SAMSUNG

// Power ON/OFF

const unsigned int S\_pwr[68]={4600,4350,700,1550,650,1550,650,1600,650,450,650,450,650,450,650,450,700,400,700,1550,650,1550,650,1600,650,450,650,450,650,450,700,450,650,450,650,450,650,1550,700,450,650,450,650,450,650,450,650,450,700,400,650,1600,650,450,650,1550,650,1600,650,1550,650,1550,700,1550,650,1550,650};

// channel 1

const unsigned int S\_1[68]={4650,4300,700,1550,700,1550,650,1550,700,400,700,400,700,400,700,450,700,400,700,1500,700,1500,700,1550,700,450,650,400,700,450,650,450,700,400,700,400,700,450,650,1550,700,400,700,400,700,400,700,450,650,450,650,1550,700,1500,700,450,650,1550,700,1550,650,1550,700,1500,700,1550,650};

// channel 2

const unsigned int S\_2[68]={4600,4350,650,1550,700,1500,700,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1500,700,1550,700,400,700,450,650,450,700,400,700,400,700,1500,700,400,700,1550,700,400,700,400,700,450,650,450,700,400,700,400,700,1550,650,450,700,1500,700,1550,650,1550,700,1500,700,1550,650};

// channel 3

const unsigned int S\_3[68]={4600,4350,700,1500,700,1550,650,1600,650,400,700,450,700,400,700,400,700,400,700,1550,650,1550,700,1500,700,400,700,450,700,400,700,400,700,400,700,400,700,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,700,400,700,400,700,1550,650,1550,700,1500,700,1550,700,1500,700};

// channel 4

const unsigned int S\_4[68]={4600,4350,650,1550,700,1500,700,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,400,700,450,650,450,700,400,700,400,700,400,700,400,700,450,650,1550,700,400,700,400,700,450,700,400,700,1500,700,1550,650,1550,700,400,700,1550,650,1550,700,1500,700,1550,650};

// channel 5

const unsigned int S\_5[68]={4650,4350,700,1500,700,1550,650,1550,700,400,700,450,700,400,700,400,700,400,700,1500,700,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,700,400,700,400,650,1550,700,450,650,450,700,400,700,450,650,450,650,1550,650,1550,700,400,700,1550,700,1500,700,1500,700,1550,700};

// channel 6

const unsigned int S\_6[68]={4600,4350,650,1550,700,1500,700,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,400,700,450,700,400,700,400,700,400,700,400,700,1550,700,400,700,1500,700,450,650,450,700,400,700,400,700,1550,650,450,650,1550,700,400,700,1550,650,1550,700,1500,700,1550,650};

// channel 7

const unsigned int S\_7[68]={4600,4350,700,1500,700,1550,650,1550,700,400,700,450,700,400,700,400,700,400,700,1550,650,1550,700,1500,700,400,700,450,700,400,700,400,700,400,700,450,650,450,650,1550,700,1500,700,450,700,400,700,400,700,450,650,1550,650,1550,700,450,650,400,700,1550,700,1500,700,1550,650,1550,700};

// channel 8

const unsigned int S\_8[68]={4600,4350,650,1600,650,1500,700,1550,700,400,700,400,700,400,700,450,700,400,700,1500,700,1550,650,1550,700,400,700,450,650,450,700,400,700,400,700,1550,650,450,650,1550,700,1500,700,450,700,400,700,400,700,400,700,400,700,1550,700,400,700,450,650,1550,650,1550,700,1500,700,1550,650};

// channel 9

const unsigned int S\_9[68]={4600,4350,700,1500,700,1550,650,1550,700,400,700,450,650,450,650,450,700,400,700,1500,700,1550,700,1550,650,400,700,450,700,400,700,400,700,400,700,450,650,1550,650,1600,650,1550,650,450,700,400,700,400,700,400,700,1550,700,400,700,400,700,400,700,1550,700,1500,700,1500,700,1550,700};

// channel 0

const unsigned int S\_0[68]={4650,4300,700,1550,700,1500,700,1550,700,400,700,400,700,400,700,450,650,450,650,1550,700,1550,650,1550,700,400,700,400,700,400,700,450,700,400,700,1550,650,400,700,450,700,400,650,1550,700,400,700,450,700,400,700,400,700,1500,700,1550,700,1500,700,400,700,1550,650,1550,700,1500,700};

