

IR-Slave

Michael Watzl

Copyright © 1994 by Michael Watzl

COLLABORATORS

	<i>TITLE :</i> IR-Slave		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Michael Watzl	March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	IR-Slave	1
1.1	main	1
1.2	contents	1
1.3	1.	2
1.4	2.	3
1.5	3.1	3
1.6	3.2	3
1.7	4.1.1	4
1.8	4.1.2	4
1.9	4.1.3	5
1.10	4.1.4	5
1.11	4.2.1	5
1.12	4.2.2	5
1.13	4.2.3	5
1.14	4.2.4	6
1.15	4.2.5	6
1.16	5.1	6
1.17	5.2	7
1.18	6.	7
1.19	7.	8
1.20	8.	8
1.21	Registrieren..	9

Chapter 1

IR-Slave

1.1 main

IR-Slave 1.0

© 1994 by Jürgen Frank und Michael Watzl

The IR-Slave is freely distributable in the unregistered version.

Note: The IR-Slave is shareware. To use the IR-Slave you need the hardware (see chapter 5). If you want to use the IR-Slave you have to register.

You use the IR-Slave on your own risk. No warranty can be given.

1.2 contents

Contents	
1.	What is IR-Slave
2.	Installation
3.	The Menus
3.1	Project
3.2	Edit
4.	The Gadgets

4.1	Commands	
4.1.1	List	
	Learn	4.1.2
	Name	4.1.3
	Action/Test	4.1.4
4.2.1	Configuration	4.2
	Protocol	4.2.2
	Tolerance	4.2.3
	Code	4.2.4
	Watching	4.2.5
	Rate	5.
5.1	The Hardware	
	General Information	5.2
	Trouble shooting	6.
	Learning IR-Codes	7.
	ToolTypes	8.
	Authors/Support	9.
	History	

1.3 1.

1. What is IR-Slave

=====

Whith the IR-Slave you can control your Amiga via any remote control!

Therefore you can learn different infra-red signals of your remote control (e.g. the remote control of your tv set) and assign different commands/scripts to them.

Then, whenever the IR-Slave hardware detects a infra red signal which was been learned before, the assigned command/script will be executed. You can for example show a picture when pressing the power key on a remote control or start an arexx-script etc.

The IR-Slave can also do its work hidden, because it is a commodity. Up to 254 different commands can be learned.

See also Chapter 5 -
The Hardware

1.4 2.

2. Installation =====

The installation is very easy. No additional libraries are needed - no assigns must be done.

The only thing which should be noticed is that the IR-Slave should be copied to a directory which is in the path of the workbench (e.g. sys:utilities/). Then the projects can be started from anywhere with a doubleclick.

1.5 3.1

3. Die Menus =====

3.1 Project -----

New

Deletes all the commands. A new project can be edited.

Load...

Loads an already existing project.

Save

Saves the actually edited project with the current name.

Save as...

Saves the actually edited project. The path/name can be given via a filerequester.

Info...

Gives some information about the authors and the project.

Hide

Closes the GUI of the IR-Slave. Although the IR-Slave stays active. To reopen the GUI use commodities exchange.

Quit

Quits the IR-Slave.

1.6 3.2

3.2 Edit

New

Creates a new ir-command-entry. In the "name"-gadget you can name this function - like "Tv set, power".

In the action-gadget you can type a command to be executed when the specific ir signal is recognized. This line will be interpreted like a command line in the shell.

Cut

The current entry will be cut to an internal buffer and can be inserted anywhere (with paste).

Copy

Does the same as "cut" - the current entry stays in the list.

Paste

The entry in the internal buffer will be inserted in the command list.

Sort

The command list will be sorted.

1.7 4.1.1

4. The Gadgets

=====

4.1 Commands

4.1.1 List

Here, all the commands are listed by name. A '-' in front of the name means, that no ir-code is learned for this command.

1.8 4.1.2

4.1.2 Learn

Use this gadget to assign an ir-code to an entry in the command list. Whenever the ir-signal is recognized by the hardware (and watching is enabled) the relating command will be executed.

After learning, the received ir data will be displayed.

1.9 4.1.3

4.1.3 Name

Here you can type any name - this will help you to remember which command is assigned to which ir code.

1.10 4.1.4

4.1.4 Action/Test

In this string gadget you can type a command line which will be executed whenever the specific infra red signal is recognized by the IR-Slave hardware (or by pressing the test gadget).

This string will be interpreted as a command line typed in a shell.

1.11 4.2.1

4.2 Configuration

4.2.1 Protocol

In this gadget you can type a file name for the protocol file of received ir signals.

1.12 4.2.2

4.2.2 Tolerance

The higher this value is the exacter the received ir signal and the lerned signal must match.

Values between 5 and 8 should work fine.

1.13 4.2.3

4.2.3 Code

The half code is an optimized way to store the ir-data. This format is faster but does not work with all remote controls. So you should simply try if it works.

1.14 4.2.4

4.2.4 Watching

If "watching" is switched on, the ir-slave recognizes ir signals. This works only when all ir-commands are learned.

1.15 4.2.5

4.2.5 Rate

A high rate means that the hardware is checked very often for incoming ir signals. A low rate means that the hardware is not checked so often - uses less cpu power.

