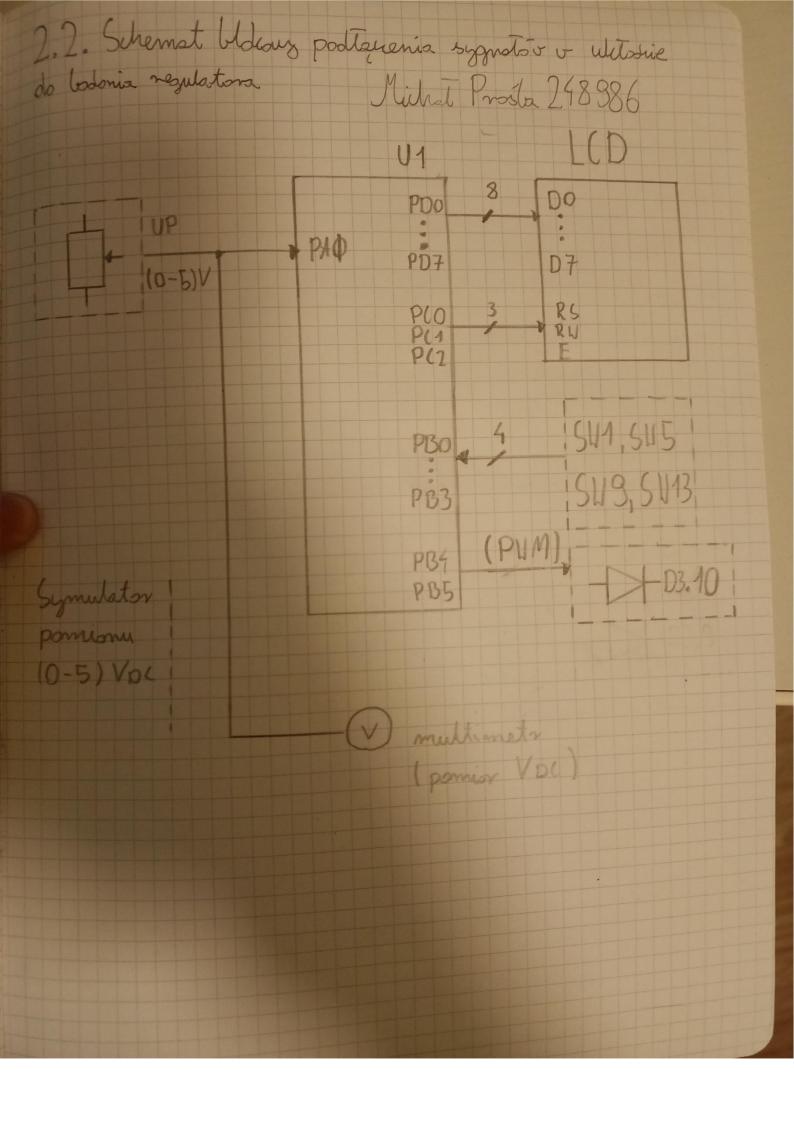
lenat: Badanie negulatora proporizionalnego 2.2. 1. Zadanie olo vylonania Michael Prosta 248386 do la Opracoval ulitas pomianous montovot ulitad do badonia nezulatora, opnalovor algoritom sterovarnia i ulitorie nezulacji proposijonalnej i prietestovor nezulator i vorunlach laboratorijnich. 6. 1. Bostonie tonu wytonsurego PM C. 2. Bodanie negulatora 2. Latorenie projektove 2. 1. Schemst blokowy typovezo wlitalu rezulacji Regulator Obielet Xp (int_xp) SP+ (v(int-cv) + PV t-sp) (int-e) (0:1000) 1000 +1000:1000 (PWM.) (int-sp) ADC (int-pv) 0:1000 0:1023

