Report Generated by Test Manager

Title: **Test**
Author: **pass**
Date: **08-Aug-2024 19:08:43**

Test Environment

Platform:	PCWIN64
MATLAB:	(R2022b)

Summary

Name	Outcome	Duration (Seconds)
Results: 2024-Aug-08 19:07:18	✔	6.191
New Test Suite 1	✔	6.135
New Test Case 1	✔	6.136

Results: 2024-Aug-08 19:07:18

Result Type:	Result Set
Parent:	None
Start Time:	2024-08-08 19:07:28
End Time:	2024-08-08 19:07:34
Outcome:	Total: 1, Passed: 1

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New Test Suite 1

Test Result Information

Result Type:	Test Suite Result
Parent:	Results: 2024-Aug-08 19:07:18
Start Time:	2024-08-08 19:07:28
End Time:	2024-08-08 19:07:34
Outcome:	Total: 1, Passed: 1

Test Suite Information

Name:	New Test Suite 1

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New Test Case 1

Test Result Information

Result Type:	Test Case Result
Parent:	New Test Suite 1
Start Time:	2024-08-08 19:07:28
End Time:	2024-08-08 19:07:34
Outcome:	Passed

Test Case Information

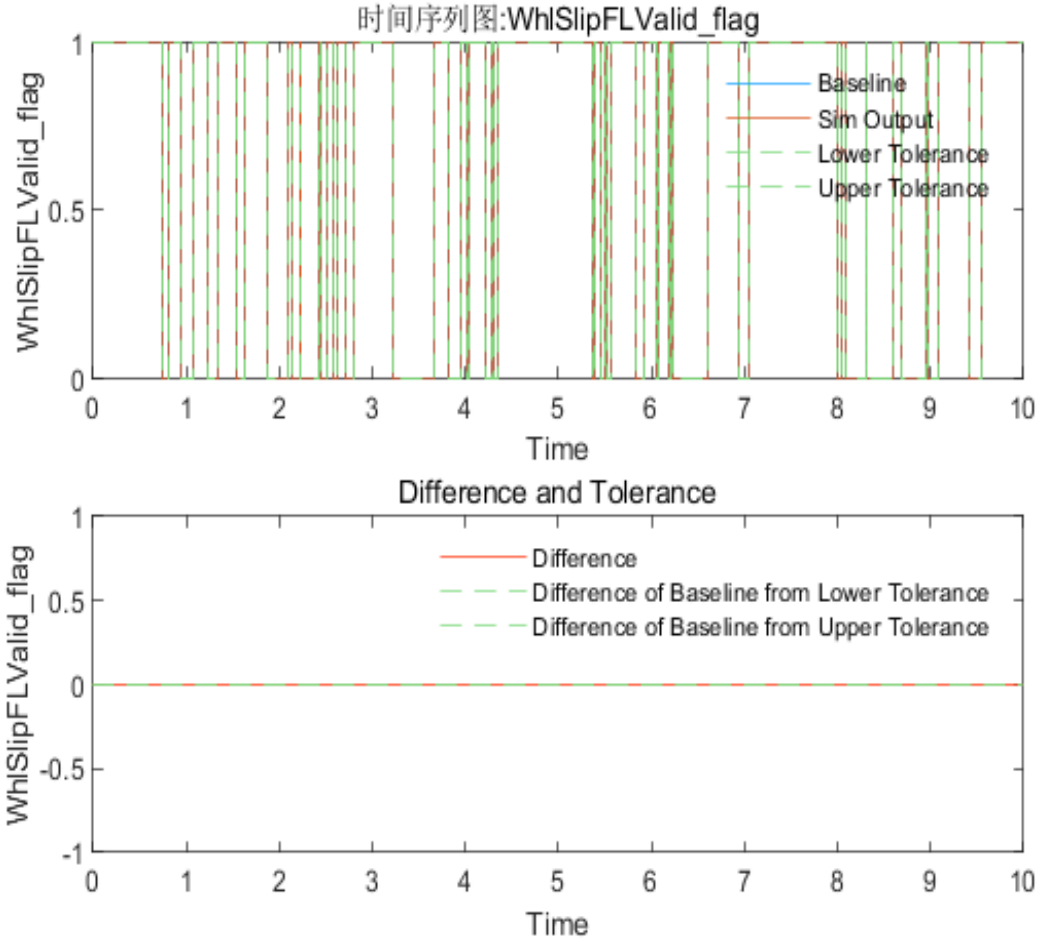
Name:	New Test Case 1
Type:	Baseline Test
Baseline Name:	Scenario1

Baseline File: C:\Users\12045\Desktop\Vehicle_control_model\Vx SpdEsti\WhlSlipJudgementTestSHEET.xls

Baseline Comparison

Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync	Link to Plot
WhlSlipFLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipFRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipRLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipRRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
加速度差	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
Divide:1	0	0	0	0	0	single			single		0.01	zoh	union	Link
加速度差的微分	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
Divide4:1	0	0	0	0	0	single			single		0.01	zoh	union	Link
速差	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
Add:1	0	0	0	0	0	single			single		0.01	zoh	union	Link
WhlSlipFLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipFRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipRLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSlipRRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union	Link
WhlSpdMax_mps	0	0	0	0	0	single			single		0.01	zoh	union	Link

Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipFLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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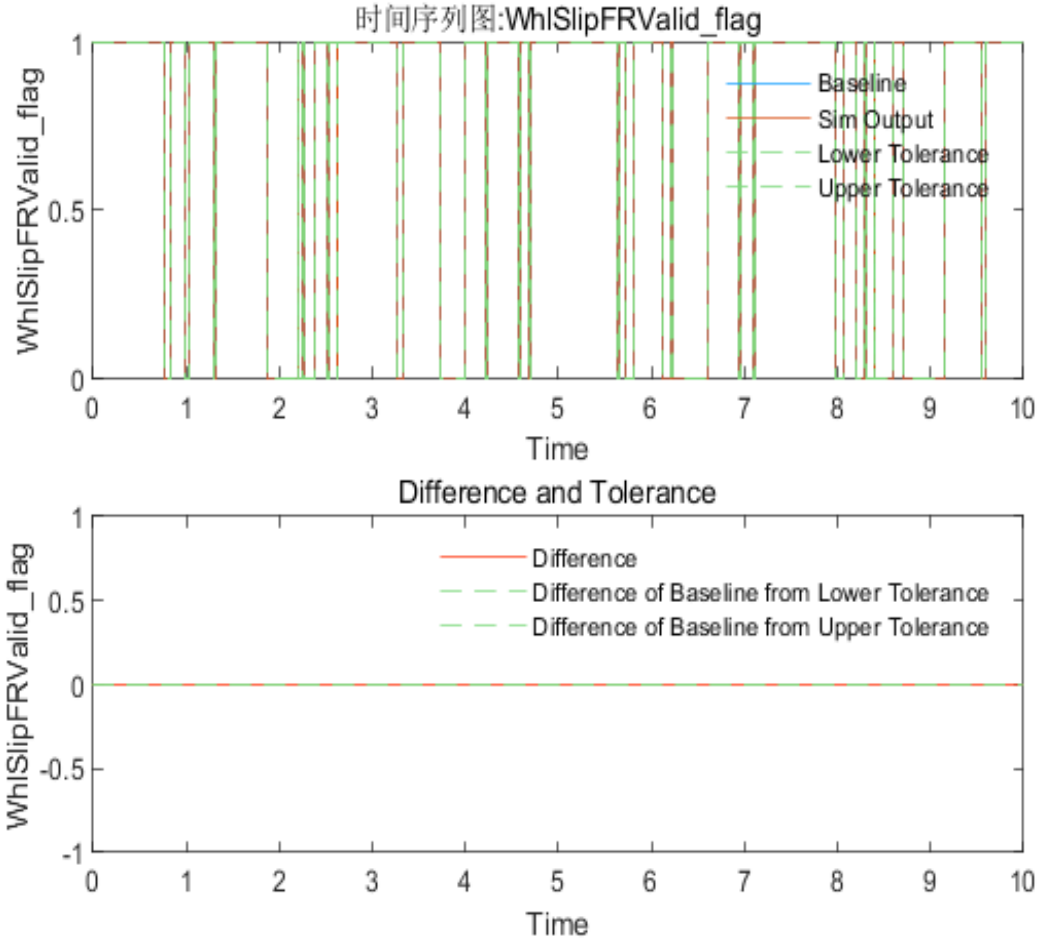
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipFRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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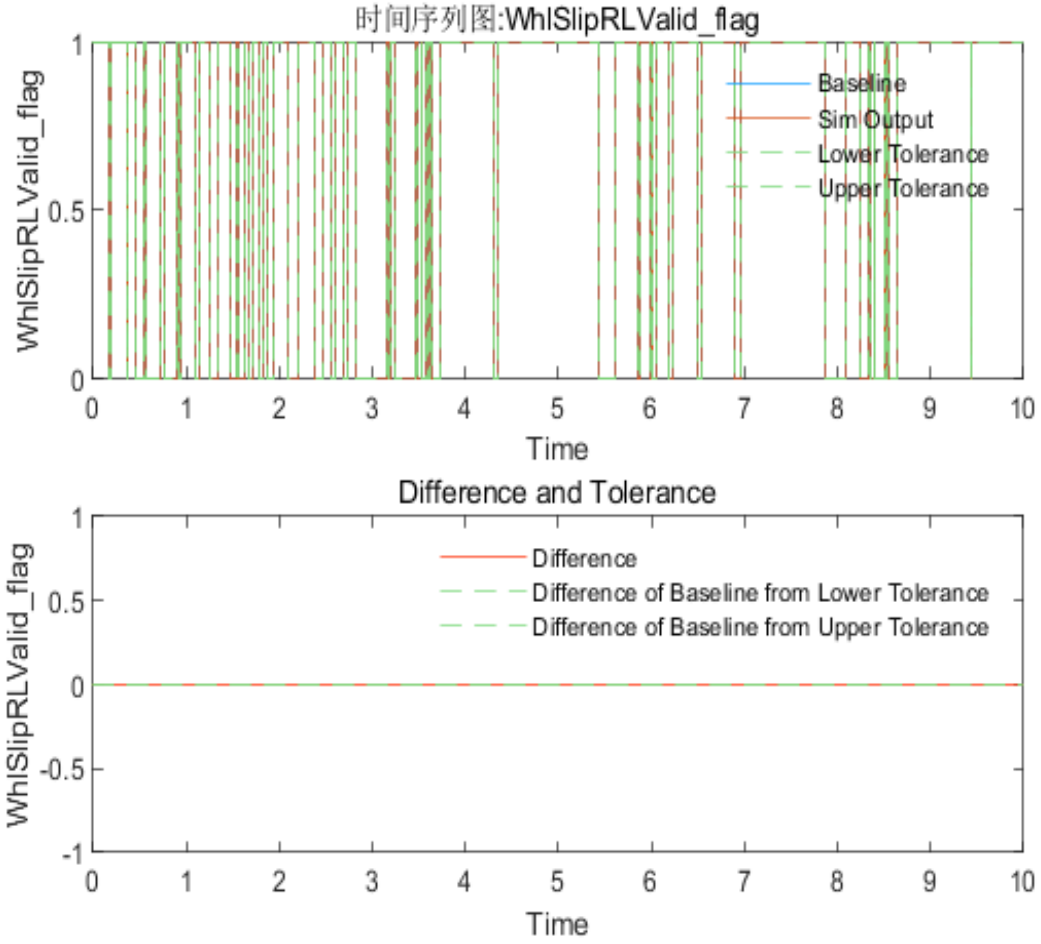
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipRLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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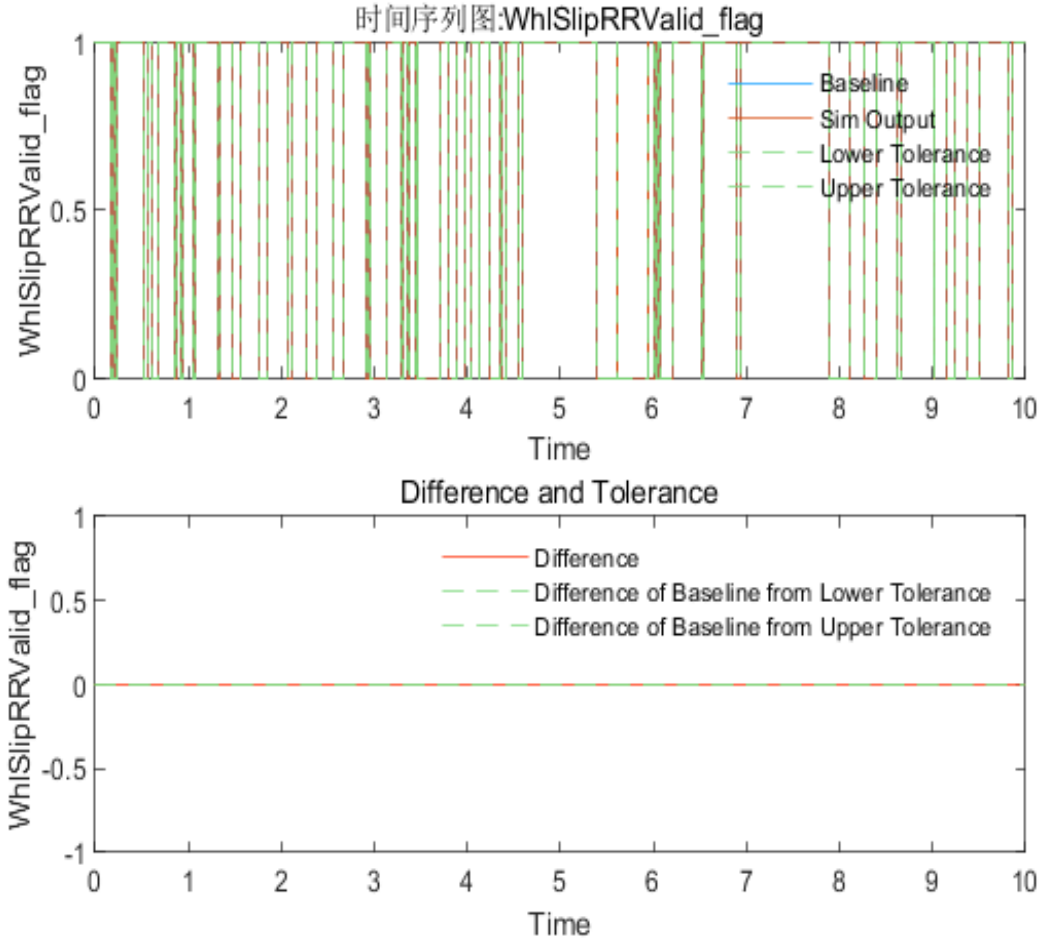
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipRRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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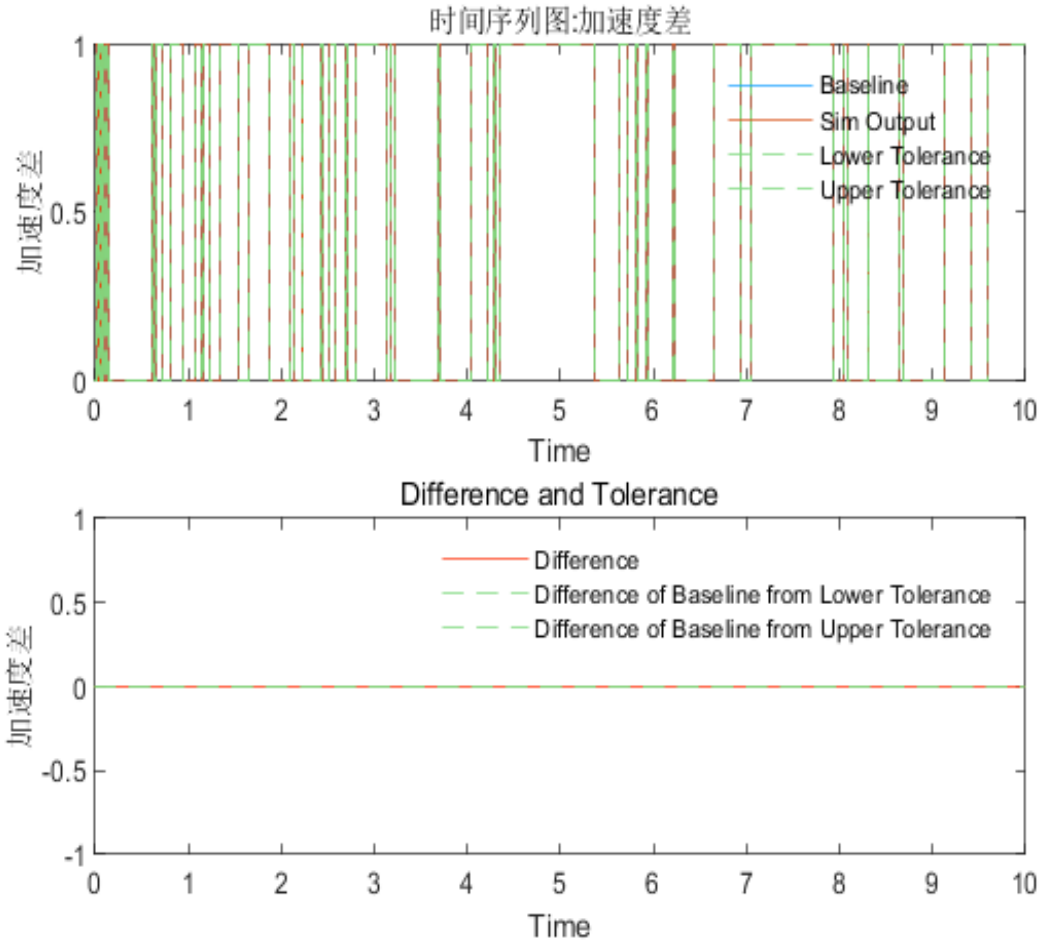
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
加速度差	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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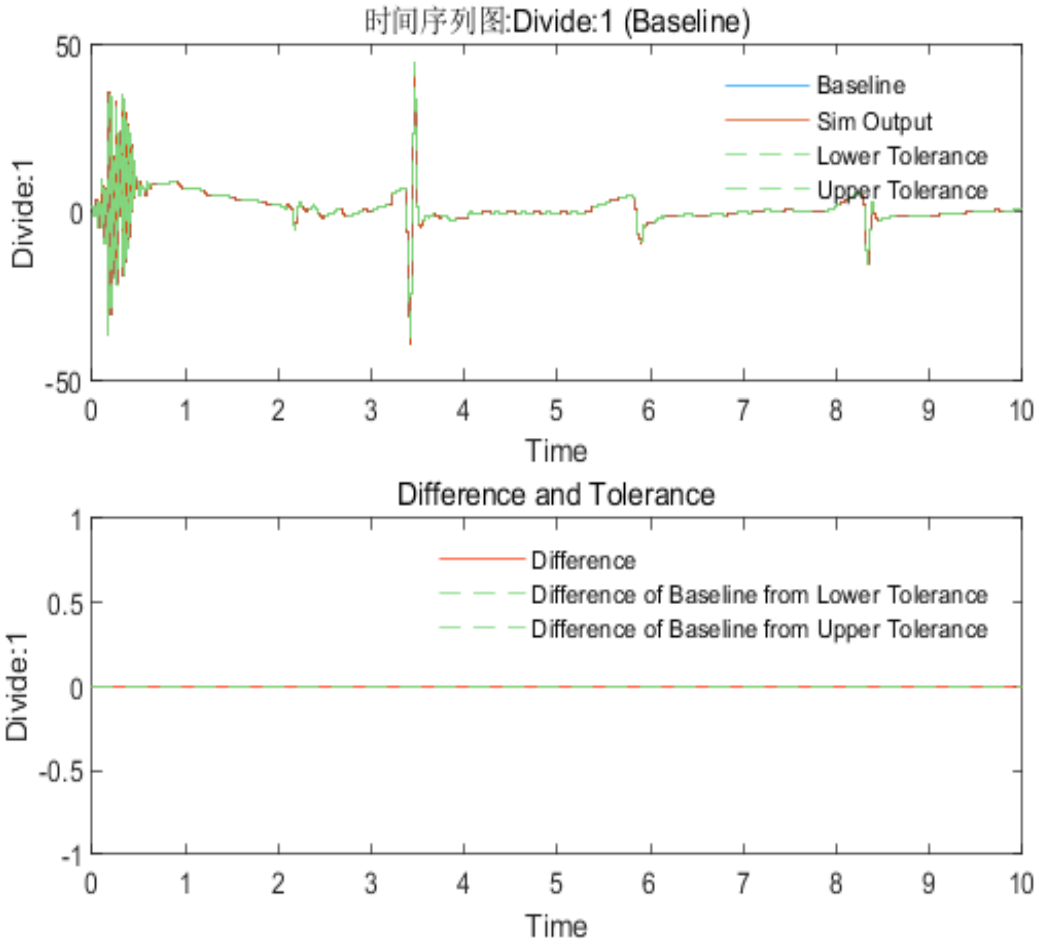
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
Divide:1	0	0	0	0	0	single			single		0.01	zoh	union



