



AVR410: RC5 IR Remote Control Receiver on tinyAVR and megaAVR devices

APPLICATION NOTE

Introduction

Most audio and video systems are equipped with an infrared remote control. This application note describes a receiver for the frequently used Philips/Sony RC5 coding scheme.

Features

- Low-cost
- Compact design, only one external component
- Requires only one controller pin, any AVR® device can be used
- Size-efficient code
- Complementary of the Atmel[®] AVR415 RC5 IR Remote Control Transmitter on Atmel tinyAVR[®] and megaAVR[®] devices

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1. RC5 Coding Scheme

The RC5 code is a 14-bit word bi-phase coded signal as seen in the figure below. The first two bits are start bits, always having the value "1". The next bit is a control bit, which is toggled every time a button is pressed on the remote control transmitter. This gives an easy way of determining whether a button is pressed and held down, or pressed and released continuously.

Figure 1-1. RC5 Frame Format

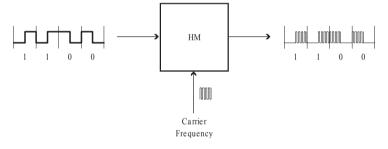
Five system bits hold the system address so that only the right system responds to the code. Usually, TV sets have the system address 0, VCRs the address 5, and so on. The command sequence is six bits long, allowing up to 64 different commands per address. The bits are transmitted in bi-phase code (also known as Manchester code) as shown below, along with an example where the command 0x35 is sent to system 5.

Figure 1-2. Bi-phase Coding

Figure 1-3. Example of Transmission

Note that the figures above show the signal that enters the Atmel ATtiny28 hardware modulator. The actual signal emitted by the IR-LED will be modulated with a certain carrier frequency as shown in the figure below.

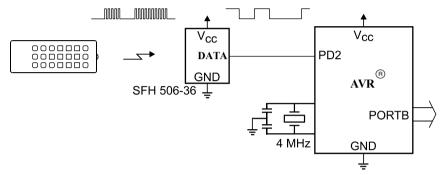
Figure 1-4. Signal Before and After Modulation



2. Timing

The bit length is approximately 1.8ms. The code is repeated every 114ms. To improve noise rejection, the pulses are modulated at 36kHz. This can be seen in the RC5 IR Receiver figure below. The easiest way to receive these pulses is to use an integrated IR-receiver/demodulator like the Siemens SFH 506-36. This is a 3-pin device that receives the infra-red burst and gives out the demodulated bit stream at the output pin. Note that the data is inverted compared to the transmitted data (i.e., the data is idle high). The output of the demodulator device is connected to PD2 on the AVR device. The decoded instructions in this case will be output on PORTB, but the chosen port is easily reconfigurable.

Figure 2-1. RC5 Receiver





3. Software

The assembly code found in AVR410.ASM contains the RC5 decode routine. In addition, it contains an example program which initializes the resources, decodes the RC5 data and outputs the received command on PORTB.

The Detect Subroutine

When the detect subroutine is called, it first waits for the data line to be idle high for more than 3.5ms. Then, a start bit can be detected. The length of the low part of the first start bit is measured. If no start bit is detected within 131ms, or if the low pulse is longer than 1.1ms, the routine returns indicating no command received.

The measurement of the start bit is used to calculate two reference times, ref1 and ref2, which are used when sampling the data line. The program uses the edge in the middle of every bit to synchronize the timing. 3/4 of a bit length after this edge, the line is sampled. This is in the middle of the first half of the next bit (see the figure below). The state is stored and the routine waits for the middle edge. Then, the timer is synchronized again and the steps are repeated for the following bits. If the synchronizing edge is not detected within 5/4 bit times from the previous synchronizing edge, this is detected as a fault and the routine terminates. When all the bits are received, the command and system address are stored in the "command" and "system" registers. The control bit is stored in bit 6 of "command".

Figure 3-1. Synchronizing and Sampling of the Data

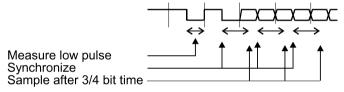


Table 3-1. "Decode" Subroutine Performance Figures

Parameter	Value
Code size	72 words
Register usage	Low registers used: 3
	High registers used: 6
	Global registers: 6
	Pointers used: None

Table 3-2. "Detect" Register Usage

Register	Internal	Output
R1	"inttemp" - Used by TIM0_OVF	
R2	"ref1" - Holds timing information	
R3	"ref2" - Holds timing information	
R16	"temp" - Temporary Register	
R17 "timerL" - Timing Register		
R18 "timerH" - Timing Register		



Register	Internal	Output
R19		"system" - The System Address
R20		"command" - The Received Command
R21	"bitcnt" - Counts the bits received	

Timer/Counter 0 Overflow Interrupt Handler

The function of the timer interrupt is to generate a clock base for the timing required. The routine increments the "timerL" Register every 64µs, and the "timerH" every 16.384ms.