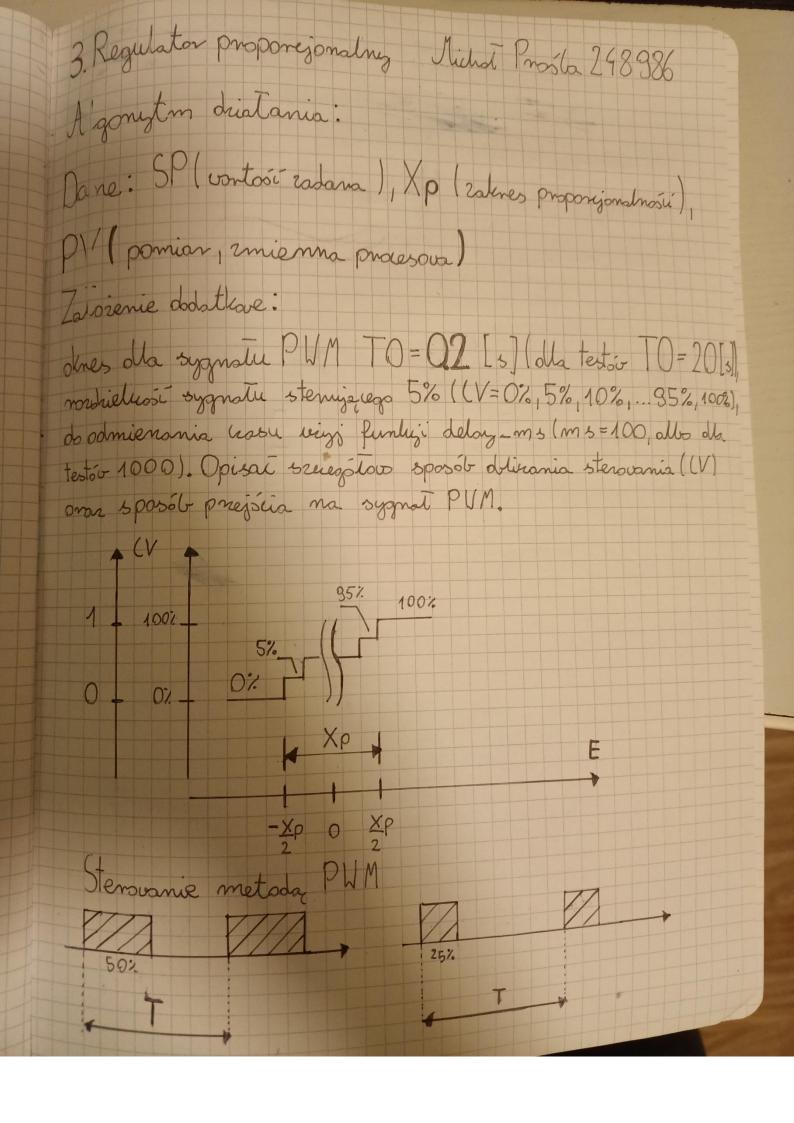


3. Regula 2.3. Zadavanie parametrov negulacji Michat Prosta Zaleres pomiarouz (0-400)°(/(0-5)V A gonet a) PORESET SP=60%, Xp=20% Dane: P1/(po-6) Gdy SV1=1, SP=50% c) Gdy SU5=1 SP= 40% La orenie olnes oll d) Gdy SU9 = 1, Xp = 30% morbielu e) Gdy SW13=1, Xp=40% do odmie testor 10 2.4. Projekt uzbonzania vysvietlaus LCD oron so Jonisont I SP=xx% PV=xx.x% Xp=xx% ==+xx.x% Ste

25. Schematy idesue polaken elektrycznych Nichol Prosta a) Pollakenie rosilania mikrokontrolera AREF 32 5V P25:2 P9:10 P7:10 P27:2 10 VCC 610 31 GND FND P27:3 P9:11 P7:11 P22:1 Vcc 11 GND AVIL 30 GND 6 Polabenie gniarda programatora P13 51 P18 P19 6 9:60 11 8 PBS 9 PB7

c) Podlavenie	vysvietlaus LC	Dob milioprocesoro	Michail Prosta
	PDO 14 P3: 14 PDO 15 P3: 15 PD1 15 P3: 16 PD2 16 P3: 16 PD3 17 P3: 17 PD3 18 P3: 18 PD4 18 P3: 18 PD5 13 P3: 19 PD6 20 P7: 20 PD7 21 P7: 20 PC0 22 P7: 19 PC1 23 P7: 18 PC2 24 P7: 17 PC2 24 P7: 17 PC2 24 P7: 5 ND P25: 5 ND P27: 5	P17:7	

Paraila	d) Podlavenie ob linii milen	isterech procesor	pregustoso (5 3,3V	W1, SW	5,543,5	(13) light Prosta
	5V1			P13		U1
	501			VI	P10:1	PBO
	SU5			W2	P10:2	PB1
	543			W3	P10:3	PB2
	5113			W4 0	P10:4	РВ3
	o P13: K1					
	o P27:5					
	L GND					



