Vector

When

Vector

When

on

Params As

1DFor Out

Unconnected

Used By

merging the

Blk

Params As

1DFor Out

Unconnected

Used By

merging the

Blk

Output

When

Value

Output

Unconnected

When

Value

Unconnected

Output

off

Only when execution is resumed

Output

off

When Un

Connected

When Un

Connected

Source Of

Initial

Value

Dialog

Source Of

Initial

Output

Value

Dialog

<u>In1, In1, In1, In1, In1, In1, In2, In1, In1, In1, In1, In1</u>

Output

When

held

Out1, Out1, Out1, Out1, Out1, Out2, Out1, Out1, Out1, Out1, Out1

Disabled

Output

Ensure

Virtual

Ensure

Virtual

merging the data, merging the data

<u>if else block, if else block</u> <u>Input Gain, Input Gain</u>

<u>Display</u>, <u>Display1</u>

off

Outport Is

off

Outport Is

Var Size

Sig

Inherit

Initialize States

Var Size

Sig

Inherit

Signal

Type

auto

Block Names

held

Port

Storage

Class

Auto

Port

Table 38. ActionPort Block Properties

Table 39. Inport Block Properties

Table 40. Outport Block Properties

Port

Table 41. Block Type Count

Storage

Class

Auto

Icon

Port

number

Display

Name

Out1

Name

Name In1

Name

Out1

Appendix

BlockType

SubSystem

ActionPort

Constant

Merge

If

Gain Display

Outport

Inport

Action Port

Icon

Port

number

Display

Lock Scale | Unit

inherit

System - wipers subsytem/Wiper Subsystem/Second wiper/If Action Subsystem3

Lock Scale | Unit

inherit

Count

12

12

11

10

off

off

Signal

Type

auto

Output

Disabled

When

held

Must

Signal

Object

off

Resolve To

Propagate Var Size

Defined In Blk

Constant4

Must

Signal

Object

off

Wiper Subsystem, First wiper, If Action Subsystem, If Action Subsystem1, If Action Subsystem2, If Action

Input, Input1, Constant1, Constant2, Constant3, Constant4, Constant1, Constant2, Constant3, Constant4

Action Port, Action Port

Subsystem3, Second wiper, If Action Subsystem, If Action Subsystem1, If Action Subsystem2, If Action Subsystem3

Resolve To