

MirrorSubsystemnor

Requirements:

Input:

Choose 1/-1 for tilt up/down

Choose 2/-2 for pan right/left

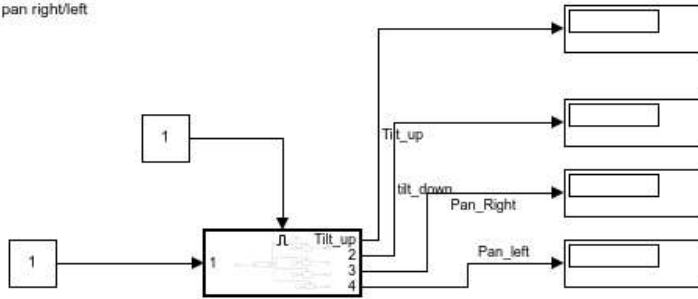
Output:

1 -> tilt up

2 -> pan right

-1 -> tilt down

-2 -> pan down



training

21-Dec-2020 08:25:49

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Model - MirrorSubsystemnor

Full Model Hierarchy

1. [MirrorSubsystemnor](#)
 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 - MirrorSubsystemnor

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

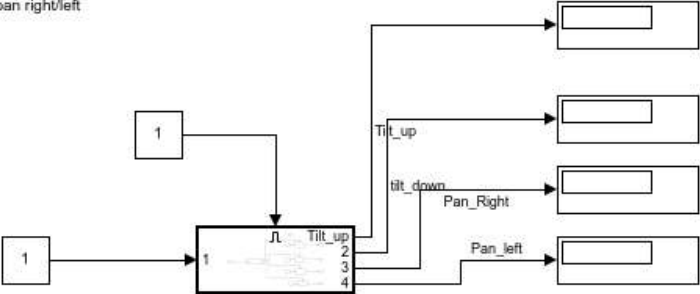


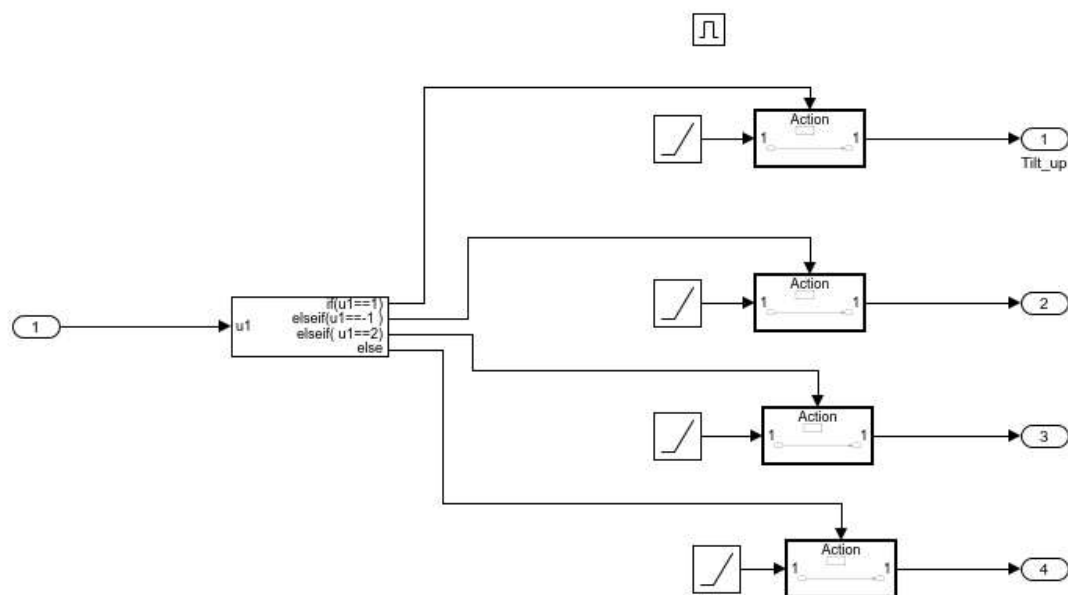
Table 1. Constant Block Properties

Name	Value	Out Data Type Str	Lock Scale	Sample Time	Frame Period
Constant	1	Inherit: Inherit from 'Constant value'	off	inf	inf
Constant1	1	Inherit: Inherit from 'Constant value'	off	inf	inf

Table 2. Display Block Properties

Name	Format	Decimation	Floating
Display	short	1	off
Display1	short	1	off
Display2	short	1	off
Display3	short	1	off

System - [MirrorSubsystemnor](#)/Enabled Subsystem



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

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

Name	Port	Defined In Blk
In1	1	Constant1

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
Out2	2	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Display1
Out3	3	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Display2
Out4	4	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Display3
Tilt_up	1	Auto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	on	Display

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

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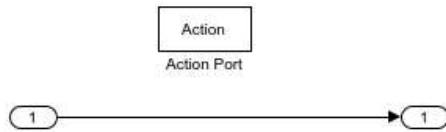


Table 8. ActionPort Block Properties

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. 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	Display

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

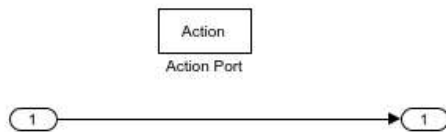


Table 11. ActionPort Block Properties

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. 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	Display2

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

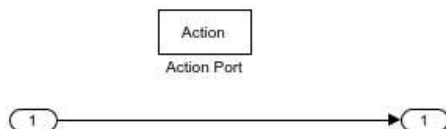


Table 14. ActionPort Block Properties

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. 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	Display1

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

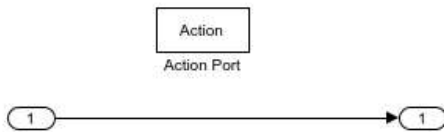


Table 17. ActionPort Block Properties

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. 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	Display3

Appendix

Table 20. Block Type Count

BlockType	Count	Block Names
Output	8	Out1 , Out1 , Out1 , Out1 , Out2 , Out3 , Out4 , Tilt_up
SubSystem	5	Enabled Subsystem , If Action Subsystem , If Action Subsystem1 , If Action Subsystem2 , If Action Subsystem3
Inport	5	In1 , In1 , In1 , In1 , In1
Ramp (m)	4	Ramp , Ramp1 , Ramp2 , Ramp3
Display	4	Display , Display1 , Display2 , Display3
ActionPort	4	Action Port , Action Port , Action Port , Action Port
Constant	2	Constant , Constant1
If	1	If
EnablePort	1	Enable

Table 21. Model Functions

Function Name	Parent Blocks	Calling character vector
start	Ramp Ramp1 Ramp2 Ramp3	start start start start