4

`LED21:

high **4** low **5** pause delay1 low **4** high **5**

`LED22:

high **4** low c.0 pause delay1 low **4** high c.0

`LED23:

high **4** low C.1 pause delay1 low **4** high c.1

loop while b3<**3**

goto main