

YSP-800 / YSP-1000						
*IR codes in blue and bold are different from Rev.1					Rev.3	
*IR codes in orange and bold are different from Rev.2						
FUNCTION		Extended I/R (NEC format)				Comment
		ID1 setting(default)		ID2 setting		
		Custom Code	Data Code	Custom Code	Data Code	
SYSTEM						
Main Power	ON	78	7E	<<-- same as ID1		
	OFF	78	7F	<<-- same as ID1		
Main Zone Mute	ON (Full Mute)	7E	A2	<<-- same as ID1		
	-20dB Mute on	7E	DF	<<-- same as ID1		
	OFF	7E	A3	<<-- same as ID1		
INPUT MODE	AUTO	7E	A6	<<-- same as ID1		
	DTS	7E	A8	<<-- same as ID1		
	ANALOG	7E	AA	<<-- same as ID1		
	AAC	7E	3B	<<-- same as ID1		
SLEEP	OFF	7E	B3	<<-- same as ID1		
	120	7E	B4	<<-- same as ID1		
	90	7E	B5	<<-- same as ID1		
	60	7E	B6	<<-- same as ID1		
	30	7E	B7	<<-- same as ID1		
DSP						
PROGRAM	Spectacle	7E	F9	<<-- same as ID1	Only YSP-1000	
	Sci-Fi	7E	FA	<<-- same as ID1	Only YSP-1000	
	Adventure	7E	FB	<<-- same as ID1	Only YSP-1000	
	Concert Hall	7E	E1	<<-- same as ID1	Only YSP-1000	
	Jazz Club	7E	EC	<<-- same as ID1	Only YSP-1000	
	Music Video	7E	F3	<<-- same as ID1	Only YSP-1000	
	Sports	7E	F8	<<-- same as ID1	Only YSP-1000	
SURROUND	PRO LOGIC	7E	FD	<<-- same as ID1		
	PLII MOVIE	7E	67	<<-- same as ID1		
	PLII MUSIC	7E	68	<<-- same as ID1		
	PLII GAME	7E	C7	<<-- same as ID1		
	Neo:6 CINEMA	7E	69	<<-- same as ID1		
NIGHT MODE	CINEMA	7E	9B	<<-- same as ID1		
	MUSIC	7E	CF	<<-- same as ID1		
	OFF	7E	9C	<<-- same as ID1		
TV EQUAL VOL	ON	78	7C	<<-- same as ID1		
TruBass	DEEP (ON)	78	6E	<<-- same as ID1	Inside of () is YSP-800	
	MID	78	6D	<<-- same as ID1	Only YSP-1000	
	OFF	78	6F	<<-- same as ID1		
DUAL MONO Only Japanese Model	MAIN	7E	93	<<-- same as ID1		
	SUB	7E	94	<<-- same as ID1		
	ALL	7E	95	<<-- same as ID1		
VOLUME MEMORY						
SAVE	A	78	70	<<-- same as ID1		
	B	78	72	<<-- same as ID1		
	C	78	74	<<-- same as ID1		
LOAD	A	78	71	<<-- same as ID1		
	B	78	73	<<-- same as ID1		
	C	78	75	<<-- same as ID1		
(USER) MEMORY						
SAVE	USER1	78	76	<<-- same as ID1		
	USER2	78	78	<<-- same as ID1		
	USER3	78	7A	<<-- same as ID1		
LOAD	USER1	78	77	<<-- same as ID1		
	USER2	78	79	<<-- same as ID1		
	USER3	78	7B	<<-- same as ID1		