// source

const unsigned int S\_scr[68]={4600,4350,700,1550,650,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,700,1500,700,1550,700,400,700,400,700,400,700,400,700,400,700,1550,700,400,700,450,650,450,650,450,700,400,700,400,700,400,700,450,650,1550,700,1500,700,1550,650,1550,700,1500,700,1550,700,1500,700};

// channel up

const unsigned int S\_pup[68]={4600,4350,700,1500,700,1500,700,1550,700,450,650,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,450,650,450,700,400,700,400,700,400,700,400,700,1550,700,400,700,400,700,1550,650,450,700,400,700,400,700,1550,650,450,650,1600,650,1550,650,450,700,1500,700,1500,700,1550,650};

// channel down

const unsigned int S\_pdown[68]={4650,4300,700,1550,700,1500,700,1550,700,400,700,400,700,400,700,450,650,450,650,1550,700,1500,700,1550,700,400,700,400,700,400,700,450,700,400,700,400,700,400,700,450,650,450,650,1550,700,400,700,450,650,400,700,1550,700,1500,700,1550,700,1500,700,400,700,1550,650,1550,700,1500,700};

// volume up

const unsigned int S\_vup[68]={4600,4350,650,1550,700,1500,700,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,400,700,450,700,400,700,400,700,400,700,450,650,450,650,450,650,1550,700,1500,700,1550,700,1500,700,1550,650};

// volume down

const unsigned int S\_vdown[68]={4600,4350,700,1550,650,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,700,1500,700,1550,700,400,700,400,700,400,700,450,650,450,650,1550,700,1500,700,450,650,1550,700,400,700,400,700,450,700,400,700,400,700,400,700,1550,700,400,700,1500,700,1500,700,1550,700,1500,700};

// TV/DTV

const unsigned int S\_tv[68]={4600,4350,650,1550,700,1500,700,1550,700,400,700,400,700,400,700,450,700,400,700,1500,700,1500,700,1550,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,700,400,700,400,700,400,700,400,700,1550,700,400,700,400,700,400,700,1550,700,1500,700,1550,650,1550,700,400,700,1500,700};

// guide

const unsigned int S\_guide[68]={4600,4350,700,1500,700,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,650,1550,700,1500,700,450,650,450,700,400,700,400,700,400,700,1550,700,1500,700,1550,650,1550,700,400,700,400,700,1550,700,400,700,400,700,400,700,450,700,400,650,1550,700,1550,650,450,700,1500,700};

// exit

const unsigned int S\_exit[68]={4650,4300,700,1550,650,1550,700,1550,700,400,700,400,700,450,650,450,650,450,650,1550,700,1500,700,1550,700,450,650,400,700,450,650,450,700,400,700,1500,700,400,700,1550,700,1500,700,400,700,1550,700,450,650,400,700,450,650,1550,700,400,700,400,700,1550,650,450,650,1550,700,1500,700};

// mute

const unsigned int S\_mute[68]={4650,4350,650,1550,650,1550,700,1550,700,400,700,400,700,400,700,450,650,450,650,1550,700,1500,700,1550,700,400,700,450,650,400,700,450,700,400,700,1500,700,1550,650,1550,700,1500,700,450,700,400,700,400,700,400,700,400,700,450,650,450,700,400,700,1500,700,1550,650,1550,700,1500,700};

LG

//POWER ON/OFF

uint16\_t rawData[67] = {8880,4470, 480,620, 530,620, 480,1720, 480,620, 530,620, 480,620, 480,620, 480,620, 530,1720, 480,1720, 480,620, 530,1720, 480,1720, 530,1720, 480,1720, 530,1720, 480,620, 480,620, 480,620, 530,1720, 480,620, 480,620, 530,620, 480,620, 480,1720, 530,1720, 480,1720, 480,620, 530,1720, 480,1720, 530,1720, 480,1720, 530}; // Protocol=NEC Address=0x4 Command=0x8 Raw-Data=0xF708FB04 (32 bits) LSB first