

Data Formats for IR Remote Control

In most remote control transmission systems, only small data rates are required for transmitting the control functions of home entertainment equipment. The reliability of the transmission is essential as an incorrect interpretation of a transmitted code is not permissible. Corrupted signals must be ignored. In most coding schemes, commands are repeated until the remote controlled device reacts as desired. The operator can directly observe the result of pressing a key by means of visual feedback.

Because IR signals are confined within a room and because there is only a short period of data transmission with each key press, there are no legal restrictions for IR transmission in the frequency band between 30 kHz and 56 kHz.

Several methods of modulation have become well established. A reliable and power saving transmission method in which bursts of the carrier frequency are transmitted is called "Pulse Code Modulation" (PCM). There are three commonly used representations of one bit in remote control systems which are described in the following diagrams.

The "Bi Phase Coding" has one rising or falling edge in the center of each time slot (Fig. 1). In the "Pulse Distance Coding", all bursts have the same length but the time between the bursts is different depending on the value of the bit (Fig. 2). In the "Pulse Length Code", there are two kinds of burst lengths depending on the bit value (Fig. 3).

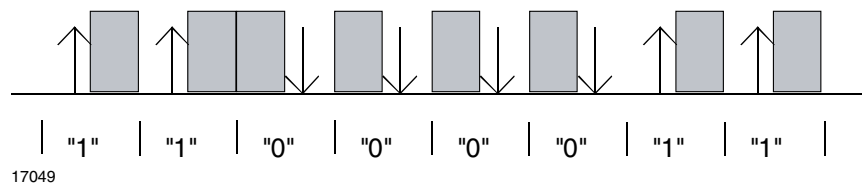


Fig. 1 - BI Phase Coding (a rising edge within a time window is equivalent to a "1", a falling edge represents a "0")

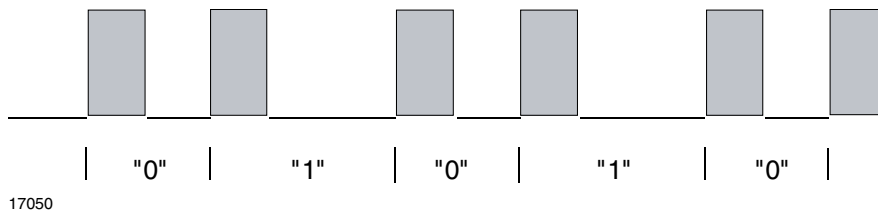


Fig. 2 - Pulse Distance Coding

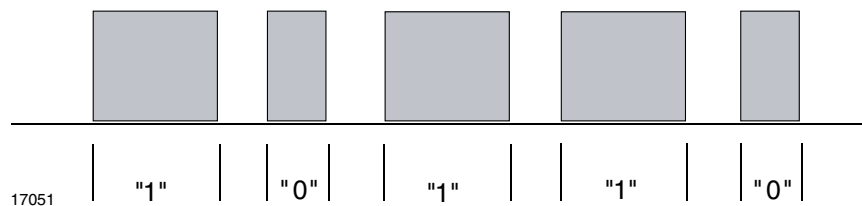


Fig. 3 - Pulse Length Coding

The Vishay IR receiver modules were developed and optimised for use in all such carrier frequency burst transmission systems. Standard types are available for the frequencies **30 kHz, 33 kHz, 36 kHz, 38 kHz, 40 kHz, and 56 kHz.**

In addition to different kinds of coding and different carrier frequencies, there are further variations in the data formats; with and without pre-burst, with different numbers of bits in a command, and with different bit lengths.

Almost all codes have address bits and data bits. For reliability reasons, some codes send the data twice, once inverted and once non-inverted. Usually the data command is repeatedly sent as long as the key is being pressed. There

are different ways to distinguish between a multiple key press and an interruption of the transmission link (e.g. to avoid the TV selecting channel "11" when channel "1" was intended). Some codes use a toggle bit, which changes its value at each key-press. Some codes send a pre- or post-burst at the beginning and/or at the end of each key-press. And some codes send the data only once for each key-press.