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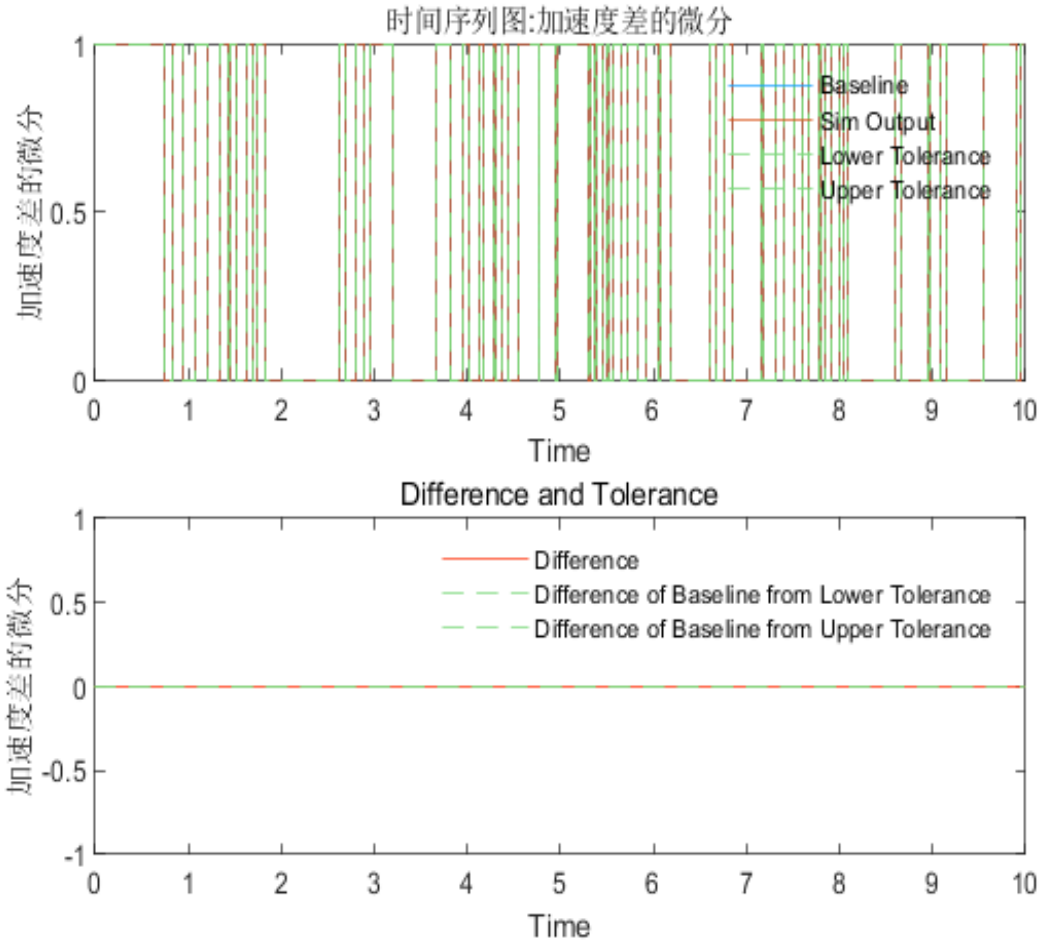
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
加速度差的微分	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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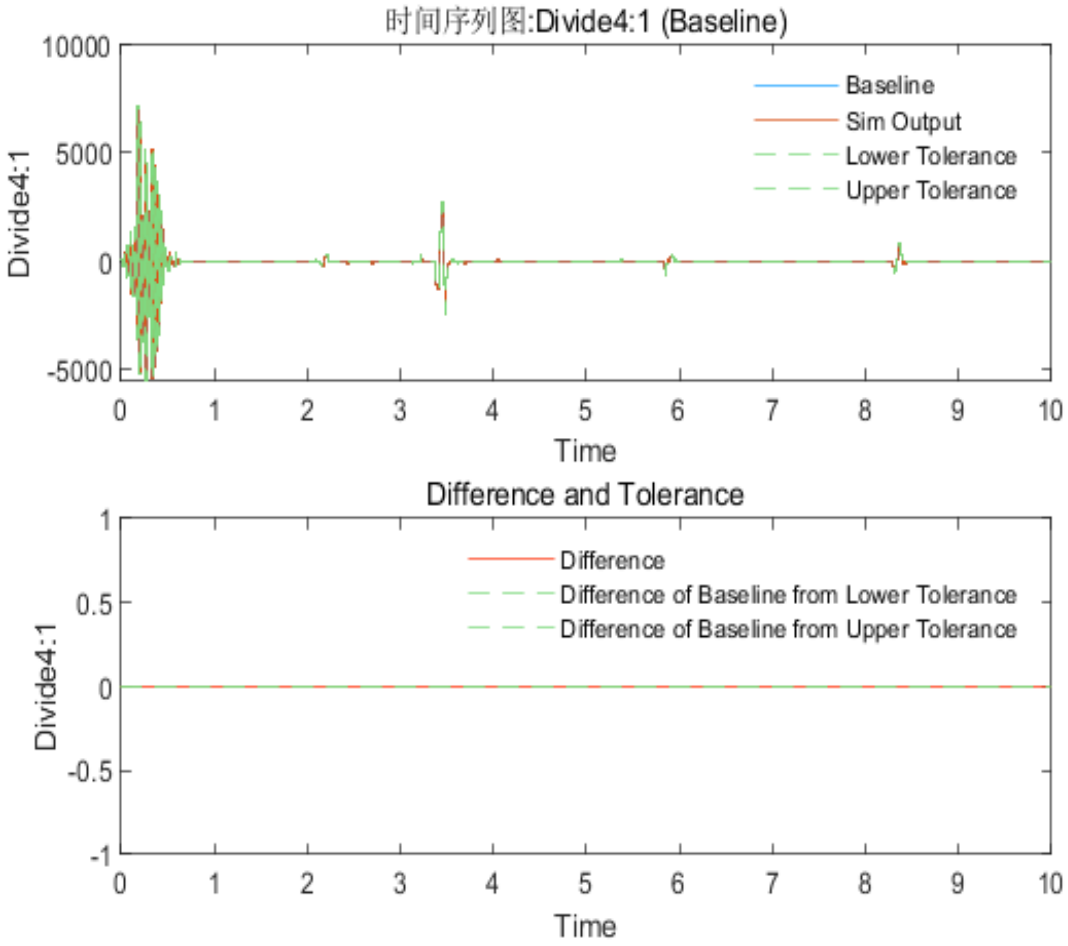
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
Divide4:1	0	0	0	0	0	single			single		0.01	zoh	union



