I think I begin to see how it represents simple IR patterns like the Sony12 and the 30/60 repetition.

It builds a table of unique timings (irrespective of whether these belong to a mark or space in 0x1004 to 0x1007 (and may overflow elsewhere if it encounters more than 4 unique times)

So, for the Sony12, 0x1004 has a representation of 600uS, 0x1005 has a representation of 1200uS. I'm not sure about the other 2 bytes.

It then builds (a couple of bytes somewhere) a table of unique mark/space pairs consisting of IDs of times in that table. In this case, there are only 2 entries:

For the Sony12, markspace/pair 0b00 is 600uS/600uS. Markspace/pair 0b10 is 1200uS/600uS

It then from 0x13B backwards, represents the datastream. A pair of bits represents the mark/space pair ID.

| Address:        | 0x139       | 0x13A       | 0x13B       |
|-----------------|-------------|-------------|-------------|
| Value:          | 0x00        | 0x82        | 0x08        |
| Value (bits):   | 00 00 00 00 | 10 00 00 10 | 00 00 10 00 |
| Sony bit number | 9 10 11 12  | 5 6 7 8     | 1 2 3 4     |
| Sony bit value  | 0 0 0 0     | 1 0 0 1     | 0 0 1 0     |