Two common data formats, the RC5 code and the NEC code, are described in more detail here.

THE RC 5 CODE

The RC 5 standard uses a bi-phase coding (see Fig. 4) the carrier frequency fixed at 36 kHz.

The transmission of a data word begins with two start bits followed by a toggle bit. The toggle bit changes its value at each new key-press. The five address bits represent the address of the device to be controlled. The six command bits contain the information to be transmitted.

Each bit in the data word consists of half a bit period with no transmission and half a bit period with a burst of 32 pulses

at 36 kHz. The timing is shown in the pulse diagrams.

The most suitable IR receivers for receiving the RC5 code are those with “AGC6” in Cyllene 1 (TSOP9...) and Cyllene 2A (TSOP1..) receivers as well as “AGC4” in Cyllene 2C (TSOP3...) and Cyllene 2B (TSOP5...) receivers. For RC5 a band pass frequency of 36 kHz is recommended. Some examples are: TSOP13636, TSOP18636, TSOP34436, TSOP75436, TSOP36436, TSOP99636.

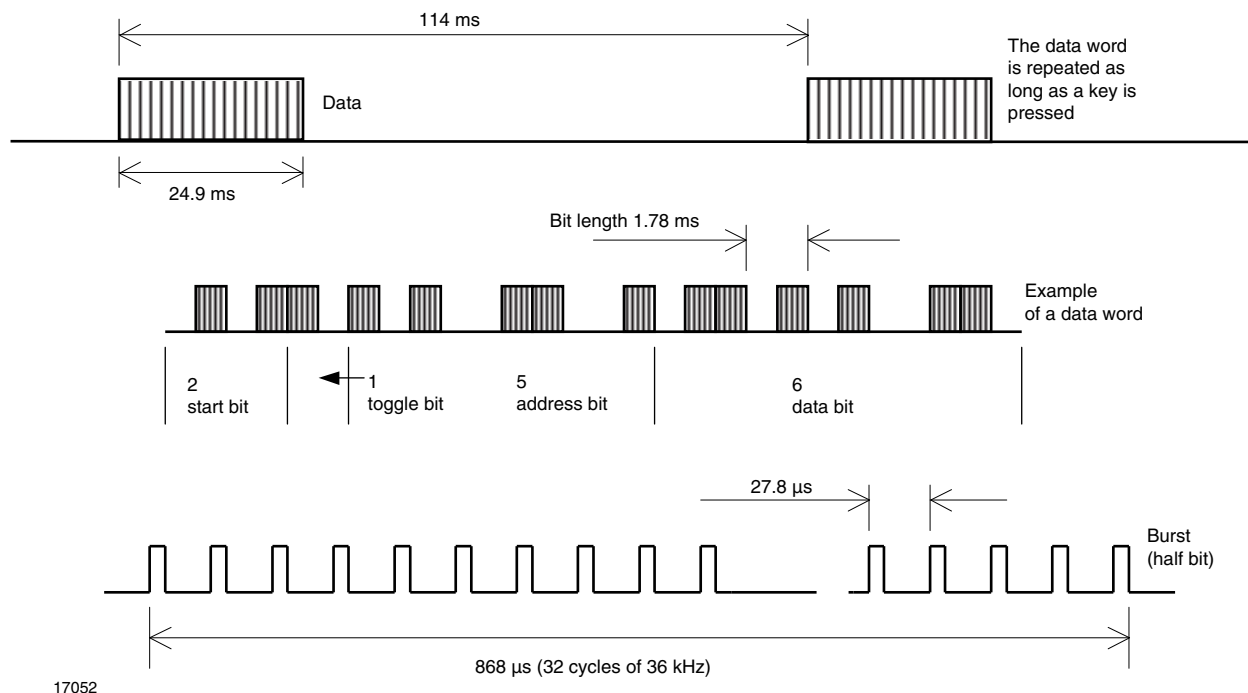


Fig. 4 - RC 5 Transmission Code

THE NEC CODE

The NEC code uses bursts at a carrier frequency of 38 kHz. All Vishay receiver modules operate well with this coding scheme, but the best noise suppression with this format is gained with “AGC6” for Cyllene series and “AGC4” for all other TSOP series (e.g. TSOP13438, TSOP18438, TSOP34438, TSOP75438, TSOP95638, TSOP99638).

