

```

`14M2-Infrared-Remote M- Jumbo 7 Plus Segement LED Display
`Pat McMahon      7/3/2016
`How it Works- Push button 6 on SONY remote and number 6 comes up ↵
on the display.
`Push button 3 on SONY remote and number 3 comes up on the ↵
display etc.

```

```

`Note- infra=0 is button 1,infra=1 is button 2,infra=2 is button 3,
`Note- infra=3 is button 4,infra=4 is button 5,infra=5 is button 6,
`Note- infra=6 is button 7,infra=7 is button 8,infra=8 is button 9,
`Note- infra=9 is button 0/10

```

```

main:
    infrain2                'wait for new signal from hand ↵
controller
    if infra=0 then count1  'Button 1,switches on 1 on display
    if infra=1 then count2  'Button 2,switches on 2 on display
    if infra=2 then count3  'Button 3,switches on 3 on display
    if infra=3 then count4  'Button 4,switches on 4 on display
    if infra=4 then count5  'Button 5,switches on 5 on display
    if infra=5 then count6  'Button 6,switches on 6 on display
    if infra=6 then count7  'Button 7,switches on 7 on display
    if infra=7 then count8  'Button 8,switches on 8 on display
    if infra=8 then count9  'Button 9,switches on 9 on display
    if infra=9 then count0  'Button 0/10,switches on 0 on ↵
display
    if infra=116 then countUp    'Button Up counts up 0 to 9
    if infra=117 then countDown  'Button Down counts down 9 ↵
to 0
    if infra=101 then alloff     'Button Centre(Daewoo) ↵
counts down 9 to 0
    goto main

count0:                `BINARY
high 0                 `1
high 1                 `1
high 2                 `1
high 3                 `1
high 4                 `1
high 5                 `1
low c.0                `0
goto main

count1:                `BINARY
low 0                  `0
high 1                 `1
high 2                 `1
low 3                  `0
low 4                  `0
low 5                  `0
low c.0                `0
goto main

```

```
count2:          `BINARY
high 0           `1
high 1           `1
low 2            `0
high 3           `1
high 4           `1
low 5            `0
high c.0         `0
goto main
```

```
count3:          `BINARY
high 0           `1
high 1           `1
high 2           `1
high 3           `1
low 4            `0
low 5            `0
high c.0         `1
goto main
```

```
count4:          `BINARY
low 0            `0
high 1           `1
high 2           `1
low 3            `0
low 4            `0
high 5           `1
high c.0         `1
goto main
```

```
count5:          `BINARY
high 0           `1
low 1            `0
high 2           `1
high 3           `1
low 4            `0
high 5           `1
high c.0         `1
goto main
```

```
count6:          `BINARY
high 0           `1
low 1            `0
high 2           `1
high 3           `1
high 4           `1
high 5           `1
high c.0         `1
goto main
```

```
count7:          `BINARY
high 0           `1
high 1           `1
```

```

high 2      `1
low 3       `0
low 4       `0
low 5       `0
low c.0     `0
goto main

```

```

count8:    `BINARY
high 0     `1
high 1     `1
high 2     `1
high 3     `1
high 4     `1
high 5     `1
high c.0   `1
goto main

```

```

count9:    `BINARY
high 0     `1
high 1     `1
high 2     `1
low 3      `0
low 4      `0
high 5     `1
high c.0   `1
goto main

```

```

alloff:
low 0      `0
low 1      `0
low 2      `0
low 3      `0
low 4      `0
low 5      `0
low c.0    `0
goto main

```

```

countUp:
`count0    `BINARY
high 0     `1
high 1     `1
high 2     `1
high 3     `1
high 4     `1
high 5     `1
low c.0    `0
wait 1

```

```

`count1    `BINARY
low 0      `0
high 1     `1
high 2     `1
low 3      `0

```

```
low 4          `0
low 5          `0
low c.0        `0
wait 1
```

```
`count2        `BINARY
high 0         `1
high 1         `1
low 2          `0
high 3         `1
high 4         `1
low 5          `0
high c.0       `0
wait 1
```

```
`count3        `BINARY
high 0         `1
high 1         `1
high 2         `1
high 3         `1
low 4          `0
low 5          `0
high c.0       `1
wait 1
```

```
`count4        `BINARY
low 0          `0
high 1         `1
high 2         `1
low 3          `0
low 4          `0
high 5         `1
high c.0       `1
wait 1
```

```
`count5        `BINARY
high 0         `1
low 1          `0
high 2         `1
high 3         `1
low 4          `0
high 5         `1
high c.0       `1
wait 1
```

```
`count6        `BINARY
high 0         `1
low 1          `0
high 2         `1
high 3         `1
high 4         `1
high 5         `1
high c.0       `1
```

```
wait 1

`count7          `BINARY
high 0           `1
high 1           `1
high 2           `1
low 3            `0
low 4            `0
low 5            `0
low c.0         `0
wait 1
```

```
`count8          `BINARY
high 0           `1
high 1           `1
high 2           `1
high 3           `1
high 4           `1
high 5           `1
high c.0         `1
wait 1
```

```
`count9          `BINARY
high 0           `1
high 1           `1
high 2           `1
low 3            `0
low 4            `0
high 5           `1
high c.0         `1
wait 1
goto main
```

```
countDown:
`count9          `BINARY
high 0           `1
high 1           `1
high 2           `1
low 3            `0
low 4            `0
high 5           `1
high c.0         `1
wait 1
```

```
`count8          `BINARY
high 0           `1
high 1           `1
high 2           `1
high 3           `1
high 4           `1
high 5           `1
high c.0         `1
```

```
wait 1

`count7          `BINARY
high 0           `1
high 1           `1
high 2           `1
low 3            `0
low 4            `0
low 5            `0
low c.0         `0
wait 1
```

```
`count6          `BINARY
high 0           `1
low 1            `0
high 2           `1
high 3           `1
high 4           `1
high 5           `1
high c.0         `1
wait 1
```

```
`count5          `BINARY
high 0           `1
low 1            `0
high 2           `1
high 3           `1
low 4            `0
high 5           `1
high c.0         `1
wait 1
```

```
`count4          `BINARY
low 0            `0
high 1           `1
high 2           `1
low 3            `0
low 4            `0
high 5           `1
high c.0         `1
wait 1
```

```
`count3          `BINARY
high 0           `1
high 1           `1
high 2           `1
high 3           `1
low 4            `0
low 5            `0
high c.0         `1
wait 1
```

```
`count2          `BINARY
```

```
high 0      `1
high 1      `1
low 2       `0
high 3      `1
high 4      `1
low 5       `0
high c.0    `0
wait 1

`count1     `BINARY
low 0       `0
high 1      `1
high 2      `1
low 3       `0
low 4       `0
low 5       `0
low c.0     `0
wait 1

`count0     `BINARY
high 0      `1
high 1      `1
high 2      `1
high 3      `1
high 4      `1
high 5      `1
low c.0     `0
wait 1
goto main
```