Table 3-3. "TIM0_OVF" Interrupt Handler Performance Figures

Parameter	Value
Code size	7 words
Execution cycles	6 + reti
Register usage	Low registers used: 2
	High registers used: 2
	Global registers: 0
	Pointers used: None

Table 3-4. "TIM0_OVF" Register Usage

Register	Internal	Output	
R0	"S" - Temporary Storage of Sreg		
R1	"inttemp" - Used by TIM0_OVF		
R17	"timerL" - Incremented every 64µs		
R18	"timerH" - Incremented every 16.384ms		

Example Program

The example program initializes the ports, sets up the timer, and enables interrupts. Then, the program enters an eternal loop, calling the detect routine. If the system address is correct, the command is output on PORTB.

Table 3-5. Overall Performance Figures

Parameter	Value
Code size	79 words - "detect" and "TIM0_OVF"
	96 words - Complete example code
Register usage	Low registers: 4
	High registers: 6
	Pointers: None



Parameter	Value	
Interrupt usage	Timer/Counter 0 Overflow Interrupt	
Peripheral usage	Timer/Counter 0	
	Port D, pin 2	
	Port B (example program only)	



4. Example Program

```
; * APPLICATIONNOTEFORTHEAVRFAMILY
; *
;* Number : AVR410
;* File Name :"rc5.asm"
;* Title :RC5 IR Remote Control Decoder
;* Date :97.08.15
;* Version :1.0
;* Support telephone :+47 72 88 43 88 (ATMEL Norway)
;* Support fax :+47 72 88 43 99 (ATMEL Norway)
;* Target MCU :AT90S1200
;* DESCRIPTION
;* This Application note describes how to decode the frequently used
; * RC5 IR remote control protocol.
; * The timing is adapted for 4 MHz crystal
.include "1200def.inc"
.device AT90S1200
      INPUT
                =2
                              ;PD2
      SYS ADDR =0
                              ; The system address
.equ
.def
                =R0
                              ;Storage for the Status Register
      S
      inttemp
               =R1
.def
                              ;Temporary variable for ISR
      ref1
                =R2
.def
.def
      ref2
                =R3
                              ; References for timing
                =R16
.def
      temp
                              ; Temporary variable
      timerL =R17
timerH =R18
system =R19
.def
                             ; Timing variable updated every 14 us
                             ; Timing variable updated every 16 ms
.def
.def
      svstem
                =R19
                              ; Address data received
.def
     command =R20
                              ; Command received
.def
      bitcnt =R21
                              ; Counter
.cseq
       rjmp reset
;* "TIMO OVF" - Timer/counter overflow interrupt handler
;* The overflow interrupt increments the "timerL" and "timerH"
;* every 64us and 16,384us.
;* Crystal Frequency is 4 MHz
; *
;* Number of words:7
;* Number of cycles:6 + reti
;* Low registers used:1
; * High registers used: 3
;* Pointers used:0
               .org OVF0addr
TIMO OVF:
                         ; Store SREG
               S, sreg
       in
       inc
                timerL
                              ; Updated every 64us
       inc
                inttemp
       brne
               TIMO OVF exit
      inc
               timerH ; if 256th int inc timer
TIMO OVF exit:
      out
               sreg,S ; Restore SREG
    *****************
; * Example program
; *
;* Initializes timer, ports and interrupts.
```



```
; * port B.; *
;* Calls "detect" in an endless loop and puts the result out on
;* Number of words: 16
;* Low registers used: 0
; * High registers used: 3
;* Pointers used: 0
 reset:
         ;ldi
                      temp,low(RAMEND) ;Initialize stackpointer for parts with SW stack
         ;out
                     SPL, temp
         ;ldi
                      temp, high (RAMEND) ; Commented out since 1200 does not have SRAM
         ;out
                     SPH, temp
         ldi
                      temp,1
                                          ;Timer/Counter 0 clocked at CK
                     TCCRO, temp
         out
                      temp,1<<TOIE0
         ldi
                                          ; Enable TimerO overflow interrupt
                     TIMSK, temp
         out
                                          ; PORTB as output
         ser
                      temp
         011±
                      DDRB, temp
         sei
                                          ; Enable global interrupt
main:
         rcall
                                          ;Call RC5 detect routine
                     det.ect.
         cpi
                      system, SYS ADDR
                                          ; Responds only at the specified address
         brne
                     release
         andi
                      command, 0x3F
                                          ; Remove control bit
         out
                     PORTB, command
         rjmp
                     main
 release:
         clr
                      command
                                         ;Clear PORTB
                      PORTB, command
                     main
         rjmp
;* "detect" - RC5 decode routine
;* This subroutine decodes the RC5 bit stream applied on PORTD
;* pin "INPUT".
; ^{\star} If success: The command and system address are
;* returned in "command" and "system".
;* Bit 6 of "command" holds the toggle bit.
;* If failed: FF in both "system" and "command"
;* Crystal frequency is 4MHz
 ;* Number of words:72
;* Low registers used: 3
;* High registers used: 6
;* Pointers used: 0
detect:
                                        ; Init Counters
         clr
                      inttemp
         clr
                     timerH
detect1:
         clr
                      timerL
detect2:
         cpi
                      timerH,8
                                          ; If line not idle within 131ms
         brlo
                      d11
                      fault
                                          ;then exit
         rjmp
dl1:
                                          ; If line low for 3.5ms
                      timerL,55
         cpi
         brge
                      start1
                                          ; then wait for start bit
         sbis
                      PIND, INPUT
                                          ; If line is
                                          ;low - jump to detect1 ;high - jump to detect2
                      det.ect.1
         rjmp
         rjmp
                      detect2
```