Milhat Prosts 248886 4. Tabela pomiarova Badanie negulatora olla SP = 60%, Xp = 20%, TO = 200[mo Autory: Michal Prosta, Potrug Wieword Zaleres porniarouz: (0-400)°(/(0-5)V PV[%] PV[AD] PV[°C] PV[V] CV[%] + H [ms] 1+H[3]/200ms E[xp] E[%] × 100% 0,0 0,0 4,00 0,00 320,0 80,0 818 -1,00xp -20,0 0,0 0,00 0,0 3,55 -0,55XP -11,0 284,0 71,0 726 0,00 0,0 0,0 3,50 -0,50xp -10,0 70,0 716 230,0 5,9 10,80 -9,0 276,0 3,45 5,0 69.0 706 -0,45Xp 10,2 10,0 20,40 3,40 -2,0 636 68,0 272,0 -0,40xp 30,6 61,20 256,0 3,20 655 30,0 -4,0 64,0 -0,20xp 40,4 80,80 634 40,0 -0,10xp 62,0 248,0 3,10 -2,0 50,0 50,3 0,00XP 240,0 3,00 100,60 0,0 60,0 614 0,40xp 533 2,30 120,40 60,2 2,0 58,0 232,0 60,0 63,7 56,0 133,40 4,0 573 0,20XP 2,80 70,0 224,0 0,40xp 52,0 532 30,0 180,60 90,3 8,0 2080 2,60 9,0 51,0 0,45 XP 204,0 35,0 95,6 522 131,20 2,55 10,0 50,0 512 0,50 XP 100,0 200,0 2,50 100,0 200,00 11,0 49,0 136,0 100,0 0,55Kp 501 2,45 100,0 200,00 40,0 20,0 1,00Xp 403 160,0 2,00 100,0 100,0 200,00

5. Mag i vnisti Michat Prosla 298386 nogi Prelavania regulatora proporijonalnego upolige sie 2 votorenismi projektowymi. Dioda D3.10 ma 100% uppetnienie dla E/Xp/2, oroz 0% uppetnieria dla E < - Xp /2. Regulator drista popravnie. 6. Zalqunik nr. 1: Kod programu i schemat symulogi

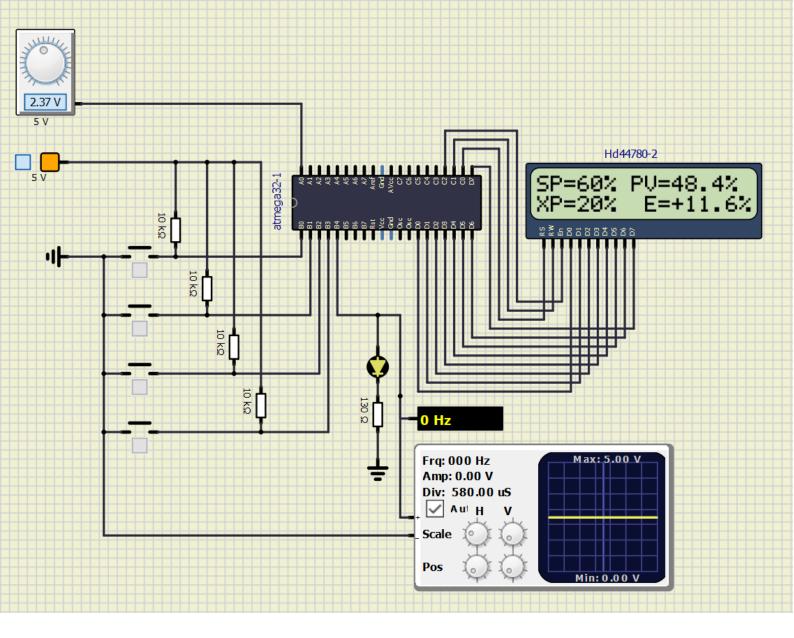
```
#include <util/delay.h>
#include <string.h>
#define F_CPU 8000000UL
#define RW 1
  PORTC &= ~(1<<RS);
PORTC &= ~(1<<RW);
PORTC |= (1<<E);
   PORTC &=~(1<<E);
   _delay_us(120);
   _delay_us(120);
   PORTC |= (1<<E);
PORTD = 0x06;
   PORTC &=~(1<<E);
 void LCD2x16_clear(void)
   PORTC |= (1<<E);
PORTD = 0x01;
PORTC &=~(1<<E);
   _delay_ms(120);
 void LCD2x16_putchar(int data)
  PORTC |= (1<<RS);
PORTC &= ~(1<<RW);
PORTC |= (1<<E);
PORTD = data;
PORTC &=~(1<<E);
    _delay_us(120);
```

```
void LCD2x16_pos(int wiersz, int kolumna)
  _delay_ms(1);
  PORTD = 0x80+(wiersz-1)*0x40+(kolumna-1):
 _delay_ms(: * 178 \rightarrow
PORTC &=~(: 180 \rightarrow
  _delay_us(:
int int_sp =
int int_xp =
                             }
_delay_ms(int_ms);
int int_pv;
int int_ipv;
int int_decp
int int dece
int int_ms =
int int_cv;
int main(voic
 char tmp[10
  PORTC = 0x(
  DDRB = 0x00
 DDRB |= 0x: 211
DDRB |= 0x: 212
PORTB = 0x1 .,
  LCD2x16_init();
  LCD2x16_clear();
      ADCSRA = ADCSRA | (1 << ADSC);
while(ADCSRA & (1 << ADSC));
       int_ipv = measure/10;
       int_decpv = (measure-int_ipv*10);
       int_pv = int_ipv*10 + int_decpv; //1023
      int_ie = int_e/10;
int_dece = int_e - int_ie*10;
       if(int_ie <= -int_xp/2)</pre>
       else if(int_ie >= int_xp/2)
         int_cv = (int_ie + int_xp/2)*20/(int_xp);
```

