



Components of a Remote Control

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- * A remote control is a component of an electronics device, most commonly a television set, used for operating the television device wirelessly from a short line-of-sight distance.
- * The remote control is usually connected to remote. It is known by many other names as well, such as converter, clicker, "The box" digger, flipper, the tuner, the changer, or the button.
- * Commonly, remote controls are Consumer IR devices used to issue commands from a distance to televisions or other consumer electronics such as stereo systems, DVD players and dimmers.
- * Remote controls for these devices are usually small wireless handheld objects with an array of buttons for adjusting various settings such as television channel, track number, and volume.
- * The majority of modern devices with this kind of control, the remote contains all the function controls while the controlled device itself only has a handful of essential primary controls.

- * Most of these remotes communicate to their respective devices via infrared (IR) signals and a few via radio signals.
- * Earlier remote controls in the 1970s used ultrasonic tones. Television IR signals can be mimicked by a universal remote, which is able to emulate the functionality of most major brand television remote controls.
- * The remote allowed audiences, for the first time, to interact with their TV without touching it.
- * They no longer watched programs just because they did not want to get up to change the channel. They could also channel surf during commercials, or turn the sound off.
- * The invention of the remote control has led to several changes in television programming. One was the creation of split screen credits.

- * According to James Gleick, an NBC research team discovered that when the credits started rolling after a program, 25% of its viewers would change the channel before it was over.
- * Because of this, the NBC 2000 unit invented the “squeeze and tease” which squeezed the credits onto one third of the screen while the final minutes of the broadcast aired simultaneously.
- * The remote control also led to an adjustment in commercial airings. Networks began to feel that they could not afford to have commercials between programs because it would detract viewers from staying tuned in to their channel.
- * Programmers decided to place commercials in the middle of programs to make the transition to the next show direct.

- * In the late 2000s-early 2010s, a number of smart phone and portable media player platforms were provided with installable software applications.
- * which allow for the remote controlling of media centers and media players on home theater PCs and general-purpose personal computers over Wi-Fi, such as iTunes Remote on iOS.
- * In comparison to the user interfaces of physically buttoned dedicated remote control devices, the user interfaces of these remote control applications are designed to take advantage of the dynamic graphics offered by usually touch screened handheld devices, making for larger virtual buttons and virtual keyboards.

- * Most developers of remote control applications for handhelds usually architect the software for usage with specific media player or media center applications (i.e., iTunes Remote for iTunes and iTunesbased software from Apple, Boxee remote for Boxee, DVR Remote for TiVo, VLC Remote for VLC, etc.).