// This is the main DLL file.

#include "Arduino.h"

#include "Remote.h"

int i;

int powerCode[]={4540,4320,680,1520,700,1500,700,1500,700,400,700,400,700,420,700,400,700,400,700,1500,700,1500,700,1500,700,420,700,400,700,400,700,400,700,400,700,420,680,1520,700,400,700,400,700,400,700,400,700,420,680,420,700,1500,700,400,700,1500,700,1500,700,1500,700,1520,680,1520,700,1500,700,45660,4540,4320,700,1480,700,28884,4520,4320,700,1500};

int volumeUpCode[]={4540,4300,700,1500,700,1500,700,1520,680,420,680,420,700,400,700,400,700,400,700,1520,680,1520,680,1520,680,420,700,400,700,400,700,400,700,420,680,1520,680,1520,700,1500,700,400,700,400,700,420,680,420,680,420,680,420,700,400,700,420,680,1500,700,1520,680,1520,680,1520,700,1500,700,45720,4560,4300,700,1480,700,28964,4540,4300,700,1500};

int volumeDownCode[]={4560,4300,680,1520,680,1520,700,1500,700,400,700,400,700,420,680,420,680,420,700,1500,700,1500,700,1500,700,420,680,420,680,420,680,420,700,400,700,1500,700,1520,680,420,680,1520,680,420,680,420,700,400,700,400,700,420,680,420,680,1520,680,420,680,1520,680,1520,680,1520,700,1520,680,45740,4540,4300,720,1480,720,28904,4560,4300,680,1500};

int channelUpCode[]={4540,4300,700,1500,700,1500,700,1500,700,400,700,400,700,400,700,400,700,400,720,1480,720,1480,700,1500,700,400,720,380,720,380,720,400,700,400,700,400,700,1500,700,400,720,380,720,1480,700,400,700,400,720,400,700,1500,700,400,700,1500,700,1500,700,400,700,1500,700,1500,700,1500,700,45620,4540,4300,700,1480,700,28744,4540,4300,700,1480};

int channelDownCode[]={4540,4300,700,1520,680,1520,680,1520,680,420,680,420,700,400,700,420,680,420,680,1520,680,1520,700,1500,680,420,700,420,680,420,680,420,680,420,680,420,700,400,700,420,680,420,680,1520,680,420,680,420,700,420,680,1500,700,1520,680,1520,680,1520,680,420,700,1520,680,1500,700,1520,680,45740,4540,4320,680,1500,700,28964,4580,4280,720,1460};

int lastCode[]={4540,4300,680,1520,680,1520,680,1520,680,420,680,440,660,440,660,440,660,440,680,1520,660,1540,660,1540,660,440,660,440,680,420,680,420,680,420,680,420,680,440,660,440,660,440,660,1540,660,440,660,1540,680,420,680,1520,680,1520,660,1540,660,1540,680,420,680,1520,660,440,680,1520,680,45620,4560,4280,700,1480,700,28684,4540,4300,680,1500};

int muteCode[]={4520,4320,660,1520,680,1520,680,1520,680,420,680,440,660,440,660,440,660,440,660,1540,660,1540,660,1540,660,440,660,440,660,460,660,440,660,440,660,1540,660,1540,660,1540,660,1540,660,440,660,460,640,440,660,440,660,440,680,440,660,440,660,440,660,1540,660,1540,660,1540,660,1540,660,45620,4520,4320,660,1520,660,28724,4520,4320,660,1540};

int oneCode[]={4540,4300,700,1500,700,1500,700,1500,680,420,680,420,720,380,700,420,680,400,700,1520,680,1520,680,1520,680,420,680,420,680,420,720,380,700,440,660,420,680,440,680,1500,700,400,680,420,680,420,700,400,720,400,680,1520,680,1520,680,420,680,1520,700,1500,680,1520,680,1520,700,1500,680,45620,4540,4300,680,1500,700,28724,4540,4300,700,1480,700,28724,4540,4300,700,1480};

int twoCode[]={4540,4280,700,1500,700,1500,700,1500,680,440,700,400,680,420,680,420,680,420,700,1500,700,1500,700,1500,680,420,700,420,680,400,700,420,680,420,700,1500,700,400,700,1500,680,420,680,420,700,400,700,400,700,420,680,420,680,1520,680,420,680,1520,680,1520,700,1500,680,1520,680,1520,680,45620,4540,4300,700,1500,700,28704,4600,4260,720,1460};

int threeCode[]={4580,4260,700,1500,720,1480,740,1460,700,400,720,380,720,400,720,380,700,400,720,1480,720,1480,700,1500,720,380,720,380,720,400,700,400,720,380,700,400,700,1520,700,1480,700,400,720,380,720,400,700,400,740,360,720,1480,720,380,700,400,720,1480,740,1460,720,1480,720,1480,720,1480,700,45600,4580,4260,720,1480,720,28684,4580,4260,700,1480};

int fourCode[]={4600,4240,720,1480,720,1480,720,1480,720,380,720,400,700,400,700,420,700,380,720,1480,720,1480,720,1480,700,400,720,380,700,420,700,380,740,380,700,400,720,380,700,400,720,1480,700,400,720,400,700,380,720,400,700,1500,720,1480,720,1480,700,400,700,1500,720,1480,720,1480,720,1480,720,45580,4560,4280,700,1500,720,28664,4560,4280,720,1480};

