`Pat's Mini Dish & RGB Strip-Infrared Servo-4

`Pat McMahon 23/2/2020

`This demonstration uses the 14M2 chip & Remote M. The servo goes from a lower limit of the servo

`to a upper limit of the servo.

`This demo uses pin 4, hence servo 4.

`NOTE- Common (+) positive on LED strip so low on pins 1,2 & 3 to turn on.

`Red = pin 1, Green = pin 2, Blue = pin 3

 symbol delay=**300**

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

 if infra=**76** then KissIWasMadeForLovingYou8

 if infra=**77** then StarWarsImperialMarch11

 if infra=**78** then Funkytown3

 if infra=**79** then IndianaJones12

 if infra=**51** then ManualLightSounds 'Runs programs Auotomatically

 if infra=**116** then Clockwise

 if infra=**117** then AntiClockwise

 if infra=**21** then Automatic

 if infra=**20** then AutomaticTwenty

 goto main

AllOff:high **1**,**2**,**3**,**4** goto main

KissIWasMadeForLovingYou8: low **1**

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**)

high **1**

 goto main

StarWarsImperialMarch11: low **2**

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**)

high **2**

 goto main

Funkytown3:low **3**

tune **2**, **6**,(**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$81**,**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$41**)

high **3**

 goto main

IndianaJones12:

low **2**,**3**

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**)

high **2**,**3**

 goto main

Red:

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

wait **1** `wait 2 seconds

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

goto main

Green:

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

wait **1** `wait 2 seconds

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

goto main

Blue:

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

wait **1** `wait 2 seconds

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

goto main

GB:

low **2**,**3** `Cyan (GB)on

wait **1** `wait 2 seconds

high **2**,**3** `Cyan (GB)off

goto main

RG:

low **1**,**2** `Yellow (RG)on

wait **1** `wait 2 seconds

high **1**,**2** `Yellow (RG)off

goto main

RB:

low **1**,**3** `Purple (Magenta)(RB) on

wait **1** `wait 2 seconds

high **1**,**3** `Purple (Magenta)(RB) off

goto main

RGB:

low **1**,**2**,**3** `White (RGB)on

wait **1** `wait 2 seconds

high **1**,**2**,**3** `White (RGB)off

goto main `loops to main

ManualLightSounds:

`Red:

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

wait **1** `wait 2 seconds

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

wait **1**

`Green:

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

wait **1** `wait 2 seconds

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

wait **1**

`Blue:

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

wait **1** `wait 2 seconds

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

wait **1**

`GB:

low **2**,**3** `Cyan (GB)on

wait **1** `wait 2 seconds

high **2**,**3** `Cyan (GB)off

wait **1**

`RG:

low **1**,**2** `Yellow (RG)on

wait **1** `wait 2 seconds

high **1**,**2** `Yellow (RG)off

wait **1**

`RB:

low **1**,**3** `Purple (Magenta)(RB) on

wait **1** `wait 2 seconds

high **1**,**3** `Purple (Magenta)(RB) off

wait **1**

`RGB:

low **1**,**2**,**3** `White (RGB)on

wait **1** `wait 2 seconds

high **1**,**2**,**3** `White (RGB)off

wait **1** `loops to main

`AllOff:

high **1**,**2**,**3** `AllOff

wait **1**

`KissIWasMadeForLovingYou8:

low **1**

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**)

high **1**

 wait **1**

`StarWarsImperialMarch11:

low **2**

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**)

high **2**

 wait **1**

`Funkytown3:

low **3**

tune **2**, **6**,(**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$81**,**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$41**)

high **3**

 wait **1**

`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**)

 wait **1**

goto ManualLightSounds `loops to main

Clockwise:

low **1**

servo **4**,**150** ` move servo to one end

high **1**

goto main

AntiClockwise:

low **2**

servo **4**,**180** ` move servo to other end

high **2**

goto main ` loop back to start

Automatic:

`Red:

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

wait **1** `wait 2 seconds

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

wait **1**

`Green:

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

wait **1** `wait 2 seconds

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

wait **1**

`Blue:

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

wait **1** `wait 2 seconds

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

wait **1**

`GB:

low **2**,**3** `Cyan (GB)on

wait **1** `wait 2 seconds

high **2**,**3** `Cyan (GB)off

wait **1**

`RG:

low **1**,**2** `Yellow (RG)on

wait **1** `wait 2 seconds

high **1**,**2** `Yellow (RG)off

wait **1**

`RB:

low **1**,**3** `Purple (Magenta)(RB) on

wait **1** `wait 2 seconds

high **1**,**3** `Purple (Magenta)(RB) off

wait **1**

`RGB:

low **1**,**2**,**3** `White (RGB)on

wait **1** `wait 2 seconds

high **1**,**2**,**3** `White (RGB)off

wait **1** `loops to main

`AllOff:

high **1**,**2**,**3** `AllOff

wait **1**

low **1**

let b1=**0**

do

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

inc b1

loop while b1<**20**

`KissIWasMadeForLovingYou8:

low **1**

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**)

high **1**

 wait **1**

 low **1**

let b1=**0**

do

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

inc b1

loop while b1<**20**

`StarWarsImperialMarch11:

low **2**

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**)

high **2**

 wait **1**

 low **1**

let b1=**0**

do

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

inc b1

loop while b1<**20**

`Funkytown3:

low **3**

tune **2**, **6**,(**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$81**,**$41**,**$41**,**$6B**,**$01**,**$28**,**$68**,**$41**,**$46**,**$45**,**$41**)

high **3**

 wait **1**

 low **1**

let b1=**0**

do

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

inc b1

loop while b1<**20**

`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**)

 wait **1**

low **3**

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

goto Automatic

AutomaticTwenty:

low **1**

let b1=**0**

do

servo **4**,**150** ` move servo to one end

pause delay

servo **4**,**180** ` move servo to other end

pause delay

inc b1

loop while b1<**20**

goto main