`14M2 - RGB LED- Infrared Remote M + 7ColoursLED

`Pat Mcmahon 12/12/2016

`P043

`Common Cathode therefore high to turn on

`Red = pin 1, Green = pin 2, Blue = pin 3, 7ColoursLED= pin 5

symbol delay= **400**

symbol delay1= **100**

symbol delayb4= **40**

main:

infrain2 'wait for new signal from hand controller

if infra=**0** then Red 'Button 1,turns on Red.

if infra=**1** then Green 'Button 2,turns on Green.

if infra=**2** then Blue 'Button 3,turns on Blue.

if infra=**3** then GB 'Button 4,turns on Cyan.

if infra=**4** then RG 'Button 5,turns on Yellow.

if infra=**5** then RB 'Button 6,turns on Magenta.

if infra=**6** then RGB 'Button 7,turns on White.

if infra=**8** then LED7 'Button 9,turns on 7 Colours LED.

if infra=**101** then AllOff'Button Centre,turns AllOff.

if infra=**7** then AutoChange'Button 8,turns on AutoChange.

Red:

high **1** `Red (R)on

wait **2** `wait 2 seconds

low **1** `Red (R)off

goto main

Green:

high **2** `Green (G)on

wait **2** `wait 2 seconds

low **2** `Green (G) off

goto main

Blue:

high **3** `Blue (B)on

wait **2** `wait 2 seconds

low **3** `Blue (B)off

goto main

GB:

high **2** high **3** `Cyan (GB)on

wait **2** `wait 2 seconds

low **2** low **3** `Cyan (GB)off

goto main

RG:

high **1** high **2** `Yellow (RG)on

wait **2** `wait 2 seconds

low **1** low **2** `Yellow (RG)off

goto main

RB:

high **1** high **3** `Purple (Magenta)(RB) on

wait **2** `wait 2 seconds

low **1** low **3** `Purple (Magenta)(RB) off

goto main

RGB:

high **1** high **2** high **3** `White (RGB)on

wait **2** `wait 2 seconds

low **1** low **2** low **3** `White (RGB)off

goto main `loops to main

AllOff:

low **1** low **2** low **3** low **5** `AllOff

goto main `loops to main

LED7:

high **5** `7ColourswLED On

wait **30** `wait 2 seconds

low **5** `7ColourswLED Off

goto main `loops to main

AutoChange:

high **1** `Red (R)on

wait **2** `wait 2 seconds

low **1** `Red (R)off

high **2** `Green (G)on

wait **2** `wait 2 seconds

low **2** `Green (G) off

high **3** `Blue (B)on

wait **2** `wait 2 seconds

low **3** `Blue (B)off

high **2** high **3** `Cyan (GB)on

wait **2** `wait 2 seconds

low **2** low **3** `Cyan (GB)off

high **1** high **2** `Yellow (RG)on

wait **2** `wait 2 seconds

low **1** low **2** `Yellow (RG)off

high **1** high **3** `Purple (Magenta)(RB) on

wait **2** `wait 2 seconds

low **1** low **3** `Purple (Magenta)(RB) off

high **1** high **2** high **3** `White (RGB)on

wait **2** `wait 2 seconds

low **1** low **2** low **3** `White (RGB)off

goto main `loops to main