

# MirrorSubsystemrepo

## Requirements:

### Input:

Choose 1/-1 for tilt up/down

Choose 2/-2 for pan right/left

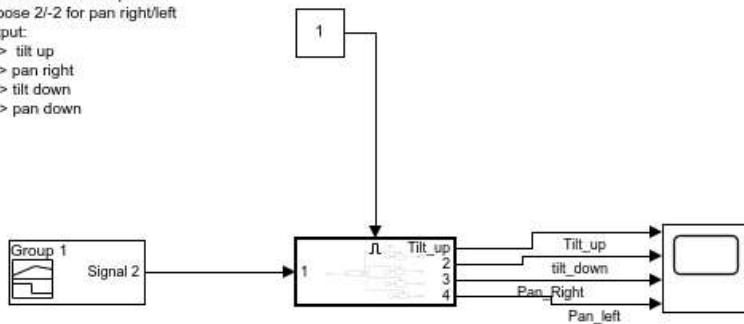
### Output:

1 -> tilt up

2 -> pan right

-1 -> tilt down

-2 -> pan down



## training

21-Dec-2020 08:20:44

## Table of Contents

- [Model - MirrorSubsystemrepo](#)
- [System - MirrorSubsystemrepo](#)
- [System - MirrorSubsystemrepo/Enabled Subsystem](#)
- [System - MirrorSubsystemrepo/Enabled Subsystem/If Action Subsystem](#)
- [System - MirrorSubsystemrepo/Enabled Subsystem/If Action Subsystem1](#)
- [System - MirrorSubsystemrepo/Enabled Subsystem/If Action Subsystem2](#)
- [System - MirrorSubsystemrepo/Enabled Subsystem/If Action Subsystem3](#)
- [Appendix](#)

## List of Tables

1. [Constant Block Properties](#)
2. [Sigbuilder block Block Properties](#)
3. [EnablePort Block Properties](#)
4. [If Block Properties](#)
5. [Inport Block Properties](#)
6. [Outport Block Properties](#)
7. [Ramp Block Properties](#)
8. [ActionPort Block Properties](#)
9. [Inport Block Properties](#)
10. [Outport Block Properties](#)
11. [ActionPort Block Properties](#)
12. [Inport Block Properties](#)
13. [Outport Block Properties](#)
14. [ActionPort Block Properties](#)
15. [Inport Block Properties](#)
16. [Outport Block Properties](#)
17. [ActionPort Block Properties](#)
18. [Inport Block Properties](#)
19. [Outport Block Properties](#)
20. [Block Type Count](#)
21. [Model Functions](#)

## Model - MirrorSubsystemrepo

### Full Model Hierarchy

1. [MirrorSubsystemrepo](#)
  1. [Enabled Subsystem](#)
    1. [If Action Subsystem](#)

- 2. [If Action Subsystem1](#)
- 3. [If Action Subsystem2](#)
- 4. [If Action Subsystem3](#)

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

[\[more info\]](#)

System - MirrorSubsystemrepo

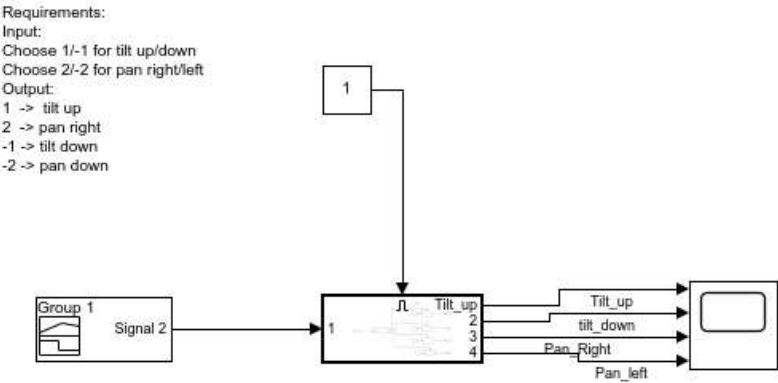


Table 1. Constant Block Properties

Name	Value	Out Data Type Str	Lock Scale	Sample Time	Frame Period
Constant	1	Inherit: Inherit from 'Constant value'	off	inf	inf

