

# **Lesson 11 Test the IR remote controller**

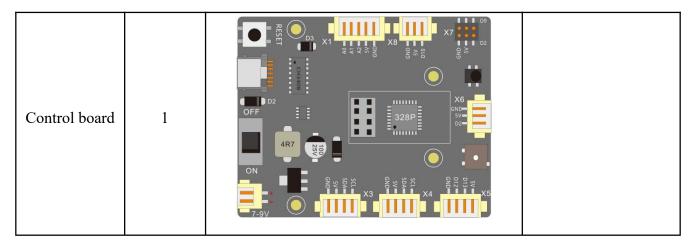
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## 1. What do you need to prepare

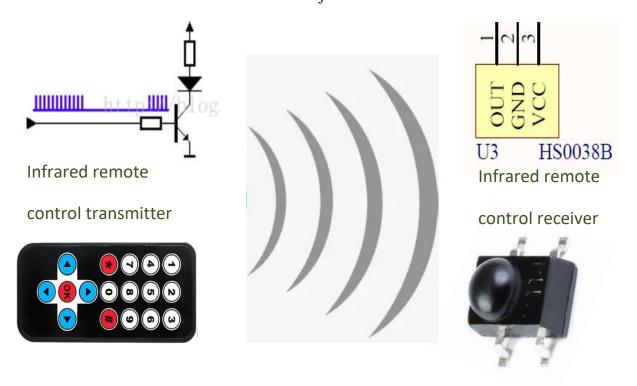
Components	Quantity	Picture	Remark
USB cable	1		
Infrared remote controller	1		Not included in this kit,just for example.you need prepared by yourself





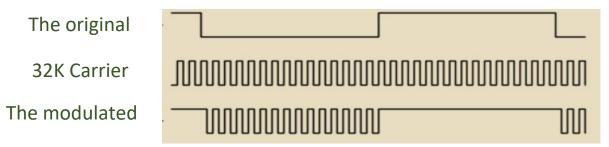
### 2. Principle

Infrared remote control by transmitting and receiving two components. The transmitter uses microcontroller to encode and modulate the binary signal to be sent into a series of pulse train signals, which are transmitted through the infrared transmitter tube. Infrared reception completes the reception, amplification, detection, shaping of infrared signals, and demodulation of remote coding pulse. In order to reduce interference, an integrated infrared receiver (HS0038, which receives infrared signals with a frequency of 38kHz and a period of about 26  $\mu$  s, and adopts NEC infrared coding) is used to receive infrared signals. At the same time, HS0038 amplifies, detects and shapes the signals to obtain the coded signals of TTL level, which is then sent to the microcontroller. The MCU decoded and executed to control the related objects.

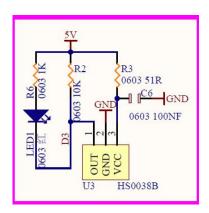




HS0038 infrared receiver, which internal integration of monitoring, amplification, filtering, demodulation and a series of circuits to process the output baseband signal. The original signal is a data "0" bit or a data "1" bit that we want to send, while the so-called 38K carrier is a square wave signal with a frequency of 38K, and the modulated signal is the final waveform that we transmit. We use the original signal to control the 38K carrier. When the signal is data "0", all the 38K carrier is sent without reservation. When the signal is data "1", no carrier signal is sent.



The schematic diagram:

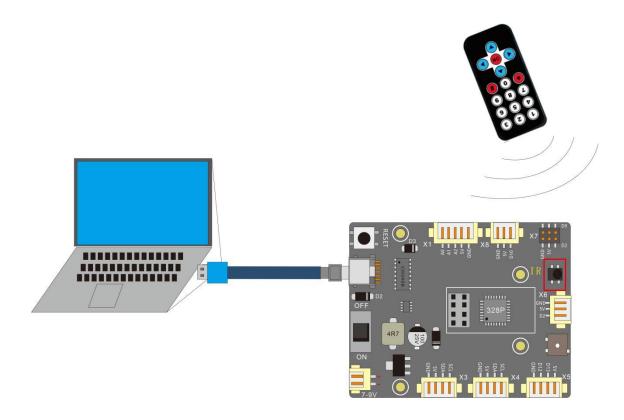


The infrared remote control receiver HS0038B mounted on the control board, and it occupies the D3 pin of the Atmega328p.HS0038B receives the signal from the controller, then modulated it and transmitts to Atmega328p MCU by D3.



## 3. Wiring

Connect the control board to the computer via a USB cable, Get an infrared remote control and place it next to the control board.