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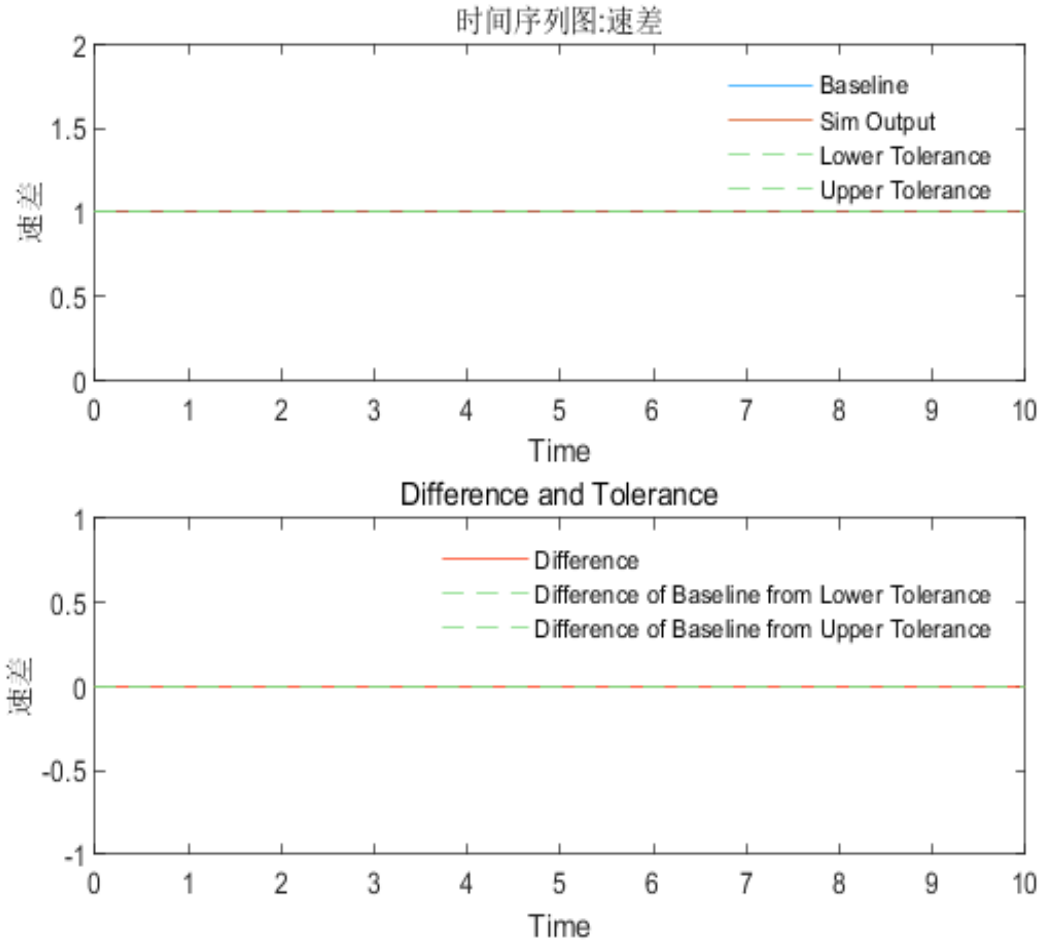
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
速差	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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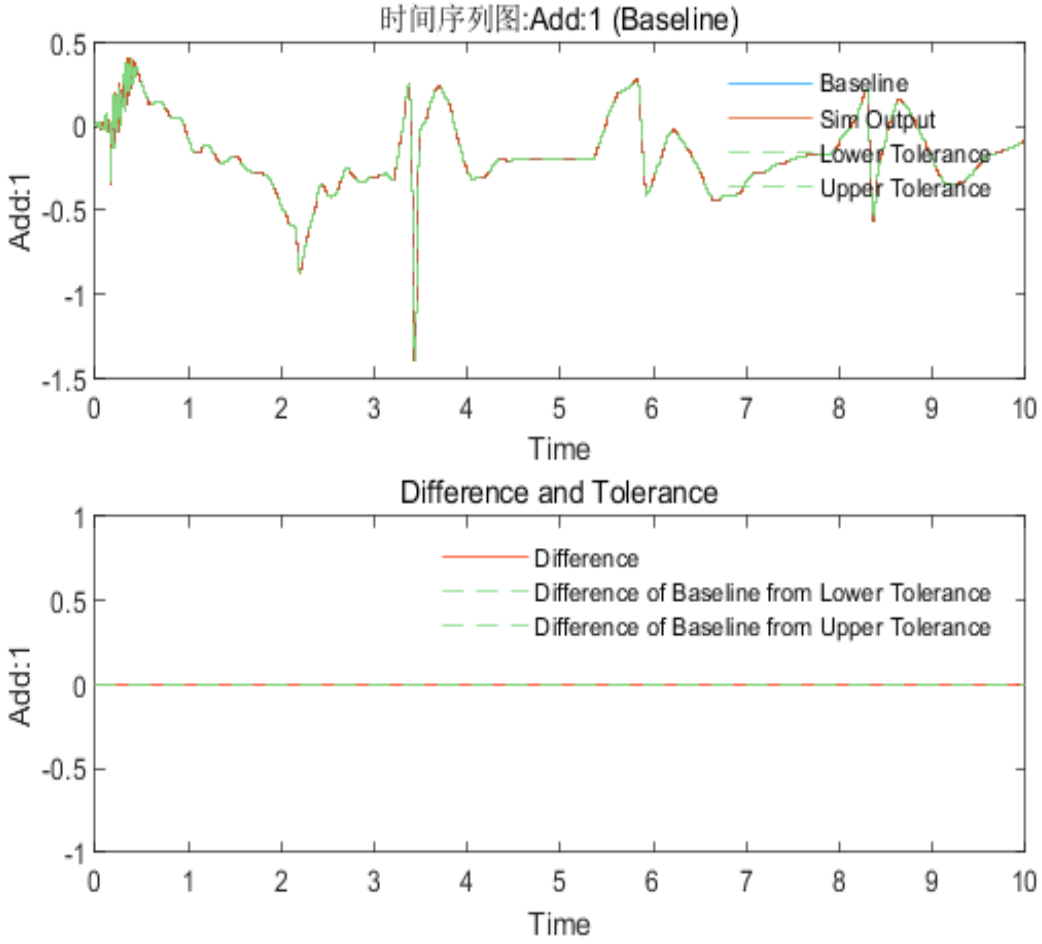
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
Add:1	0	0	0	0	0	single			single		0.01	zoh	union



