

## 1 Remote Control

---

### 1.1 FREQUENCY

---

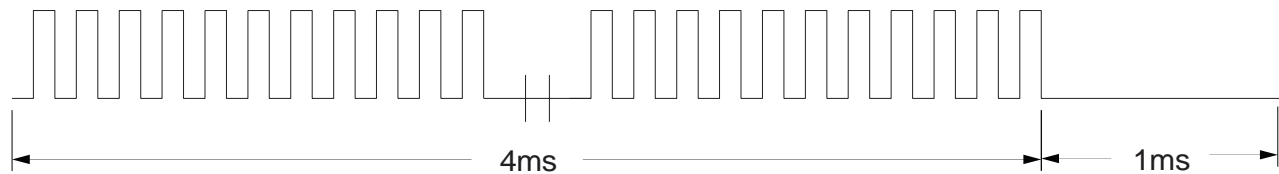
The signal frequency generated must be 38 kHz.

### 1.2 LOGIC LEVEL ACTIVE HIGH

---

Sending an active logic **high** level, it must follow the pattern:

- a) Switching pulses of 38kHz during 4ms;
- b) No pulse during 1ms.



### 1.3 LOGIC LEVEL ACTIVE LOW

---

Sending an active logic **low** level, it must follow the pattern:

- a) Switching pulses of 38kHz during 1ms;
- b) No pulses during 4ms.



### 1.4 KEYBOARD

---

Each keyboard button executes a function on the controller and each button sends a command, following the pattern above quoted.

Each command has 16 bits of data, where "0" is the active logic low level and "1" is the active logic high level.

### 1.5 KEYBOARD COMMAND

---

- a) Water: {0,0,1,1, 0,0,1,1, 0,0,1,1, 0,0,1,1}
- b) Timer: {1,1,0,0, 1,1,0,0, 1,1,0,0, 1,1,0,0}
- c) Minus "-": {0,1,0,0, 0,1,0,0, 0,1,0,0, 0,1,0,0}
- d) Plus/Add "+": {0,0,0,1, 0,0,0,1, 0,0,0,1, 0,0,0,1}
- e) Ventilation/Power: {0,0,1,0, 0,0,1,0, 0,0,1,0, 0,0,1,0}
- f) Lamp: {1,0,0,0, 1,0,0,0, 1,0,0,0, 1,0,0,0}