start1:			
Starti.	cpi brge	timerH,8 fault	;If no start bit detected ;within 130ms then exit
	sbic rjmp	PIND, INPUT start1	;Wait for start bit
	clr	timerL	;Measure length of start bit
start2:	cpi brge	timerL,17	;If startbit longer than 1.1ms, ;exit
	sbis rjmp	PIND, INPUT start2	;Positive edge of 1st start bit
	mov clr	temp,timerL timerL	;timer is 1/2 bit time
	mov lsr	ref1, temp	
	mov add lsl	<pre>ref2,ref1 ref1,temp temp</pre>	; $ref1 = 3/4$ bit time
	add		; $ref2 = 5/4$ bit time
start3:	cp brge	timerL,ref1 fault	;If high period $St2 > 3/4$ bit time ;exit
	sbic rjmp clr	PIND, INPUT start3 timerL	;Wait for falling edge start bit 2
	ldi clr clr	bitcnt,12 command system	;Receive 12 bits
a amm la .			
sample:	cp brlo	timerL,refl sample	;Sample INPUT at 1/4 bit time
	sbic rjmp	PIND, INPUT bit_is_a_1	;Jump if line high
bit_is_	clc		;Store a '0'
	rol rol	command system	;Synchronize timing
bit_is_	a_0a: cp	timerL,ref2	;If no edge within 3/4 bit time
	brge sbis rjmp	fault PIND, INPUT bit_is_a_0a	<pre>;exit ;Wait for rising edge ;in the middle of the bit</pre>
	clr rjmp	timerL nextbit	
bit is	a 1:		
	sec rol rol	command system	;Store a '1'
bit is	a 1a:		;Synchronize timing
	cp	timerL, ref2	;If no edge within 3/4 bit time
	brge sbic rjmp	fault PIND,INPUT bit_is_a_1a	<pre>;exit ;Wait for falling edge ;in the middle of the bit</pre>
	clr	timerL	
nextbit	: dec	bitcnt	;If bitcnt > 0
	brne	sample	<pre>;get next bit ;All bits sucessfully received!</pre>
	mov rol	temp, command temp	;Place system bits in "system"



```
system
        rol
                    temp
                    system
        rol
                    system,5 ;Move toggle bit command,6 ;to "command"
        bst
                   ;Clear remaining bits command,0b01111111
        andi
                    system, 0x1F
        andi
        ret
fault:
                    command
                                      ;Both "command" and "system"
       ser
        ser
                    system
                                        ;0xFF indicates failure
        ret
```



5. Revision History

Doc Rev.	Date	Comments
1473C	08/2016	New template and some minor changes
1473B	05/2002	
1473A		Initial document release













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