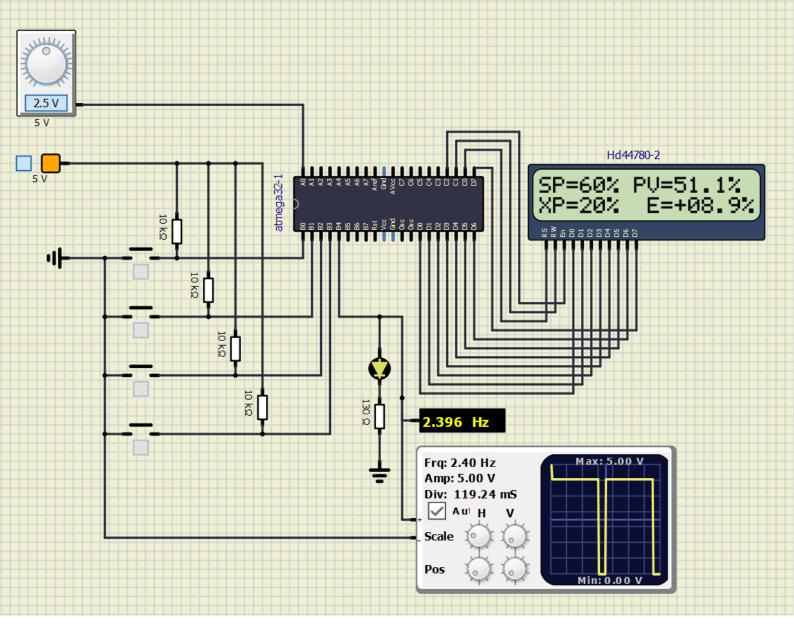
```
LCD2x16_pos(1,1);
if(int_ipv < 10)</pre>
 sprintf(tmp,"SP=%2d%% PV=0%1d.%1d%% ",int_sp, int_ipv,int_decpv);
 sprintf(tmp,"SP=%2d%% PV=%2d.%1d%% ",int sp, int ipv,int decpv);
for(int i=0;i < 16;i++) LCD2x16_putchar(tmp[i]);</pre>
LCD2x16_pos(2,1);
if((abs(int_ie) < 10) && (abs(int_ie) >= 0))
    sprintf(tmp,"XP=%2d%% E=+0%1d.%1d%% ",int_xp, int_ie, int_dece);
    sprintf(tmp,"XP=%2d%% E=-0%1d.%1d%% ",int_xp, abs(int_ie), int_dece);
    sprintf(tmp,"XP=%2d%% E=+%2d.%1d%% ",int_xp, int_ie, int_dece);
    sprintf(tmp,"XP=%2d%% E=%3d.%1d%% ",int_xp, int_ie, int_dece);
for(int i=0;i < 16;i++) LCD2x16_putchar(tmp[i]);</pre>
     PORTB &= ~0x10;
 //Wcisniecie przycisku SW1 if(~PINB & 0x01)
 if(~PINB & 0x02)
   int_sp=40;
 //Wcisniecie przycisku SW9 if(~PINB & 0x04)
   int_xp=30;
  if(~PINB & 0x08)
```

int_xp=40;