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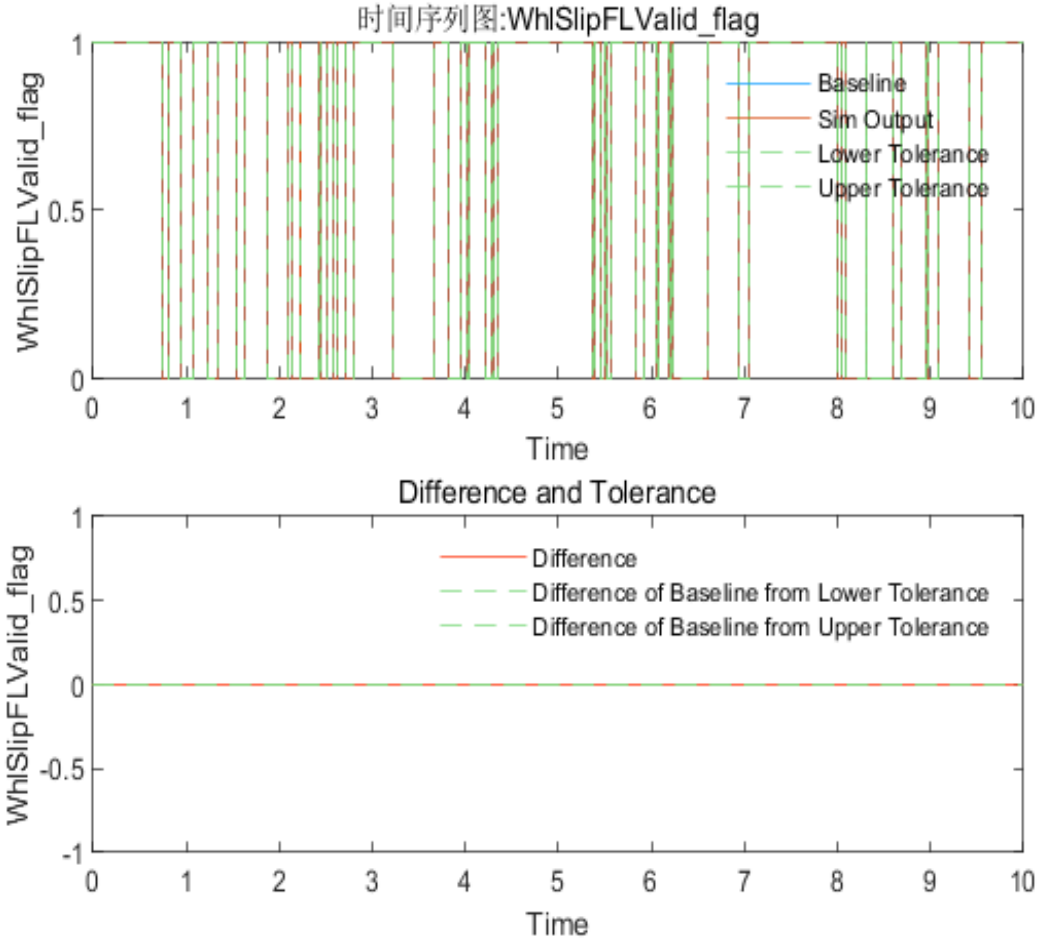
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipFL Valid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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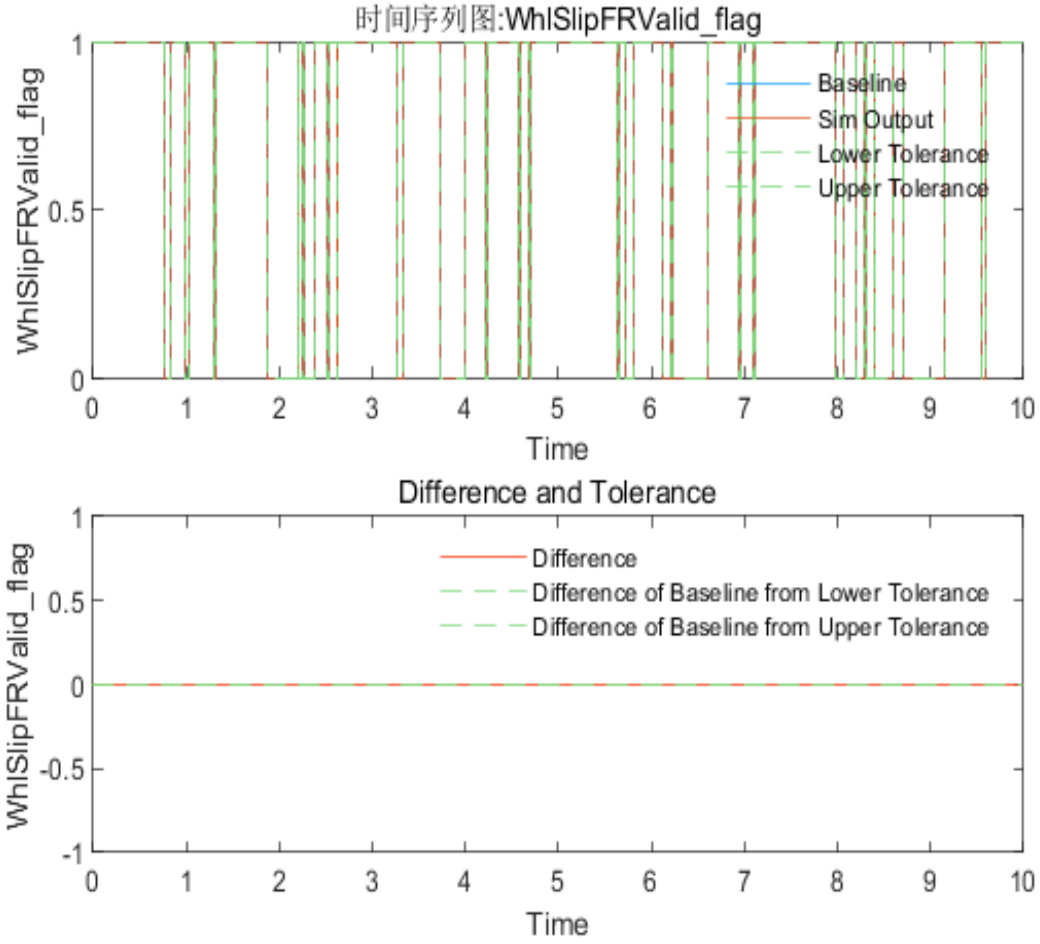
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipFRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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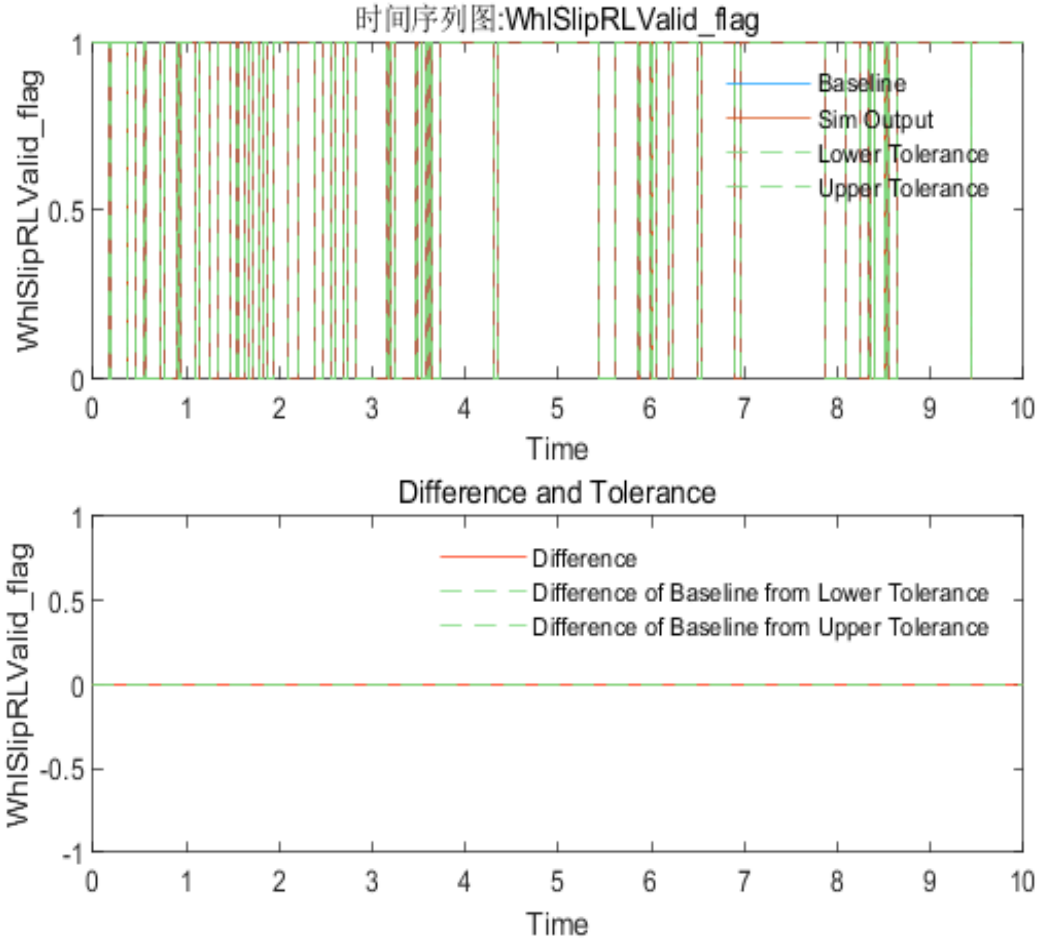
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipRLValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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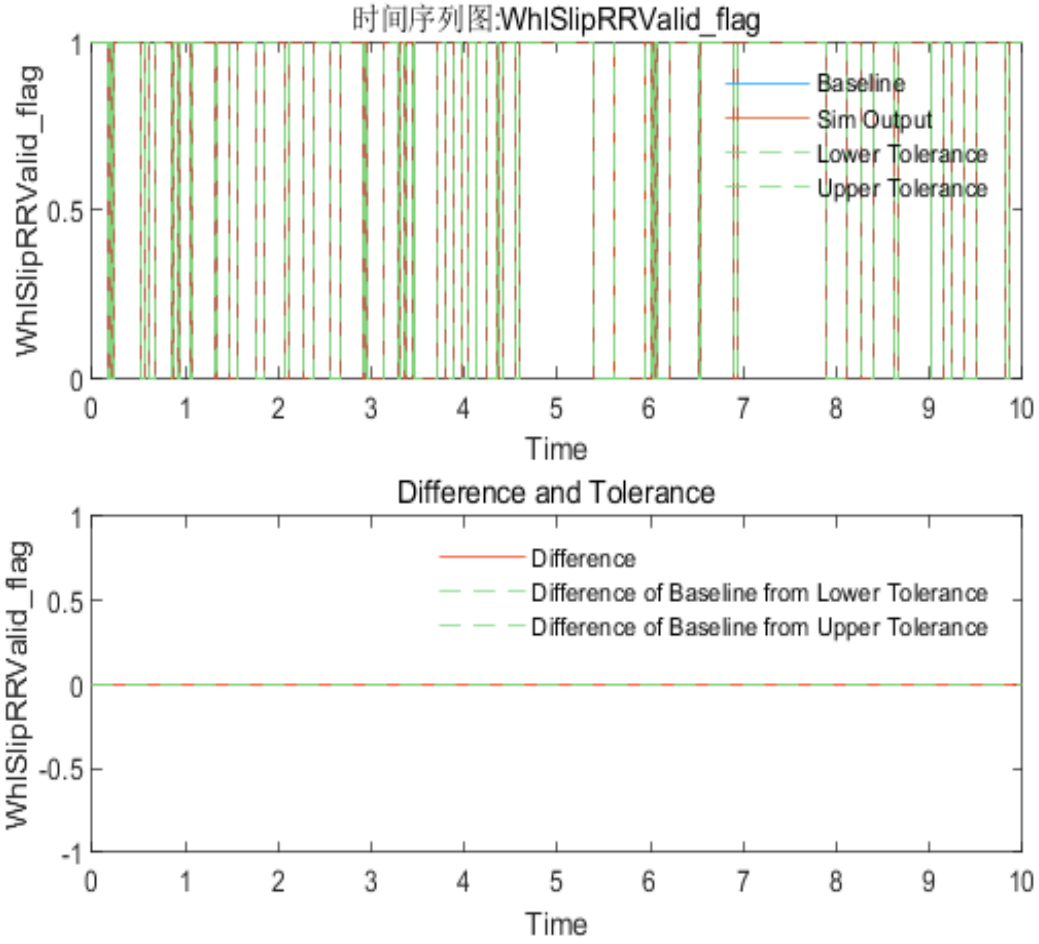
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSlipRRValid_flag	0	0	0	0	0	boolean			boolean		0.01	zoh	union