int fiveCode[]={4540,4300,700,1500,700,1500,700,1500,700,400,720,380,700,420,680,420,700,400,700,1500,700,1500,680,1520,680,420,700,400,700,400,700,420,700,380,720,1480,720,400,700,400,700,1500,700,400,700,400,700,420,700,380,720,400,700,1500,700,1500,700,400,700,1520,700,1480,700,1500,720,1480,700,45600,4560,4280,700,1480,720,28684,4540,4300,700,1480};

int sixCode[]={4560,4280,700,1500,720,1460,740,1460,740,380,700,400,700,400,720,380,720,400,680,1500,720,1480,740,1460,700,400,720,400,700,400,700,400,700,400,720,380,720,1480,720,380,700,1500,700,400,700,420,700,400,720,380,720,1480,700,400,720,1480,700,400,700,1500,720,1480,700,1500,720,1480,700,45600,4580,4280,700,1480,720,28684,4560,4280,720,1460};

int sevenCode[]={4580,4260,720,1480,720,1480,720,1480,720,380,720,400,700,380,720,400,700,400,700,1500,720,1480,700,1500,720,380,720,380,720,380,720,380,740,380,720,380,720,380,720,1480,700,1500,720,380,740,360,720,380,740,380,700,1500,700,1500,720,380,720,380,720,1480,720,1480,700,1500,700,1500,720,45560,4560,4280,720,1480,700,28684,4580,4260,720,1460};

int eightCode[]={4560,4280,740,1460,720,1480,720,1480,700,400,720,380,740,360,720,380,740,380,700,1500,700,1480,740,1460,720,380,720,400,700,400,720,380,740,360,720,1480,720,380,720,1480,720,1480,720,380,720,380,760,360,700,400,720,380,720,1480,720,380,720,380,720,1480,720,1480,720,1480,740,1460,740,45540,4580,4260,740,1460,720,28684,4580,4260,700,1480};

int nineCode[]={4580,4240,720,1480,720,1480,720,1480,720,380,740,360,740,380,720,380,720,380,720,1480,740,1460,720,1480,700,400,720,380,740,360,720,380,720,400,720,380,720,1480,720,1460,740,1460,740,380,700,400,720,380,720,380,720,1480,740,360,740,360,740,360,720,1500,720,1460,740,1460,720,1480,740,45560,4580,4260,720,1480};

int zeroCode[]={4580,4260,720,1480,700,1520,700,1480,700,400,700,400,720,400,720,360,740,380,700,1500,700,1500,720,1480,700,420,680,400,720,380,700,400,700,400,700,1500,700,400,720,380,700,420,720,1480,700,380,740,380,700,400,720,380,720,1480,700,1500,700,1500,720,380,700,1500,700,1500,700,1500,720,45580,4560,4280,720,1480,700,28704,4560,4280,700,1500};

int enterCode[]={4540,4280,700,1500,680,1540,660,1520,700,400,700,400,680,460,660,420,740,380,660,1520,680,1520,680,1520,680,440,660,420,680,420,680,420,680,440,660,440,680,400,700,440,640,1540,660,440,660,1540,720,1500,660,420,680,1520,680,1520,680,1540,640,440,720,1460,700,420,680,420,680,1520,700,45600,4520,4320,700,1480,700,28704,4540,4300,680,1500,680,28724,4520,4320,680,1500};

void pulseIR(long microsecs){

cli();

while (microsecs > 0) {

digitalWrite(13, HIGH);

delayMicroseconds(10);

digitalWrite(13, LOW);

delayMicroseconds(10);

microsecs -= 26;

}

sei();

}

void Remote::power(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(powerCode[j]);

delayMicroseconds(powerCode[j+1]);

}}}

void Remote::volumeUp(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(volumeUpCode[j]);

delayMicroseconds(volumeUpCode[j+1]);

}}}

void Remote::volumeDown(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(volumeDownCode[j]);

delayMicroseconds(volumeDownCode[j+1]);

}}}

void Remote::channelUp(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(channelUpCode[j]);

delayMicroseconds(channelUpCode[j+1]);

}}}

void Remote::channelDown(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(channelDownCode[j]);

delayMicroseconds(channelDownCode[j+1]);

}}}

void Remote::last(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(lastCode[j]);

delayMicroseconds(lastCode[j+1]);

}}}

void Remote::mute(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(muteCode[j]);

delayMicroseconds(muteCode[j+1]);

}}}

void Remote::one(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(oneCode[j]);

delayMicroseconds(oneCode[j+1]);

}}}

void Remote::two(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(twoCode[j]);

delayMicroseconds(twoCode[j+1]);

}}}

void Remote::three(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(threeCode[j]);

delayMicroseconds(threeCode[j+1]);

}}}

void Remote::four(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(fourCode[j]);

delayMicroseconds(fourCode[j+1]);

}}}

void Remote::five(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(fiveCode[j]);

delayMicroseconds(fiveCode[j+1]);

}}}

void Remote::six(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(sixCode[j]);

delayMicroseconds(sixCode[j+1]);

}}}

void Remote::seven(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(sevenCode[j]);

delayMicroseconds(sevenCode[j+1]);

}}}

void Remote::eight(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(eightCode[j]);

delayMicroseconds(eightCode[j+1]);

}}}

void Remote::nine(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(nineCode[j]);

delayMicroseconds(nineCode[j+1]);

}}}

void Remote::zero(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(zeroCode[j]);

delayMicroseconds(zeroCode[j+1]);

}}}

void Remote::enter(){

int j;

for(i=0; i<3; i++){

for(j=0; j<78;j +=2){

pulseIR(enterCode[j]);

delayMicroseconds(enterCode[j+1]);

}}}