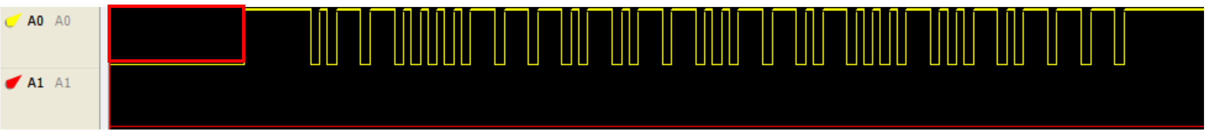
IR Signals of Pushing Button of Play

1. Test signal of Button of Play



2. Source data pattern: 881 bytes (*SDu*)

[0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000011111111111111111111111111111111111111111111111111111100000001111110000000011111111111111111110000000011111111111111111111000000011111100000000111111000000011111100000000111111000000011111111111111111111000000001111111111111111111000000001111111111111111111000000001111110000000111111111111111111110000000011111100000001111111111111111111100000001111111111111111111100000001111110000000011111100000001111111111111111111100000000111111111111111111100000000111111000000001111111111111111111000000001111110000000111111000000001111110000000111111111111111111110000000111111100000001111110000000011111111111111111110000000011111100000001111111111111111111100000001111111111111111111100000000111111111111111111100000000111111111111111111111111111111111111111111111111111111111111]

3. L1DC data pattern: 68 bytes

[109,54,7,6,8,19,8,20,7,6,8,6,7,6,8,6,7,20,8,19,8,19,8,6,7,20,8,6,7,20,7,20,7,6,8,6,7,20,8,19,8,6,8,19,8,6,7,6,8,6,7,20,7,7,7,6,8,19,8,6,7,20,7,20,8,19,8,59]

4. L2DC data pattern: 43 bytes (*CDu*)

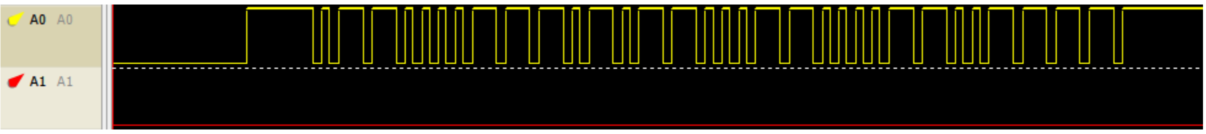
[109,54,0,3,19,7,20,0,9,20,7,19,7,19,0,3,20,0,3,20,7,20,0,5,20,7,20,0,3,19,0,7,20,0,5,19,0,3,20,7,20,7,19,59]

5. $DCr = \frac{SDu}{CDu} = \frac{881 \text{ bytes}}{43 \text{ bytes}} = 20.49$

6. $SSr = \left(1 - \frac{1}{20.49}\right) \times 100\ \% = 95.12\ \%$

IR Signals of Pushing Button of Mute

1. Test signal of Button of Play



2. Source data pattern: 915 bytes (*SDu*)

[000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
000000111111111111111111111111111111111111111111111111111111000000011111100000000111111111111111111110000000011
111111111111111111000000011111100000000111111000000011111100000000111111000000001111111111111111111000000001
111111111111111111000000001111111111111111111100000001111110000000011111111111111111110000000011111100000001 1
111111111111111111000000011111111111111111111000000011111110000000111111000000001111110000000 1111111111111111
111100000000111111111111111111100000000111111000000011111100000000111111000000011111100000000111111111111111
111110000000111111111111111111110000000111111000000001111110000000111111111111111111110000000011111111111111 1
111100000000111111111111111111100000000111111111111111111110000000 1111111111111111111111111111111111111111111
11111111111111111111111111111111111111111111111111]

3. L1DC data pattern: 68 bytes

[109,54,7,6,8,20,7,20,7,6,8,6,7,6,8,6,8,19,8,19,8,20,7,6,8,19,8,6,7,20,7,20,7,7,7,6,8,6,7,20,8,19,8,6,7,6,8,6,7,6,8,20,7,20,7,6,8,6,7,20,8,19,8,19,8,20,7,93]

4. L2DC data pattern: 42 bytes (*CDu*)

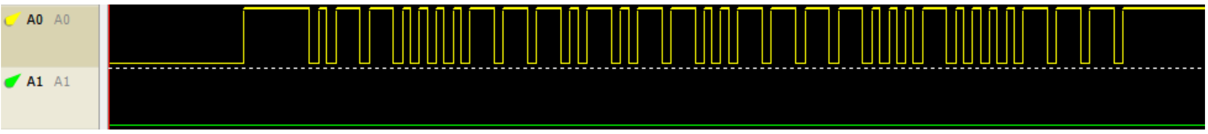
[109,54,0,3,20,7,20,0,9,19,7,19,7,20,0,3,19,0,3,20,7,20,0,7,20,7,19,0,9,20,7,20,0,5,20,7,19,7,19,7,20,7,93]

5. $DCr = \frac{SDu}{CDu} = \frac{835 \text{ bytes}}{43 \text{ bytes}} = 21.79$

6. $SSr = \left(1 - \frac{1}{21.79}\right) \times 100\ \% = 95.41\ \%$

IR Signals of Pushing Button of Next Channel

1. Test signal of Button of Play



2. Source data pattern: 938 bytes (*SDu*)

[0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
0000001111111111111111111111111111111111111111111111111111110000000011111100000000111111111111111111100000000011
1111111111111111100000000111111000000011111110000000111111000000001111110000000111111111111111111110000000 11
1111111111111111110000000111111111111111111110000000111111100000001111111111111111111100000001111111000000011
1111111111111111110000000111111111111111111110000000111111000000011111110000000111111111111111111110000000111
1111111111111111100000000111111111111111111100000000111111111111111111100000000111111000000001111110000000111
1110000000011111111111111111110000000011111100000001111111000000011111100000000111111000000011111111111111111
1111000000011111111111111111111000000011111111111111111111000000011111111111111111111111111111111111111111111
111111111111111111111111111111111111111111111111111111111111111111111111]

3. L1DC data pattern: 68 bytes

[109,54,8,6,8,19,8,19,8,6,7,7,7,6,8,6,7,20,7,20,7,20,7,7,7,20,7,7,7,20,7,20,7,6,7,7,7,20,7,20,8,19,8,19,8,6,8,6,7,6,8,19,8,6,7,7,7,6,8,6,7,20,7,20,7,20,7,117]

4. L2DC data pattern: 43 bytes (*CDu*)

[109,54,0,3,19,7,19,0,9,20,7,20,7,20,0,3,20,0,3,20,7,20,0,5,20,7,20,7,19,7,19,0,7,19,0,9,20,7,20,7,20,7,117]

5. $DCr = \frac{SDu}{CDu} = \frac{938 \text{ bytes}}{43 \text{ bytes}} = 21.81$

6. $SSr = \left(1 - \frac{1}{21.81}\right) \times 100\ \% = 95.42\ \%$