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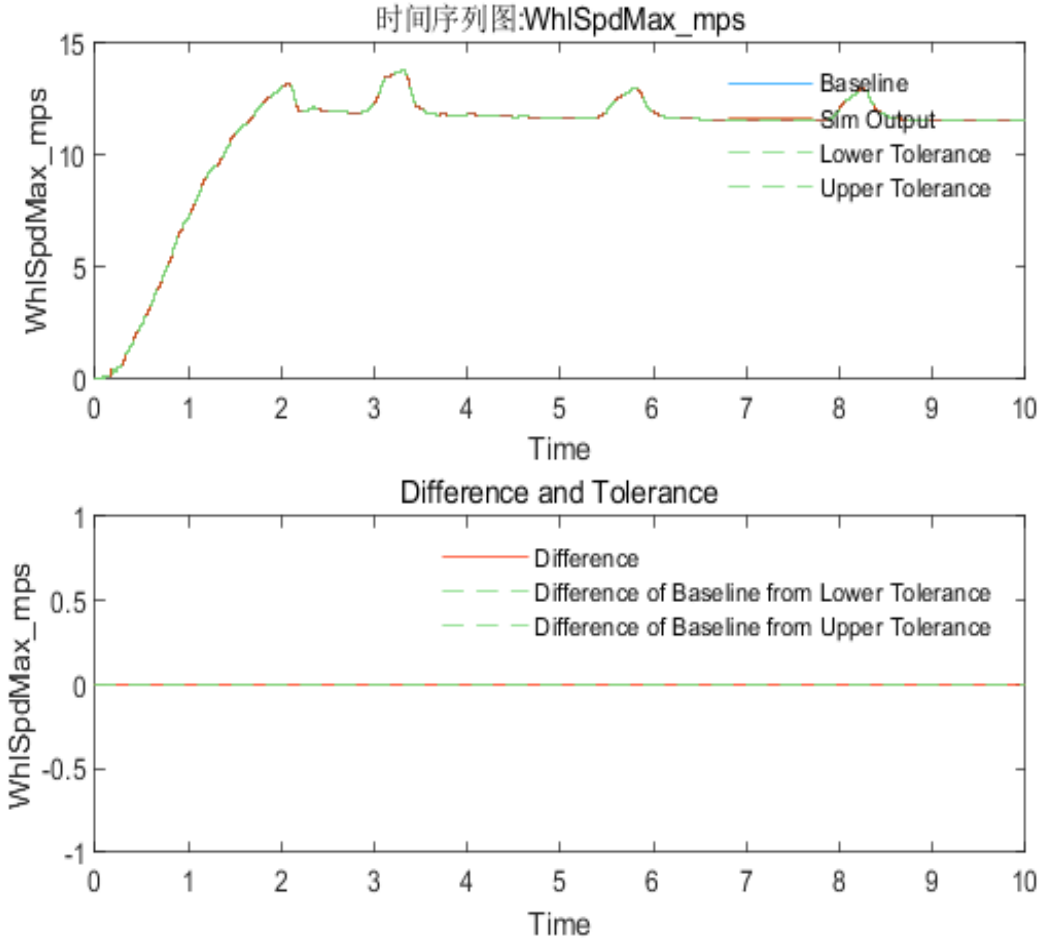
Name	Abs Tol	Rel Tol	Lead Tol	Lag Tol	Max Diff	Data Type 1	Units 1	Sample Time 1	Data Type 2	Units 2	Sample Time 2	Interp	Sync
WhlSpdMax_mps	0	0	0	0	0	single			single		0.01	zoh	union



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Simulation

System Under Test Information

Model:	SlipJudgement
Harness:	SlipJudgement_Harness1
Harness Owner:	SlipJudgement
Release:	Current
Simulation Mode:	normal

Override SIL or PIL Mode:	0
Configuration Set:	Configuration1
External Input Name:	Scenario1
External Input File:	C:\Users\12045\Desktop\Vehicle_control_model\VxSpdEsti\WhlSlipJudgementTestSHEET.xls
Start Time:	0
Stop Time:	10
Checksum:	1233358531 359967911 262810233 3129330749
Simulink Version:	10.6
Model Version:	1.0
User ID:	12045
Model Path:	C:\Users\12045\Desktop\SlipJudgement.slx
Machine Name:	YJR
Solver Name:	FixedStepDiscrete
Solver Type:	Fixed-Step
Fixed Step Size:	0.01
Simulation Start Time:	2024-08-08 19:07:28
Simulation Stop Time:	2024-08-08 19:07:28
Platform:	PCWIN64

Parameter Overrides

Workspace Variable	Value	Source	Model Element
C:\Users\12045\Desktop\Vehicle_control_model\VxSpdEsti\WhlSlipJudgementTestSHEET.xls			
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	

BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasAdd	*0*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasBase	*Bias1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
BiasMult	*1*	mask workspace	
IfRefDouble	*double*	mask workspace	

IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
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IfRefDouble	*double*	mask workspace	
IfRefDouble	*double*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
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IfRefSingle	*single*	mask workspace	
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IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IfRefSingle	*single*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	

IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
IsSigned	*IsSigned1*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
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NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAdd	*0*	mask workspace	
NumBitsAllowFinal	*1:128*	mask workspace	
NumBitsAllowFinal	*1:128*	mask workspace	
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NumBitsAllowFinal	*1:128*	mask workspace	
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NumBitsAllowFinal	*1:128*	mask workspace	
NumBitsAllowFinal	*1:128*	mask workspace	
NumBitsAllowFinal	*1:128*	mask workspace	
NumBitsAllowFinal	*1:128*	mask workspace	
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NumBitsBase	*NumBits1*	mask workspace	
NumBitsBase	*NumBits1*	mask workspace	
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NumBitsMult	*1*	mask workspace	
NumBitsMult	*1*	mask workspace	
NumBitsMult	*1*	mask workspace	
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NumBitsMult	*1*	mask workspace	
NumBitsMult	*1*	mask workspace	
NumBitsMult	*1*	mask workspace	
NumBitsMult	*1*	mask workspace	

OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
OutMax	*[]*	mask workspace	
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OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
OutMin	*[]*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	

PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
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PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataType	*fixdt(1, 16)*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	

PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropDataTypeMode	*Inherit via propagation rule*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScaling	*2^-10*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	

PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
PropScalingMode	*Inherit via propagation rule*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeAdd	*0*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	

SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeBase	*Slope1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
SlopeMult	*1*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	

ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
ValuesUsedBestPrec	*[5 -7]*	mask workspace	
const	*thr1*	mask workspace	
const	*thr1*	mask workspace	
const	*thr1*	mask workspace	
const	*thr1*	mask workspace	
const	*thr2*	mask workspace	
const	*thr2*	mask workspace	
const	*thr2*	mask workspace	
const	*thr2*	mask workspace	
const	*thr3*	mask workspace	
const	*thr3*	mask workspace	
const	*thr3*	mask workspace	
const	*thr3*	mask workspace	

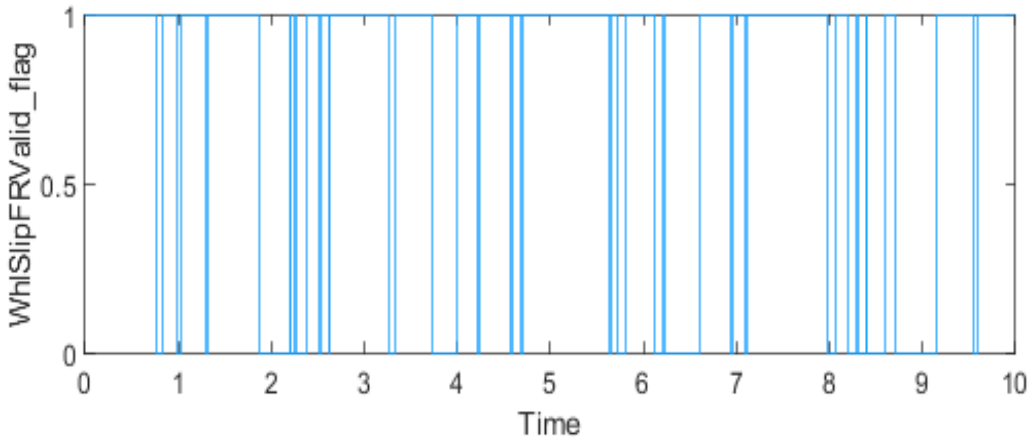
thr1	*2*	base workspace	SlipJudgement/Subsystem/速差判断/Compare To Constant, SlipJudgement/Subsystem/速差判断/Compare To Constant1, SlipJudgement/Subsystem/速差判断/Compare To Constant2, SlipJudgement/Subsystem/速差判断/Compare To Constant3
thr2	*0.5*	base workspace	SlipJudgement/Subsystem/加速度差判断/Compare To Constant, SlipJudgement/Subsystem/加速度差判断/Compare To Constant1, SlipJudgement/Subsystem/加速度差判断/Compare To Constant2, SlipJudgement/Subsystem/加速度差判断/Compare To Constant3
thr3	*0.8*	base workspace	SlipJudgement/Subsystem/加速度差的微分的判断/Compare To Constant, SlipJudgement/Subsystem/加速度差的微分的判断/Compare To Constant1, SlipJudgement/Subsystem/加速度差的微分的判断/Compare To Constant2, SlipJudgement/Subsystem/加速度差的微分的判断/Compare To Constant3

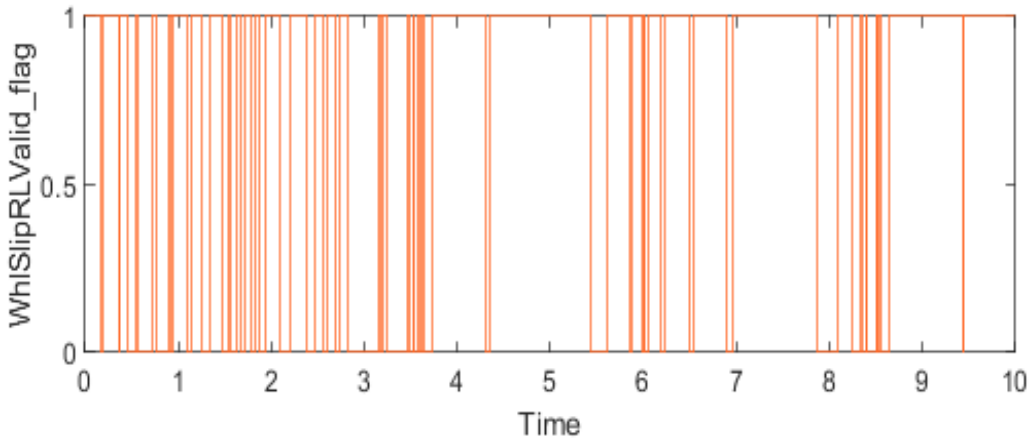
Simulation Output

Name	Data Type	Units	Sample Time	Interp	Sync	Link to Plot
WhlSlipFRValid_flag	boolean		0.01	zoh	union	Link