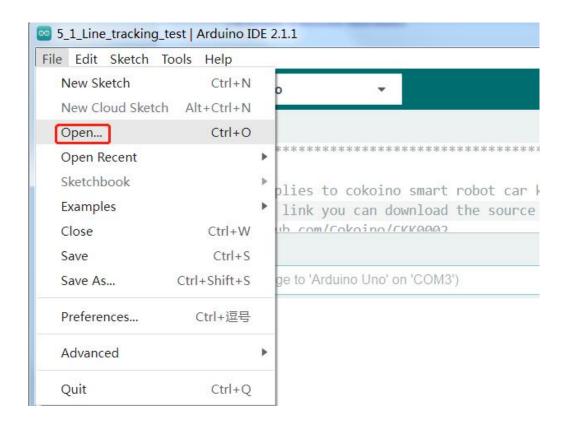
### 4. Upload the code and test

The code used in this lesson is placed in this folder: "E:\CKK0019-main\Tutorial\sketches"

4.1 Double-click the Arduino IDE shortcut on the desktop to open it



4.2 Click "File" --- "open"



4.3 Select the code in the folder named 9 1 IR test:

E:\CKK0019-main\Tutorial\sketches\9 1 IR test, Click "open"

4.4 Select the board "Arduino UNO" and Port "COM3" (COM port is commonly known as an input output port for a device normally PC which enables communication between Arduino and PC. You can check your arduino com number in device manager, the com port of our arduino board is recognized as COM3 in this tutorial)

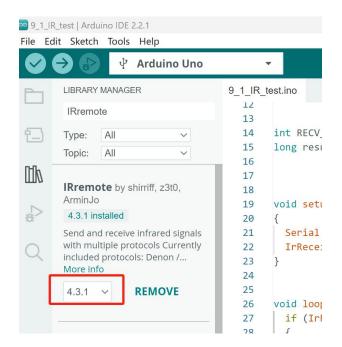


```
9_1_IR_test | Arduino IDE 2.1.1
File Edit Sketch Tools Help
                    Arduino Uno
                     Unknown
      9_1_IR_tes
                  4
         12
         13
                     Arduino Uno
         14
               d
         15
         16
                 Select other board and port...
         17
         18
                 Serial.begin(9600);
                 irrecv.enableIRIn(); // Initialize the infrared r
         19
$
         20
         21
               void loop()
         22
         23
               {
         24
         25
                if (irrecv.decode(&results))
         26
                   Serial.println(results.value, HEX);//print the \( \)
         27
                   delay(50);
         28
         29
                   irrecv.resume(); // Receive the next value
         30
                   delay(10);
         31
```

#### 4.5 Install IRremote library

For the installation method, please refer to the method of installing the library Servo.h in Lesson 4

Note that to run the sample code of this lesson, You need to install version 4.0.0 and above of the IRremote library. In this lesson, we installed the "IRremote 4.3.1". If you install the IRremote library below version 4.0.0 version, the code will fail to compile.





- 4.6 Click compile button successfully compiled the code will display "Done compiling"
- 4.8 Click upload button successfully uploading the code will display "Done uploading". When code is uploaded successfully, the program starts to run.
- 4.9 After the code is successfully uploaded, open the Serial Monitor, select the baud rate as 9600, then pick up the infrared remote control and press the remote control button against the control board. You can see the value of the button on the remote control in the Serial Monitor window, which is the button signal received by the infrared receiver and printed out in HEX format. Pressing different buttons will print out different values in the Serial Monitor window.

Number Labels of	The value received by the	Number Labels of	The value received by the
Infrared Remote	infrared receiver	Infrared Remote	infrared receiver
0	E619FF00	9	F609FF00
1	BA45FF00	*	E916FF00
2	B946FF00	#	F20DFF00
3	B847FF00	<b>†</b>	E718FF00
4	BB44FF00	<b>←</b>	F708FF00
5	BF40FF00	<b>→</b>	A55AFF00
6	BC43FF00	<b>↓</b>	AD52FF00
7	F807FF00	Ok	E31CFF00
8	EA15FF00		

```
33 | delay(100);
34 | }

Output Serial Monitor ×

Message (Enter to send message to 'Arduino Uno' on 'COM3

11:09:21.802 -> BA45FF00
11:09:22.597 -> BA45FF00
11:09:25.589 -> B946FF00
11:09:30.408 -> B847FF00
11:09:32.068 -> BB44FF00
11:09:33.107 -> BF40FF00
```



### 5. Code

```
9 1 IR test.ino:
#include <IRremote.h>
int RECV_PIN = 3;//Set infrared remote control pins
long results;//Receive infrared data
void setup()
 Serial.begin(9600);//set baud rate
 IrReceiver.begin(RECV_PIN);// Set the pins of the infrared receiver
}
void loop() {
 if (IrReceiver.decode())
   results=IrReceiver.decodedIRData.decodedRawData;//Decoding successful, put the data into the results
variable
   Serial.println(results,HEX); // Display infrared encoding
   IrReceiver.resume();
 delay(100);
```



### 6. Any questions and suggestions are welcome

THANK YOU for participating in this learning experience!

If you find any errors, omissions or you have suggestions and/or questions about this lesson, please feel free to contact us:

### cokoino@outlook.com

We will make every effort to make changes and correct errors as soon as feasibly possible and publish a revised version.

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