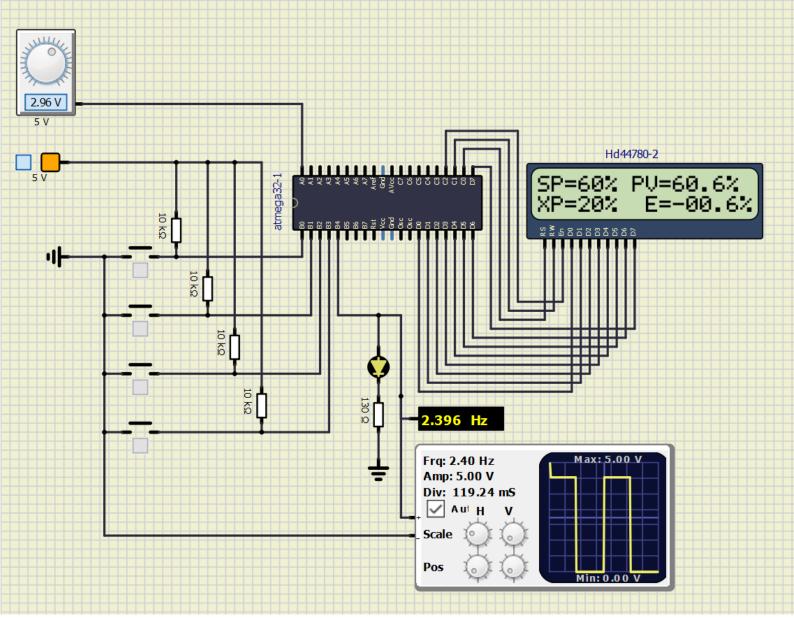
return 0;



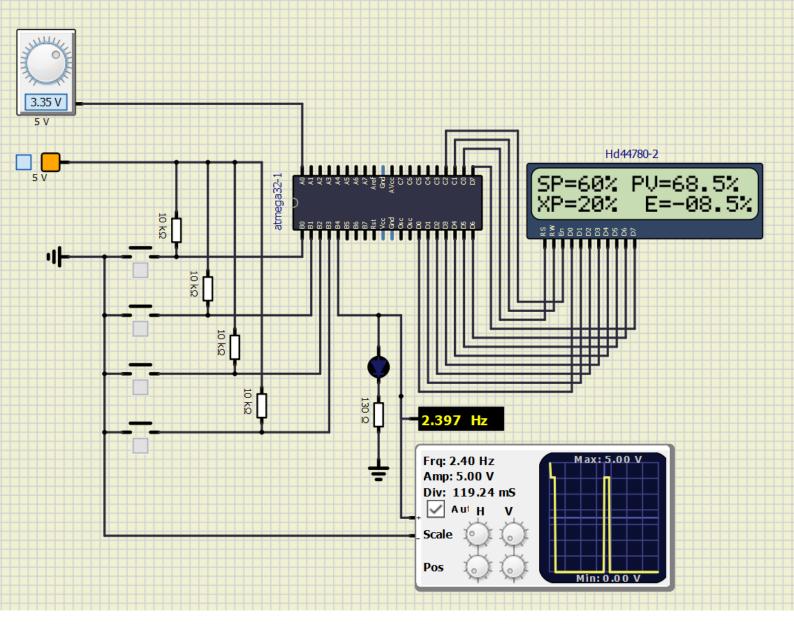
CV - 100%



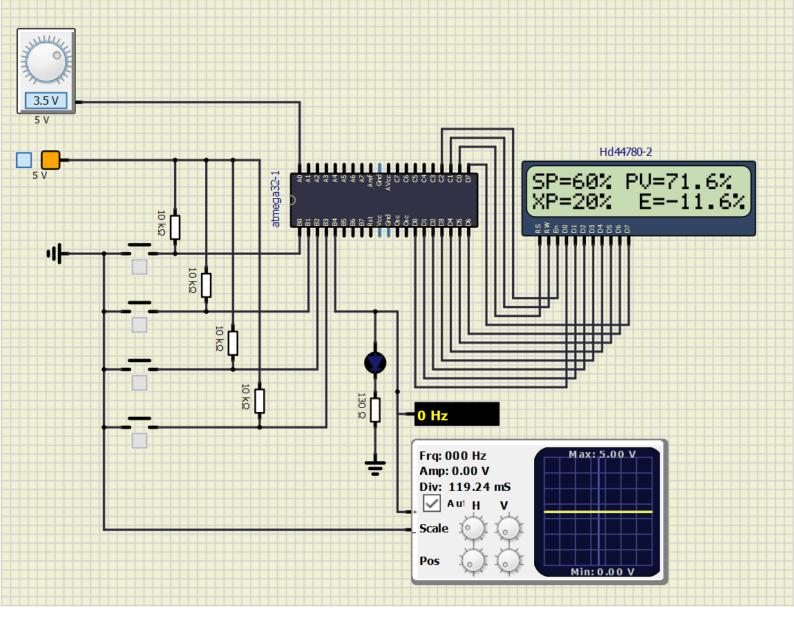
CV – około 90%



CV – około 50%



CV – około 10%



CV – około 0%