11 GREE heat pumps

11.1 Dual pulse train

Remotes: YAA1FB, YB1F2 (sends four pulse-trains when one or both timers are active)

IR pulse type: IRT_23 and IRT_24, see 5.21.

Byte	Explanation
LI	Lead in 1 st pulse train
0-4.3	1 st pulse train see 11.1.1
LO	Lead out 1 st pulse train
LI	Lead in 2 nd pulse train
0-3 (5-8)	2 nd pulse train see 11.1.2
LO	Lead out 2 nd pulse train

11.1.1 1st pulse train 4.3 bytes

IR pulse type: IRT_23, see 5.21.1.

Byte	Bits	Explanation
	02	MODE : AUTO $-0x0$, COOL $-0x1$, DRY $-0x2$, FAN $-0x3$, HEAT $-0x4$ Auto has no temp display or control and sets temperature to 25° C $-0x9$. DRY disables fan control and sets fan to 1. Fan allows temp control!
0 (0)	3	Power: ON - 0x1, OFF - 0x0
0 (0)	45	FAN : Auto - 0x0, 1 - 0x1, 2 - 0x2, 3 - 0x3, 4 - 0x3, 5 - 0x3 DRY disables fan control and sets fan to 1.
	6	SWING : ON - 0x1, OFF - 0x0 (see bit 03 byte 0 (5))
	7	'SLEEP': ON - 0x1, OFF - 0x0
	03	Temperature : 16°C - 30°C - 0x0 - 0xE. When in 'Auto' mode: no control and set to 25°C - 0x9
1 (1)	47	No timer: 0x0, Use this for the Pebble Air 'TIMER-OFF', 'TIMER-OFF'+'TIMER-ON': 0xC 'TIMER-ON': 0x9, 0xA
	03	Timer related: keep 0x0
2 (2)	4	'TURBO': ON - 0x1, OFF - 0x0
	5	'LIGHT': ON - 0x1, OFF - 0x0. Is on by default.
	6	'Health': ON - 0x1, OFF - 0x0 (Fir tree icon). Is on by default.
	7	'X-FAN': ON - 0 x1, OFF - 0 x0
	0	'Scavenging': ON - 0x1, OFF - 0x0 (House with air in/out)
3 (3)	13	Always 0x0
	47	Always 0x5
4 (4)	02	Always 0x2
	57	These bits not transmitted

11.1.2 2nd pulse train 4 bytes

IR pulse type: IRT_24, see 5.21.2.

Byte	Bits	Explanation
0 (5)	03	Vertical vane: Auto (bit 6 byte 0 (0) is 0x0): Auto: 0x0. Fix (bit 6 byte 0 (0) is 0x0): Ahead - Down: 0x2, 0x3, 0x4, 0x5, 0x6. Swing (bit 6 byte 0 (0) is 0x1): All: 0x1, Low ½: 0x7, Center ⅓: 0x9, High ⅓: 0xB.
	47	Horizontal vane: Auto (bit 6 byte 0 (0) is 0x0): Auto: 0x0. Fix (bit 6 byte 0 (0) is 0x0): Left - Right: 0x2, 0x3, 0x4, 0x5, 0x6. Wide: 0xC. Swing (bit 6 byte 0 (0) is 0x1): All: 0x1, Spread: 0xD.
	01	' TEMP ' display at the unit: 0x0, 0x1, 0x2, 0x3
1 (6)	2	'I FEEL': ON - 0x1, OFF - 0x0
	3	Always 0x0
	47	YAA1FB, FAA1FB1, YB1F2: Always 0x2 YAG1FB: Always 0x0
2 (7)		Always 0x0
	03	Always 0x0
3 (8)	47	Check: ((Byte [0 (0)] & 0x0F) + (Byte [1 (1)] & 0x0F) + (Byte [2 (2)] & 0x0F) + (Byte [3 (3)] & 0x0F) + ((Byte [0 (5)] & 0xF0) >> 4) + ((Byte [1 (6)] & 0xF0) >> 4) + ((Byte [2 (7)] & 0xF0) >> 4) + 10) & 0xF