WhlSlipRLValid_flag	boolean		0.01	zoh	union	Link
WhlSlipRRValid_flag	boolean		0.01	zoh	union	Link
WhlSlipFLValid_flag	boolean		0.01	zoh	union	Link
加速度差	boolean		0.01	zoh	union	Link
加速度差的微分	boolean		0.01	zoh	union	Link
速差	boolean		0.01	zoh	union	Link
Divide:1	single		0.01	zoh	union	Link
Divide4:1	single		0.01	zoh	union	Link
Add:1	single		0.01	zoh	union	Link
WhlSlipFLValid_flag	boolean		0.01	zoh	union	Link
WhlSlipFRValid_flag	boolean		0.01	zoh	union	Link
WhlSlipRLValid_flag	boolean		0.01	zoh	union	Link
WhlSlipRRValid_flag	boolean		0.01	zoh	union	Link
WhlSpdMax_mps	single		0.01	zoh	union	Link

Name	Data Type	Units	Sample Time	Interp	Sync
WhlSlipFRValid_flag	boolean		0.01	zoh	union
WhlSlipRLValid_flag	boolean		0.01	zoh	union





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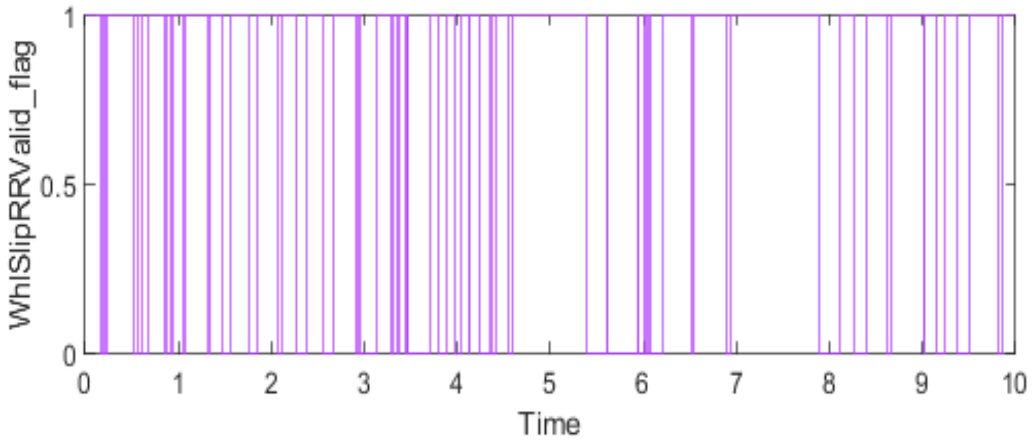
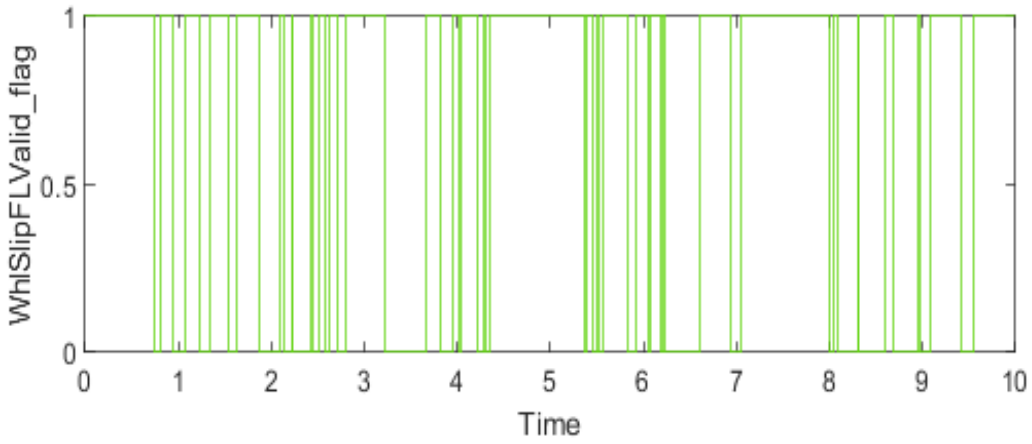
Name	Data Type	Units	Sample Time	Interp	Sync
WhlSlipRRValid_flag	boolean		0.01	zoh	union
WhlSlipFLValid_flag	boolean		0.01	zoh	union





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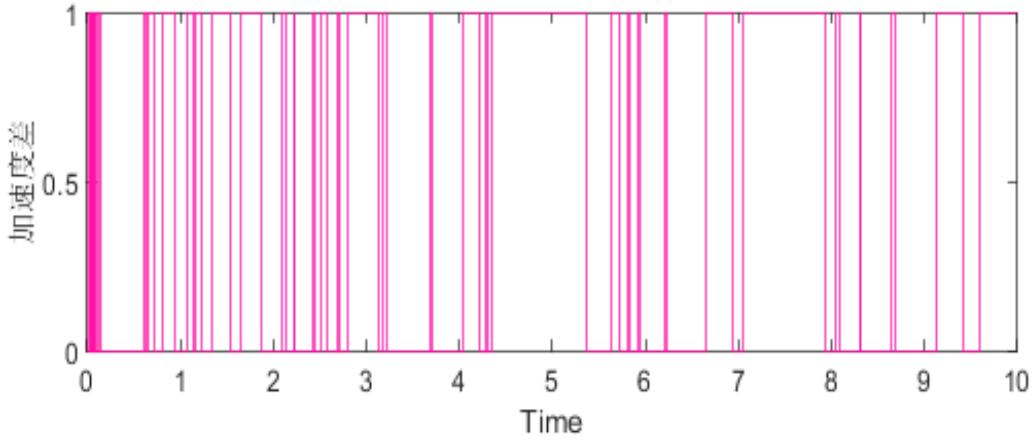
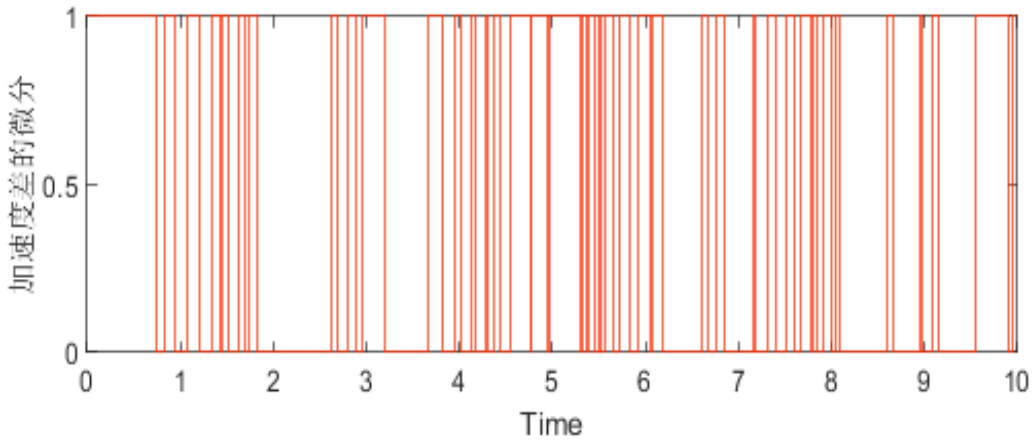
Name	Data Type	Units	Sample Time	Interp	Sync
加速度差	boolean		0.01	zoh	union
加速度差的微分	boolean		0.01	zoh	union