The NEC code starts the transmission using a so called leader code, a burst with a length of 9 ms, followed by a pause of 4.5 ms and then the data word. The original purpose of this leader code was to let the internal control loops in the receiver modules settle. But such a pre-burst is not necessary for the Vishay receivers to function correctly.

After transmitting the data word, only the leader code and a single bit are transmitted repeatedly for as long as a key is pressed. A special property of this code is a constant word length in combination with pulse distance modulation. Both the address and the data bits are transmitted twice, first as

a normal byte followed by an inverted byte. This is shown in Fig. 5. The half period burst portion of each bit contains 22 pulses, each with a width of 8.77 μs and a period of 26.3 μs. A “0” is represented by a pulse distance of 1.125 ms and a “1” by a pulse distance of 2.25 ms. 8 address bits are used to identify the device to be controlled. A further 8 bits are used for the transmission of the command data. As mentioned above, the words are always followed, without a pause, by the inverted words. E.g., the transmission of the address word “00110111” and the command data word “00011010” is performed by sending the bits:

“00110111'11001000'00011010'11100101”

In a special version of the NEC code, the pre-burst, including all of the address and data bits, is repeated in each 108 ms time slot for as long as the key is pressed.

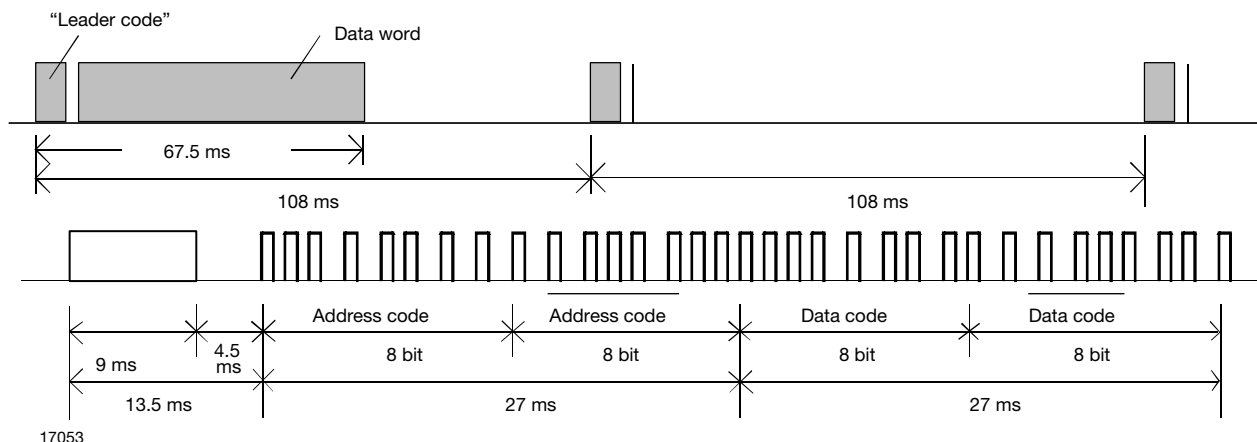


Fig. 5 - NEC Transmission Code

DATA TRANSMISSION WITH THE TSDP RECEIVER MODULES

Although IR receiver modules are mainly developed and used for IR remote control, they can also serve for continuous data transmission.

For this purpose, Vishay designed the TSDP series receivers for data transmission, with enhanced output pulse with accuracy.

The AGC 1 setting for example in TSDP34138 is adapted to long burst length supporting the transmission of successive zero bits in RS232.