1.16 5.1

5. The Hardware

=====

5.1 General Information

The hardware consists of a receiver unit which is half SMD (surface mounted device). The hw is connected to the joystickport. The hardware can only be ordered by the authors - see registering

You may order either documents for the hardware, the construction kit without PCB, the construction kit with PCB or the complete hardware.

If you want to order a construction kit you should have some experience with this electronical stuff! Although you need not be a profi...

The hardware works with all remote controls which have a pulse frequency between 30 kHz and 40 kHz and with a minimum impulse length of 20 μ s (Philips, Blaupunkt, Panasonic etc.).

If you want to know if your remote control will work with the ir-slave simply contact one of the authors (Jürgen Frank).

The range of the ir slave is about 4-6m depending on your remote control.

The ir-slave is compatible to the ir-master (also by Jürgen Frank & Michael Watzl) and can be used both on a Y-adapter.

1.17 5.2

5.2 Trouble shooting

If your hardware won't work after it is finished so this may have one of the following reasons:

- * Error in the construction -> Check cable, connectors and components
- * Receiver too near to an interfering field like a monitor, bright light, etc. -> Put your receiver to another place...
- * Amiga learns badly or not at all -> Batteries in the remote control are too weak

1.18 6.

6. Learning ir commands

=====

- Choose an entry in the list
- Click on "learn"
 -> the pointer will be frozen
- Aim with your remote control on the sensor of the ir slave hardware. The distance should be about the half of the distance in the later use.
 So if you normally lie on your couch 4 meters away from your amiga - you should learn the commands with a distance of 2 meters.
- Press the button on the remote control and hold it down until the ir slave has recognized the signal.
 If you press the right mouse button the learn action will be cancelled.

important notes

- It is possible that the ir-slave will not react on your actions the first time. In this case you should test the ir-slave with other remote controls and try other values for tolerance and rate.
 - Successful learning depends on the distance. So if it does not work fine you should try relearning in different distances between 1 and 2 meters.
 - If the batteries of the remote control are weak the ir signal is not very exact. This can lead to an incomplete learned ir signal. The ir slave won't recognize the signals correctly.
-

In such a case you should use new batteries.

If you own a tool by Akai, Blaupunkt, Fisher, Technics, Philips or Sony you can be sure that they will work with the ir slave.

1.19 7.

7. ToolTypes

=====

If you start the ir slave by doubleclick the tooltypes of its icon will be used. If you doubleclick on a project (or shift doubleclick it) the tooltypes of the project will be used.

If you start the ir slave from the shell, you can use the same arguments as the tooltypes.

E.g. 1> IRslave CX_POPUP=NO CX_POPKEY=f10 demol.slaved

The following tooltypes are supported:

CX_POPUP=	"YES" or "NO" YES: open GUI on startup NO: start hidden
CX_POPKEY=	Key on which the GUI should pop up. e.g. "control s" default ist lalt esc
PUBSCREEN=	Name of a public screen which should be preferred for the GUI.
LEFT=	Left edge of the gui window.
TOP=	Top edge of the gui window.
RATE=	See chapter 4.2
TOLERANCE=	
OUTPUT=	Protocol file, see chapter 4.2
PROTOCOL=	YES NO see chapter 4.2
PROJECT=	Only in the IR-Slave icon: Datafile which should be loaded on startup.

1.20 8.

8. Authors/Support

=====

The ir slave paket is © 1994 by Juergen Frank & Michael Watzl

It is "freely distributable" as long as no profit is made with distributing..

NO WARRANTY FOR ANY DAMAGE CAN BE GIVEN - YOU USE IRSLAVE AT YOUR OWN RISK.

New versions of the ir slave software can be downloaded in JESOLO-BBS

Jesolo, BBS of the "Amiga Freunde Ries"
24H online
2400-19200 Baud, 8N1

The latest revision of the ir slave can be found in:

/PD_POOL/PD-Anwendungen/ANW-Sonstiges/.

Or you can send a disk + stamps with a little letter (demanding a software update) to:

Michael Watzl
Konradstr. 11
86609 Donauwörth
Germany
Tel.: +49 906 5834
Fax : +49 906 28851

Bugreports & suggestions can also be sendt to this address (and they are welcome!).

If you have questions to the hardware contact

Juergen Frank
Wittelsbacherweg 7
86609 Donauwoerth
Germany
Tel.: +49 906 1057

1.21 Registrieren..

REGISTRATION-FORM:

FIRM: _____
NAME: _____
STEET: _____
ZIP: _____
CITY: _____
COUNTRY: _____
TEL: _____

I want to become registered user of the ir-slave, therefore

- o I enclose a check
(european: euro cheque
others : drawn on a german bank)

- o transfer payment to Michael Watzl:
Raiffeisen-Volksbank Donauwoerth eG
86609 Donauwoerth
Acc: 4185455 Bank code: 722 901 00
for payment reference use: "IR-SLAVE REGISTRATION"

Please send me:

- o newest version + documents for the hardware
for the price of \$15 / DM 25

- o newset version of this package + hardware pieces (w/o PCB)
for the price of: \$25 / DM 40

- o newset version of this package + hardware pieces (incl. PCB)
for the price of: \$28 / DM 45

- o newset version of this package + complete hardware
for the price of: \$40 / DM 60

date, locality

sign