

# wipersubsystem\_signal

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## Model - wipersubsystem\_signal

### Full Model Hierarchy

- [wipersubsystem\\_signal](#)
  - [Wiper Subsystem](#)
    - [First wiper](#)
      - [If Action Subsystem](#)
      - [If Action Subsystem1](#)
      - [If Action Subsystem2](#)
      - [If Action Subsystem3](#)
    - [Second wiper](#)
      - [If Action Subsystem](#)
      - [If Action Subsystem1](#)
      - [If Action Subsystem2](#)
      - [If Action Subsystem3](#)

Simulation Parameter	Value
Solver	VariableStepAuto
RelTol	1e-3
Refine	1
MaxOrder	5
ZeroCross	on

[\(more info\)](#)

## System - wipersubsystem\_signal

Table 1. Display Block Properties

Name	Format	Decimation	Floating
Display	short	1	off
Display1	short	1	off

Table 2. Sigbuilder block Block Properties

Name
Signal Builder

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem

Table 3. Import Block Properties

Name	Port	Defined In Blk
In1	1	Demux
In2	2	Demux

Table 4. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">Display</a>
Out2	2	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">Display1</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/First wiper

Table 5. Constant Block Properties

Name	Value	Out Data Type Str	Lock Scale	Sample Time	Frame Period
Constant1	0	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant2	20	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant3	30	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant4	50	Inherit: Inherit from 'Constant value'	off	inf	inf

Table 6. Gain Block Properties

Name	Gain	Multiplication	Param Data Type Str	Out Data Type Str	Lock Scale	Rnd Meth	Saturate On Integer Overflow
Input Gain	20	Element-wise(K.*u)	Inherit: Inherit via internal rule	Inherit: Inherit via internal rule	off	Floor	off

Table 7. If Block Properties

Name	Num Inputs	If Expression	Else If Expressions	Show Else	Zero Cross
if else block	1	u1<=20	u1<=40,u1<=60	on	on

Table 8. Import Block Properties

Name	Port	Defined In Blk
In1	1	Demux

Table 9. Merge Block Properties

Name	Inputs	Allow Unequal Input Port Widths
merging the data	4	off

Table 10. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">Display</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/First wiper/If Action Subsystem

Table 11. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 12. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant1</a>

Table 13. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/First wiper/If Action Subsystem1

Table 14. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 15. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant2</a>

Table 16. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/First wiper/If Action Subsystem2

Table 17. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 18. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant3</a>

Table 19. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/First wiper/If Action Subsystem3

Table 20. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 21. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant4</a>

Table 22. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/Second wiper

Table 23. Constant Block Properties

Name	Value	Out Data Type Str	Lock Scale	Sample Time	Frame Period
Constant1	0	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant2	20	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant3	30	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant4	50	Inherit: Inherit from 'Constant value'	off	inf	inf

Table 24. Gain Block Properties

Name	Gain	Multiplication	Param Data Type Str	Out Data Type Str	Lock Scale	Rnd Meth	Saturate On Integer Overflow
Input Gain	20	Element-wise(K.*u)	Inherit: Inherit via internal rule	Inherit: Inherit via internal rule	off	Floor	off

Table 25. If Block Properties

Name	Num Inputs	If Expression	Else If Expressions	Show Else	Zero Cross
if else block	1	u1<=20	u1<=40,u1<=60	on	on

Table 26. Import Block Properties

Name	Port	Defined In Blk
In1	1	Demux

Table 27. Merge Block Properties

Name	Inputs	Allow Unequal Input Port Widths
merging the data	4	off

Table 28. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">Display1</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/Second wiper/If Action Subsystem

Table 29. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 30. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant3</a>

Table 31. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/Second wiper/If Action Subsystem1

Table 32. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 33. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant4</a>

Table 34. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/Second wiper/If Action Subsystem2

Table 35. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 36. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant3</a>

Table 37. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## System - [wipersubsystem\\_signal](#)/Wiper Subsystem/Second wiper/If Action Subsystem3

Table 38. ActionPort Block Properties

Name	Initialize States	Propagate Var Size
Action Port	held	Only when execution is resumed

Table 39. Import Block Properties

Name	Port	Defined In Blk
In1	1	<a href="#">Constant4</a>

Table 40. Output Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Output Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Un Connected	Output When Unconnected Value	Vector Params As 1DFor Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	<a href="#">merging the data</a>

## Appendix

Table 41. Block Type Count

BlockType	Count	Block Names
Output	12	<a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a>
Import	12	<a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a>
SubSystem	11	<a href="#">Wiper Subsystem</a> , <a href="#">First wiper</a> , <a href="#">If Action Subsystem</a> , <a href="#">If Action Subsystem1</a> , <a href="#">If Action Subsystem2</a> , <a href="#">If Action Subsystem3</a> , <a href="#">Constant1</a> , <a href="#">Constant2</a> , <a href="#">Constant3</a> , <a href="#">Constant4</a> , <a href="#">Constant1</a> , <a href="#">Constant2</a> , <a href="#">Constant3</a> , <a href="#">Constant4</a>
Constant	8	<a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a>
ActionPort	8	<a href="#">merging the data</a> , <a href="#">merging the data</a>
Merge	2	<a href="#">if else block</a> , <a href="#">if else block</a>
If	2	<a href="#">Input Gain</a> , <a href="#">Input Gain</a>
Gain	2	<a href="#">Display</a> , <a href="#">Display1</a>
Display	2	<a href="#">Signal Builder</a>
Sigbuilder block (m)	1	