Three proposals for such continuous data encoding are shown below in Fig. 6, Fig. 7, and Fig. 8:

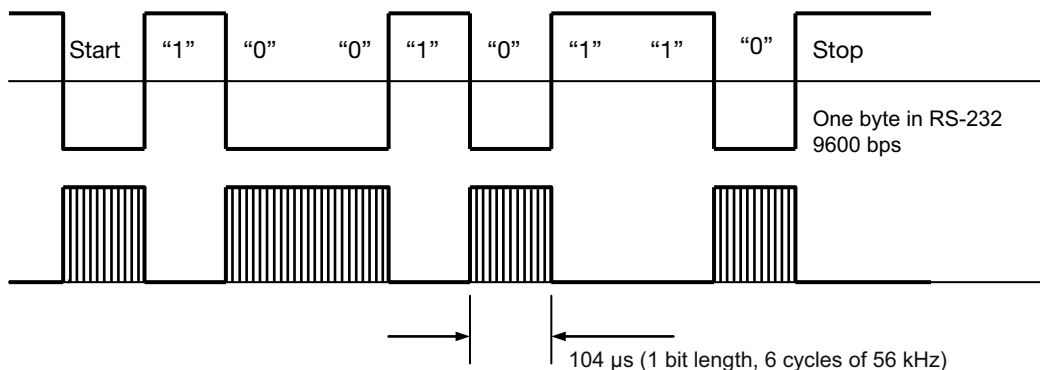


Fig. 6 - Example of a Data Transmission at 9600 bps With TSDP34156

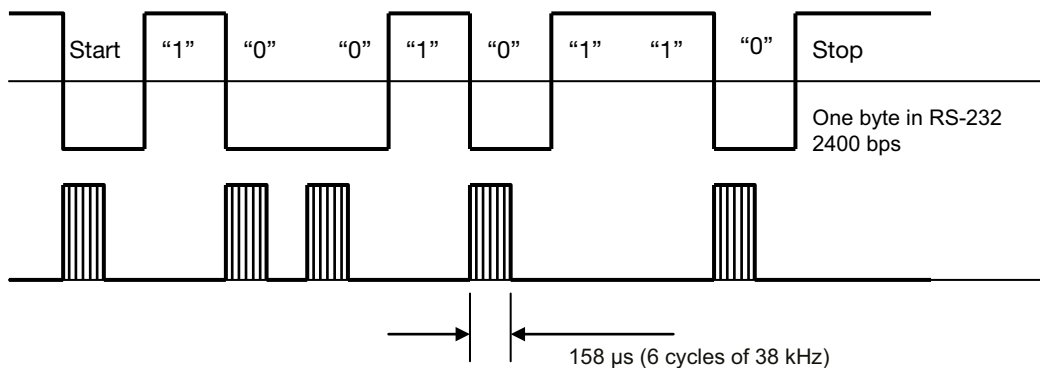


Fig. 7 - Example of a Data Transmission at 2400 bps with TSDP34138

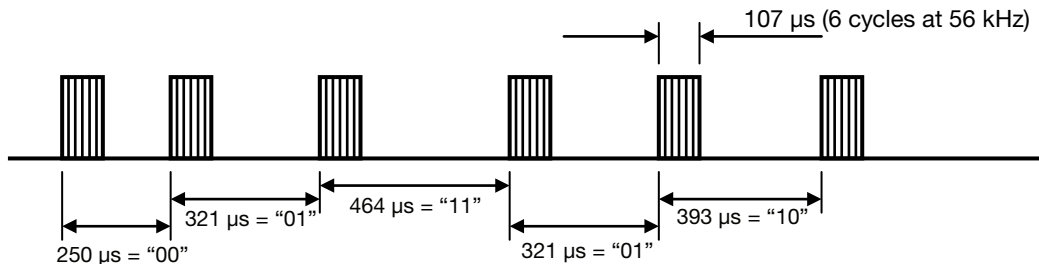


Fig. 8 - Example of a Data Transmission With the TSDP34156

COMPATIBILITY OF THE TSOP RECEIVER MODULES WITH DATA FORMATS

Vishay offers a variety of IR receiver series in order to supply an optimised solution for each application. Guidelines for selecting the best part for each data format is given here.

