

## Codes for Sony remotecontrol emulation

The code is 12 bit long (15 bit for videocameras).

Carrier: 40kHz

```
      +-----+
Header: |       |
      ..+   +--
        4T   T
```

```
      +----+
1 is coded: | |
      ..+   +--
        2T   T
```

```
      +---+
0 is coded: | |
      ..+   +--
        T   T
```

T = 550us approx

Space between data: 25ms

```
data: hhhhxxxxxyyyyyy
      ^         ^
      MSB      LSB
```

xxxxxx command yyyyyy  
address ( the number of the apparatus )

```
tape deck a      # 20
tape deck b      # 1C
dat              # 38
cd               # 22
```

Sony infosting: (use ASC-> to recall the string)  
%%HP: T(1);  
@ SONY "C2A2052000C4D00352D00511D005C00020020202330AB7"  
To use the codes recall infosting and put the number on level 1 of stack.  
Example to play a sony cd:

```
\<< SONY                               @
get info string #8B2h                    @
get the data TRANSMIT                     @
transmit
\>> *****
```

tape	deck a	deck b	dat
play	832	71A	E3A
rew	833	71B	E3B
ff	834	71C	E3C
rec	835	71D	E3E
rewplay	837	720	---
stop	838	718	E38

pause	839	719	E39
rewrec	83A	712	---

vtr	vtr 1	vtr 2	vtr 3
-----			
ch+	110	390	590
ch-	111	391	591
power	115	395	595
stop	118	398	598
pause	119	399	599
play	11A	39A	59A
rew	11B	39B	59B
ff	11C	39C	59C
rec	11D	39D	59D
ant	12A	3AA	5AA

cd	-----
880	1
881	2
882	3
883	4
884	5
885	6
886	7
888	8
889	9
88A	
88B	
88C	
88D	
88E	
88F	Clear
890	17
891	18
892	Line Out Volume Up
893	Line Out Volume Down
894	
895	
896	Open/Close
897	19
898	Custom Index
899	
89A	
89B	
89C	
89D	Continue
89E	
89F	Program
8A0	10
8A1	11
8A2	12
8A3	13
8A4	14
8A5	15
8A6	16
8A7	+10 (untested)
8A8	Time
8A9	20

8AA Repeat A<->B  
 8AB  
 8AC Repeat 1/All  
 8AD  
 8AE  
 8AF  
 8B0 AMS Backward  
 8B1 AMS Forward  
 8B2 Play  
 8B3 Fast Audible Search Backward  
 8B4 Fast Audible Search Forward  
 8B5 Shuffle  
 8B6 Index Backward  
 8B7 Index Forward  
 8B8 Stop  
 8B9 Pause  
 8BA Slow Audible Search Backward  
 8BB Slow Audible Search Forward  
 8BC  
 8BD  
 8BE  
 8BF  
 8C0 Select Disc #1  
 8C1 Select Disc #2  
 8C2 Select Disc #3  
 8C3 Select Disc #4  
 8C4 Select Disc #5

amp -----  
 power 815  
 vol- 813  
 vol+ 812  
 rear lvl- 643  
 rear lvl+ 642  
 dbfb 631  
 muting 814

cd 825  
 tuner 821  
 phono 820  
 tape 823  
 dat 846  
 video 1 822  
 video 2 81E  
 video 3 842  
 video 4 843

dolby 639  
 hall 63A  
 simulated 63B  
 off 638  
 delay time 644

phono -----  
 start 828  
 stop 829

tuner -----

shift	63B
pre+	690
pre-	691

tv -----	
power	095
vol+	092
vol-	093
ch+	090
ch-	091
tv/video 0A5	
1	080
2	081
3	082
4	083
5	084
6	085
7	086
8	087
9	088
0	089
enter	08B

ldp -----	
power	315
play	31A
stop	318
skip rew 335	
skip ff	334
rew	31B
ff	31C

videocamera -----	
Play	39A
Stop	398
Rew	39B
FF	39C
Pause	399
Data screen	3DA
Tele	6C9A
Wide	6C9B
Start/Stop 5C99	

Tele Wide and Start/Stop uses 15 bits and requires SONYCAM as infostring in order to work. The other codes the normal SONY infostring.