Table 2. Sigbuilder block Block Properties

Name
Signal Builder

System - [MirrorSubsystemrepo](#)/Enabled Subsystem

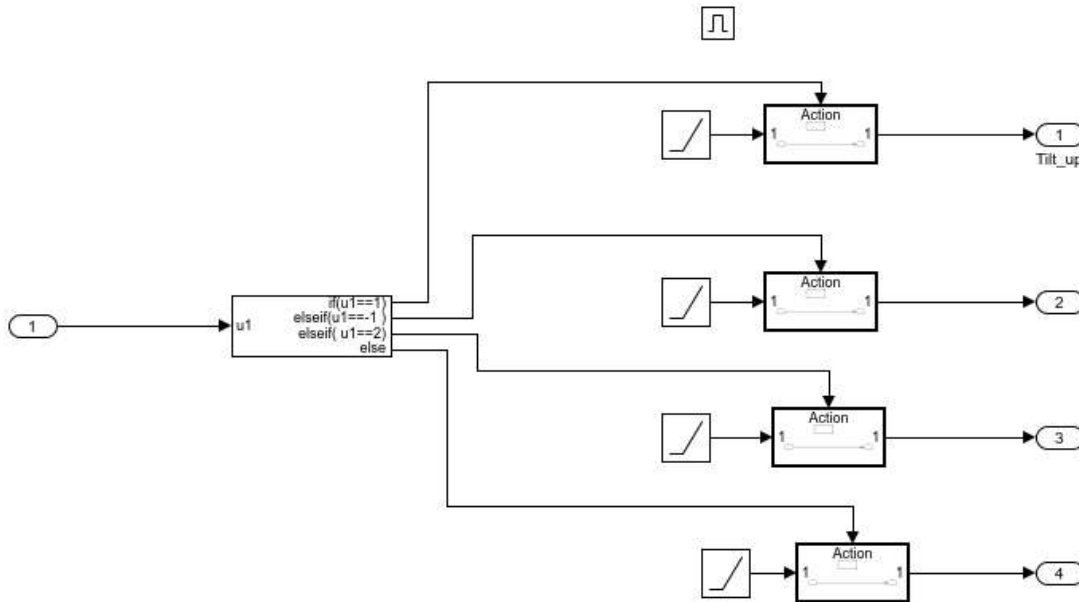


Table 3. EnablePort Block Properties

Name	States When Enabling	Propagate Var Size	Show Output Port	Zero Cross	Port Dimensions	Out Data Type Str	Interpolate
Enable	held	Only when enabling	off	on	1	double	on

Table 4. If Block Properties

Name	Num Inputs	If Expression	Else If Expressions	Show Else	Zero Cross
If	1	u1==1	u1==1 , u1==2	on	on

Table 5. Inport Block Properties

Name	Port	Defined In Blk
In1	1	Demux

Table 6. 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 1D For Out When Unconnected	Used By Blk
Out2	2	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope
Out3	3	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope
Out4	4	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope
Tilt_up	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope

Table 7. Ramp Block Properties

Name	Slope	Start	Initial Output
Ramp	0	1	0
Ramp1	0	-1	0
Ramp2	0	0	2
Ramp3	0	0	-2

## System - [MirrorSubsystemrepo/Enabled Subsystem](#)/If Action Subsystem

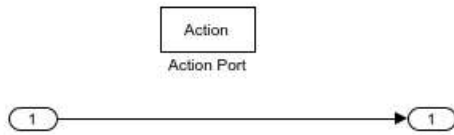


Table 8. ActionPort Block Properties

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

Table 9. Inport Block Properties

Name	Port	Defined In Blk
In1	1	Output

Table 10. Outport Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Outport Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Unconnected	Output When Unconnected Value	Vector Params As 1D For Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope

## System - [MirrorSubsystemrepo/Enabled Subsystem](#)/If Action Subsystem1

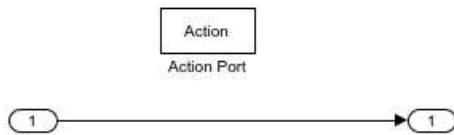


Table 11. ActionPort Block Properties

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

Table 12. Inport Block Properties

Name	Port	Defined In Blk
In1	1	Output

Table 13. Outport Block Properties

Name	Port	Storage Class	Icon Display	Lock Scale	Unit	Var Size Sig	Signal Type	Ensure Outport Is Virtual	Source Of Initial Output Value	Output When Disabled	Must Resolve To Signal Object	Output When Unconnected	Output When Unconnected Value	Vector Params As 1D For Out When Unconnected	Used By Blk
Out1	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Scope

## System - [MirrorSubsystemrepo/Enabled Subsystem](#)/If Action Subsystem2

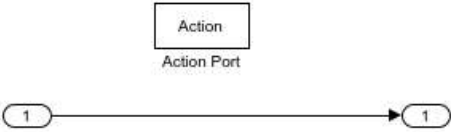


Table 14. ActionPort Block Properties

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

Table 15. Inport Block Properties

Name	Port	Defined In Blk
In1	1	Output

Table 16. Outport 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	Scope

System - [MirrorSubsystemrepo/Enabled Subsystem](#)/If Action Subsystem3

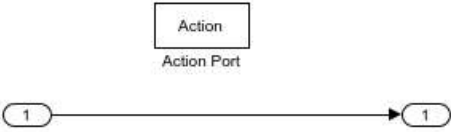


Table 17. ActionPort Block Properties

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

Table 18. Inport Block Properties

Name	Port	Defined In Blk
In1	1	Output

Table 19. Outport 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	Scope

Appendix

Table 20. Block Type Count

BlockType	Count	Block Names
Outport	8	<a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out1</a> , <a href="#">Out2</a> , <a href="#">Out3</a> , <a href="#">Out4</a> , <a href="#">Tilt_up</a>
SubSystem	5	<a href="#">Enabled Subsystem</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>
Inport	5	<a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a> , <a href="#">In1</a>

BlockType	Count	Block Names
Ramp (m)	4	<a href="#">Ramp</a> , <a href="#">Ramp1</a> , <a href="#">Ramp2</a> , <a href="#">Ramp3</a>
ActionPort	4	<a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a> , <a href="#">Action Port</a>
Sigbuilder block (m)	1	<a href="#">Signal Builder</a>
Scope	1	Scope
If	1	<a href="#">If</a>
EnablePort	1	<a href="#">Enable</a>
Constant	1	<a href="#">Constant</a>

Table 21. Model Functions

Function Name	Parent Blocks	Calling character vector
start	<a href="#">Ramp</a> <a href="#">Ramp1</a> <a href="#">Ramp2</a> <a href="#">Ramp3</a>	start start start start