Basically there are six categories of IR receiver settings regarding noise suppression and data format compatibility. The summary of the features of these AGC types is listed here:

- AGC1 is compatible with any coding scheme, it is optimized for continuous data transmission
- AGC2 is optimized for most common remote control standard applications with typical long burst data formats
- AGC3 is optimized for short burst data formats in noisy environments

- AGC4 is optimized for most common remote control standard applications in very noisy environments (including dimmed LCD backlightings)
- AGC5 is optimized for short burst data formats in very noisy environments
- AGC6 has best sensitivity for NEC and RC5 code in Cyllene 1 (TSOP9...) series receivers and offers high robustness against smart phone interference in Cyllene 2A (TSOP1...) series receivers
- AGC-S and AGC-C are optimized for Sony code. This AGC is exclusively designed for Cyllene 2C series receivers

The tables below provide an overview of which IR receiver type can be used for the various data formats.

CYLLENE 1 IC - COMPATIBILITY FOR DATA FORMATS							
	AGC1	AGC2	AGC3	AGC4	AGC5	AGC6	BEST CHOICE
NEC continuous data frames	yes	yes	yes	yes	yes	yes	AGC6
RC5 code	yes	yes	yes	yes	yes	yes	AGC6
RC6 mode 0	yes	yes	yes	yes	yes	yes	AGC4
RCMM	yes	no	yes	no	yes	no	AGC3
RECS-80 code	yes	no	yes	no	yes	no	AGC3
R-2000 code (33 kHz)	yes	yes	yes	yes	yes	yes	AGC6
Mitsubishi code 38 kHz	yes	yes	yes	yes	yes	yes	AGC6
Sony code SIRCS 12 bit	yes	yes	no	no	no	yes	AGC2
Sony code SIRCS 15 bit	yes	yes	no	no	no	yes	AGC2
Sony code SIRCS 20 bit	yes	yes	no	no	no	no	AGC2
r-map data format 38 kHz	yes	no	yes	no	yes	no	AGC5
r-step data format 38 kHz	yes	no	yes	no	yes	no	AGC3
r-step data format for KB 56 kHz	yes	no	yes	yes	yes	yes	AGC4
XMP code	yes	no	yes	no	yes	no	AGC3
Cisco format 57 kHz	yes	yes	no	no	no	yes	AGC2
Cisco format 37 kHz	yes	yes	no	yes	yes	yes	AGC6
Low latency protocol - worst case frame 16 bit	yes	yes	yes	yes	yes	yes	AGC6
Low latency protocol - extended frame 24 bit	yes	yes	no	yes	yes	yes	AGC6
Sejin 4PPM format (38 kHz or 56 kHz)	yes	no	yes	yes	yes	no	AGC4
MCIR code keyboard package timing	yes	yes	no	no	no	no	AGC2
MCIR code pointing device timing	yes	no	yes	no	yes	no	AGC3
MCIR code remote control timing	yes	no	yes	no	yes	no	AGC3
Konka TV data format 2004	yes	no	yes	no	yes	no	AGC3
RCA code 56 kHz	yes	yes	yes	yes	yes	yes	AGC6
RCA code 38 kHz	yes	yes	no	yes	yes	yes	AGC4
Panasonic / Kaseikyo command	yes	yes	yes	yes	yes	yes	AGC6
Sharp code	yes	no	yes	yes	yes	yes	AGC6
Toshiba format	yes	yes	yes	yes	yes	yes	AGC4
Midea Aircon format	yes	yes	yes	yes	yes	yes	AGC4
TCL Sky Mouse format	yes	no	yes	no	yes	no	AGC3



