

# IN5148HD IR Codes

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## Introduction

IR (infrared) light can be used to send commands to and retrieve status information from many consumer devices. IR communication can be used for two-way data communication (mostly between computers and PDAs), though most display devices, including projectors, are configured to receive commands only. Commonly the IR capability of projectors is used in conjunction with the factory-provided remote control. However, if there are multiple devices that need control, you may wish to use a universal or learning remote.

Many universal remote controls can only control devices that the remote manufacturer has included in their table of pre-programmed codes. These types of universal remote controls aren't usually capable of controlling projectors and other less common equipment. A universal remote with a "Learning" function is suitable for use with projectors and other unique components (game consoles, media PCs & extenders, curtain/lighting controls, etc.). Many other programmable remotes are also able to work with projectors and other equipment.

If you need help setting up your universal "Learning" remote, please refer to the universal remote manufacturer's documentation.

The directions below are intended to help you set up a programmable remote, using the codes for your InFocus projector.

## Configuration

- InFocus projectors use NEC IR protocol.
- The customer code portion of the IR packet should use the hexadecimal value: 0x4E87
- Please note that the letter "O" is not used in hexadecimal. Only zeros are used.

## Supported Commands

The following table lists all of the currently designated infrared key codes.

Key Name	Description	Decimal	Hexadecimal	Binary
Power On	Turns on projector power	58	3Ah	0011 1010
Source Info	Displays source information	124	7Ch	0111 1100
Help	Displays Help screen	10	0Ah	0000 1010
Power Off	Turns off projector power	57	39h	0011 1001
Power Toggle	Alternately turns on and off projector power	23	17h	0001 0111
Computer	Selects analog video computer inputs Computer1 and Computer2	25	19h	1000 1001
HDMI	Selects HDMI video inputs HDMI1 and HDMI2	113	71h	0111 0001
LightCast	Selects LightCast video source	117	75h	0111 0101
S-Video	Selects S-Video video source	115	73h	0111 0011
Composite	Selects Composite video source	114	72h	0111 0010
HDBaseT	Selects HDBaseT video source	122	7Ah	0111 1010
Mute	Toggles internal and external audio mute on and off	41	29h	0010 1001
AV Mute	Toggles blank video and internal and external audio mute on and off	81	51h	0101 0001
Blank	Toggles blank video on and off	49	31h	0011 0001
Freeze	Toggles video freeze on and off	14	0Eh	0000 1110
Menu	Opens onscreen display controls	2	02h	0000 0010
Esc	Escapes menus and LightCast functions	80	50h	0101 0000
Arrow Up	Moves cursor up in onscreen display control and LightCast	19	13h	0001 0011
Keystone +	Increases positive keystone	32	20h	0010 0000
Arrow Left	Moves cursor left in onscreen display control and LightCast	17	11h	0001 0001
Select	Selects menu items and LightCast functions	50	32h	0011 0010
Arrow Right	Moves cursor right in onscreen display control and LightCast	18	12h	0001 0010
Arrow Down	Moves cursor down in onscreen display control and LightCast	20	14h	0001 0100
Keystone -	Increases negative keystone	33	21h	0010 0001
Source	Opens source selection screen	16	10h	0001 0000
Home	Returns LightCast to Home screen	123	7Bh	0111 1011
Position	Opens lens shift onscreen control	76	4Ch	0100 1100
Page Up	Sends PgUp command over USB	36	24h	0010 0100
Volume +	Increases internal and external audio volume	8	08h	0000 1000
Presets	Selects video preset	44	2Ch	0010 1100
Page Down	Sends PgDn command over USB	37	25h	0010 0101
Volume -	Decreases internal and external audio volume	4	04h	0000 0100
Auto Image	Starts automatic video source acquisition	51	33h	0011 0011
Resize	Toggles through aspect ratio setting	52	34h	0011 0100
Custom	Performs Custom function defined in Setup menu	43	2Bh	0010 1011

Overscan	Toggles overscan on and off	53	35h	0011 0101
Dimming	Toggles lamp power from Normal to Low.	120	78h	0111 1000
3D	Toggles through 3D formats	118	76h	0111 0110
Magnify +	Increases display magnification	82	52h	0101 0010
Focus Near	Moves lens focus toward shorter throw	72	48h	0100 1000
Zoom In	Decreases throw ratio	74	4Ah	0100 1010
Magnify -	Decreases display magnification	83	53h	0101 0011
Focus Far	Moves lens focus toward longer throw	73	49h	0100 1001
Zoom Out	Increases throw ratio	75	4Bh	0100 1011