CYLLENE 2A IC (Mneme Replacement) - COMPATIBILITY FOR DATA FORMATS							
	AGC1	AGC2	AGC3	AGC4	AGC5	AGC6	BEST CHOICE
NEC continuous data frames	yes	yes	yes	yes	yes	yes	AGC4
RC5 code	yes	yes	yes	yes	yes	yes	AGC6
RC6 mode 0	yes	yes	yes	yes	yes	no	AGC4
RCMM	yes	no	yes	no	yes	no	AGC3
RECS-80 code	yes	no	yes	no	yes	no	AGC5
R-2000 code (33 kHz)	yes	no	yes	yes	yes	no	AGC4
Mitsubishi code 38 kHz	yes	no	yes	yes	yes	no	AGC4
Sony code SIRCS 12 bit	yes	yes	yes	no	no	no	AGC2
Sony code SIRCS 15 bit	yes	yes	yes	no	no	no	AGC2
Sony code SIRCS 20 bit	yes	yes	no	no	no	no	AGC2
r-map data format 38 kHz	yes	no	yes	no	yes	no	AGC3
r-step data format 38 kHz	yes	no	yes	no	yes	no	AGC4
r-step data format for KB 56 kHz	yes	no	yes	yes	yes	no	AGC4
XMP code	yes	no	yes	no	yes	no	AGC3
Cisco format 57 kHz	yes	yes	no	no	no	no	AGC2
Cisco format 37 kHz	yes	yes	yes	yes	yes	yes	AGC4
Low latency protocol - worst case frame 16 bit	yes	yes	yes	yes	no	yes	AGC4
Low latency protocol - extended frame 24 bit	yes	yes	yes	yes	no	yes	AGC4
Sejin 4PPM format (38 kHz or 56 kHz)	yes	no	yes	yes	yes	no	AGC4
MCIR code keyboard package timing	yes	no	yes	yes	yes	no	AGC3
MCIR code pointing device timing	yes	no	yes	yes	yes	no	AGC3
MCIR code remote control timing	yes	no	yes	yes	yes	no	AGC3
Konka TV data format 2004	yes	yes	yes	yes	yes	yes	AGC4
RCA code 56 kHz	yes	yes	yes	yes	no	yes	AGC6
RCA code 38 kHz	yes	yes	yes	yes	yes	yes	AGC4
Panasonic / Kaseikyo command	yes	no	yes	yes	yes	no	AGC4
Sharp code	yes	no	yes	yes	yes	no	AGC4
Toshiba format	yes	yes	yes	yes	yes	yes	AGC4
Midea Aircon format	yes	yes	yes	yes	yes	yes	AGC4
TCL Sky Mouse format	yes	no	yes	no	yes	no	AGC3



CYLLENE 2B IC (Methone Replacement) - COMPATIBILITY FOR DATA FORMATS						
	AGC1	AGC2/8	AGC3	AGC4	AGC5	BEST CHOICE
NEC continuous data frames	yes	yes	yes	yes	yes	AGC4
RC5 code	yes	yes	yes	yes	yes	AGC4
RC6 mode 0	yes	yes	yes	yes	yes	AGC4
RCMM	yes	no	yes	no	yes	AGC3
RECS-80 code	yes	no	yes	no	yes	AGC3
R-2000 code (33 kHz)	yes	yes	yes	yes	yes	AGC4
Mitsubishi code 38 kHz	yes	yes	yes	yes	yes	AGC4
Sony code SIRCS 12 bit	yes	yes	yes	no	no	AGC2
Sony code SIRCS 15 bit	yes	yes	yes	no	no	AGC2
Sony code SIRCS 20 bit	yes	yes	no	no	no	AGC2
r-map data format 38 kHz	yes	no	yes	no	no	AGC3
r-step data format 38 kHz	yes	no	yes	yes	yes	AGC4
r-step data format for KB 56 kHz	yes	yes	yes	yes	no	AGC4
XMP code	yes	no	yes	no	yes	AGC3
Cisco format 57 kHz	yes	yes	yes	yes	no	AGC4
Cisco format 37 kHz	yes	yes	no	no	no	AGC2
Low latency protocol - worst case frame 16 bit	yes	yes	yes	yes	no	AGC4
Low latency protocol - extended frame 24 bit	yes	yes	yes	yes	no	AGC4
Sejin 4PPM format (38 kHz or 56 kHz)	yes	yes	yes	yes	no	AGC4
MCIR code keyboard package timing	yes	yes	yes	yes	yes	AGC3
MCIR code pointing device timing	yes	yes	yes	yes	yes	AGC3
MCIR code remote control timing	yes	yes	yes	yes	yes	AGC3
Konka TV data format 2004	yes	yes	yes	yes	yes	AGC4
RCA code 56 kHz	yes	yes	yes	yes	yes	AGC4
RCA code 38 kHz	yes	yes	yes	yes	no	AGC4
Panasonic / Kaseikyo command	yes	yes	yes	yes	yes	AGC4
Sharp code	yes	yes	yes	yes	yes	AGC4
Toshiba format	yes	yes	yes	yes	yes	AGC4
Midea Aircon format	yes	no	yes	yes	yes	AGC4
TCL Sky Mouse format	yes	no	yes	no	yes	AGC3



CYLLENE 2C IC (Aether Replacement) - COMPATIBILITY FOR DATA FORMATS							
	AGC1	AGC2	AGC3	AGC4	AGC5	AGCS	BEST CHOICE
NEC continuous data frames	yes	yes	yes	yes	yes	yes	AGC4
RC5 code	yes	yes	yes	yes	yes	yes	AGC4
RC6 mode 0	yes	yes	yes	yes	yes	yes	AGC4
RCMM	yes	no	yes	no	yes	no	AGC3
RECS-80 code	yes	no	yes	no	yes	no	AGC3
R-2000 code (33 kHz)	yes	yes	yes	yes	yes	yes	AGC4
Mitsubishi code 38 kHz	yes	yes	yes	yes	no	yes	AGC4
Sony code SIRCS 12 bit	yes	yes	yes	no	no	yes	AGCS
Sony code SIRCS 15 bit	yes	yes	no	no	no	yes	AGCS
Sony code SIRCS 20 bit	yes	yes	no	no	no	yes	AGCS
r-map data format 38 kHz	yes	no	yes	no	yes	no	AGC3
r-step data format 38 kHz	yes	no	yes	no	yes	no	AGC3
r-step data format for KB 56 kHz	yes	no	yes	no	yes	no	AGC3
XMP code	yes	no	yes	no	yes	no	AGC3
Cisco format 57 kHz	yes	yes	yes	yes	no	yes	AGC4
Cisco format 37 kHz	yes	yes	no	no	no	no	AGC2
Low latency protocol - worst case frame 16 bit	yes	yes	yes	yes	no	yes	AGC4
Low latency protocol - extended frame 24 bit	yes	yes	yes	yes	no	yes	AGC4
Sejin 4PPM format (38 kHz or 56 kHz)	yes	no	yes	no	yes	yes	AGC3
MCIR code keyboard package timing	yes	yes	no	no	no	yes	AGC2
MCIR code pointing device timing	yes	no	yes	no	no	no	AGC3
MCIR code remote control timing	yes	no	yes	no	yes	no	AGC3
Konka TV data format 2004	yes	no	yes	no	no	no	AGC3
RCA code 56 kHz	yes	yes	yes	yes	yes	yes	AGC4
RCA code 38 kHz	yes	yes	yes	yes	yes	yes	AGC4
Panasonic / Kaseikyo command	yes	yes	yes	yes	no	no	AGC4
Sharp code	yes	yes	yes	yes	yes	yes	AGC4
Toshiba format	yes	yes	yes	yes	yes	yes	AGC4
Midea Aircon format	yes	yes	yes	yes	yes	yes	AGC4
TCL Sky Mouse format	yes	yes	yes	yes	yes	yes	AGC4
NEC continuous data frames	yes	no	yes	no	yes	no	AGC3