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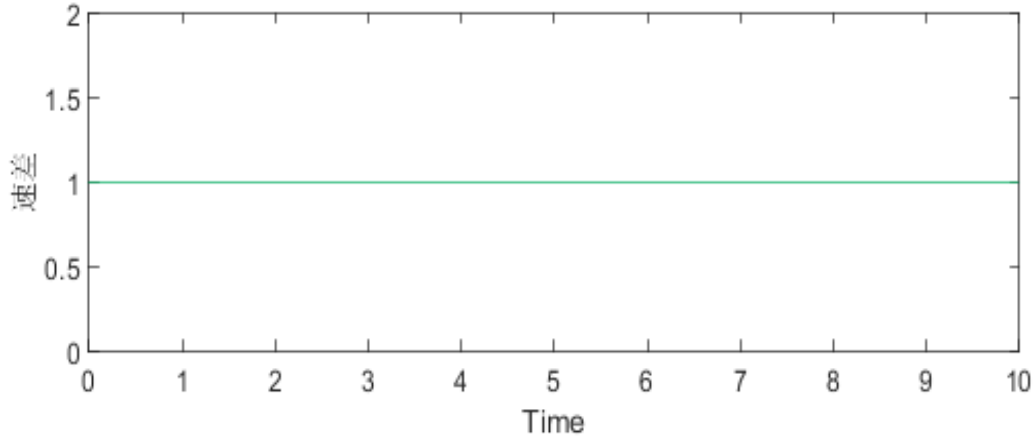
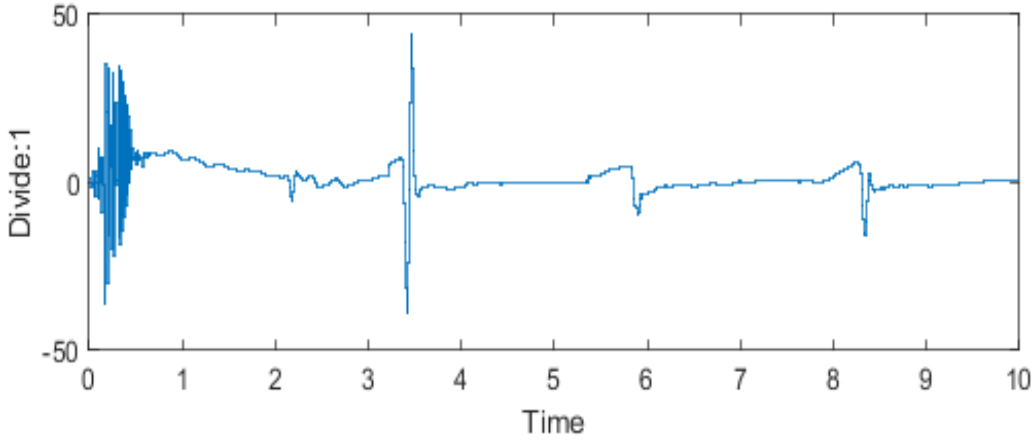
Name	Data Type	Units	Sample Time	Interp	Sync
速差	boolean		0.01	zoh	union
Divide:1	single		0.01	zoh	union





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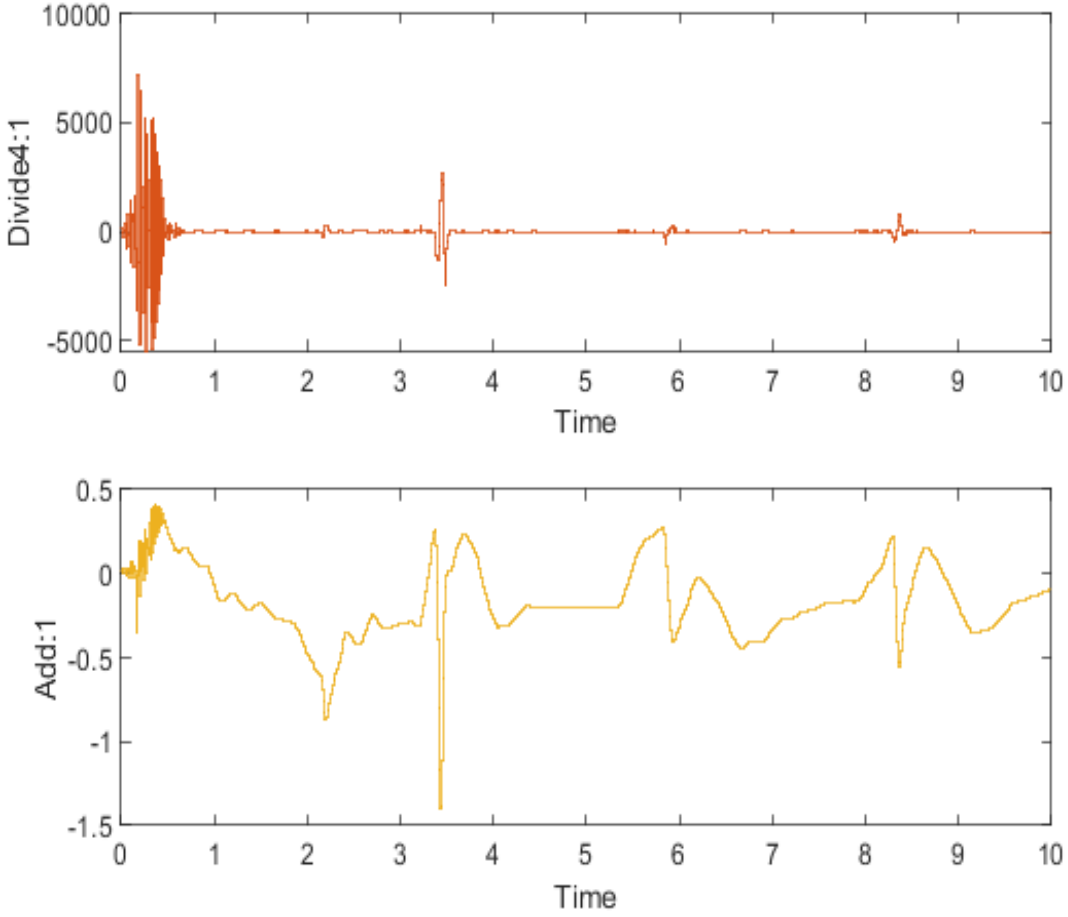
Name	Data Type	Units	Sample Time	Interp	Sync
Divide4:1	single		0.01	zoh	union
Add:1	single		0.01	zoh	union



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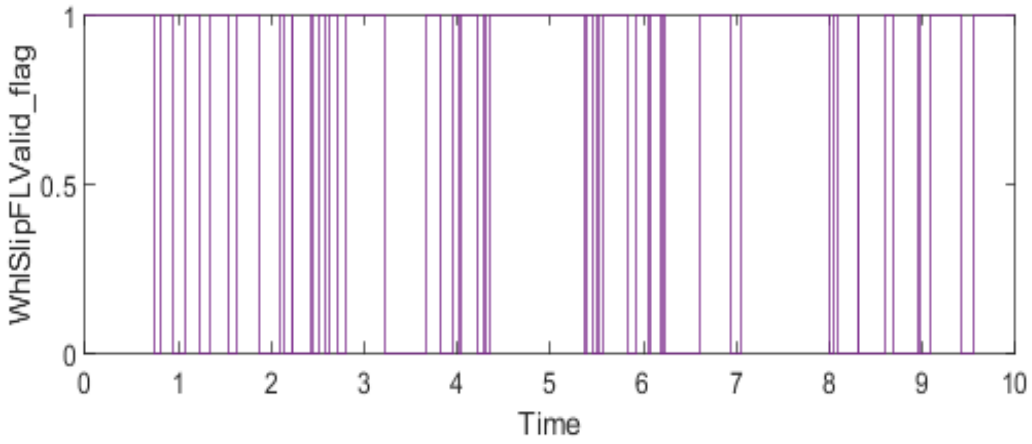
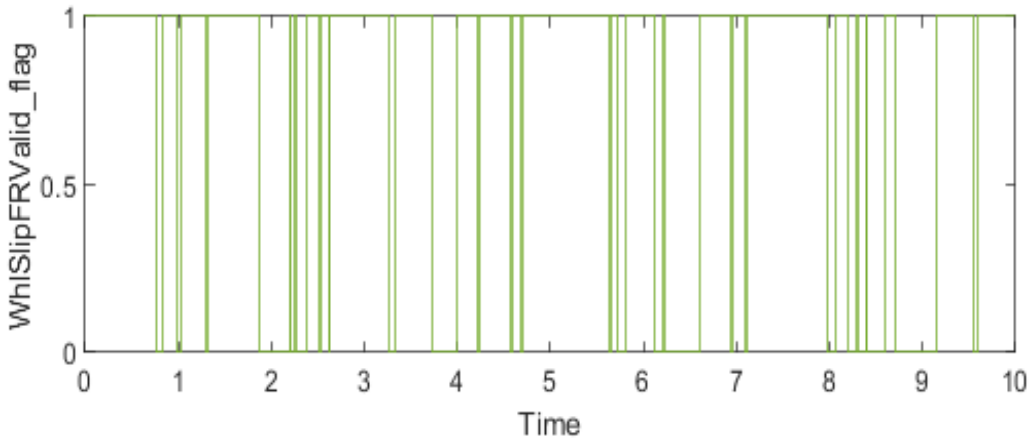
Name	Data Type	Units	Sample Time	Interp	Sync
WhlSlipFLValid_flag	boolean		0.01	zoh	union
WhlSlipFRValid_flag	boolean		0.01	zoh	union





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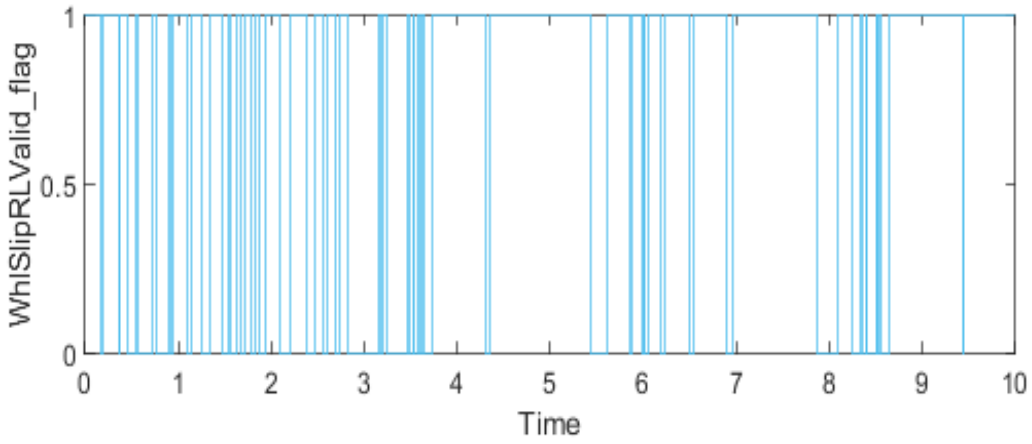
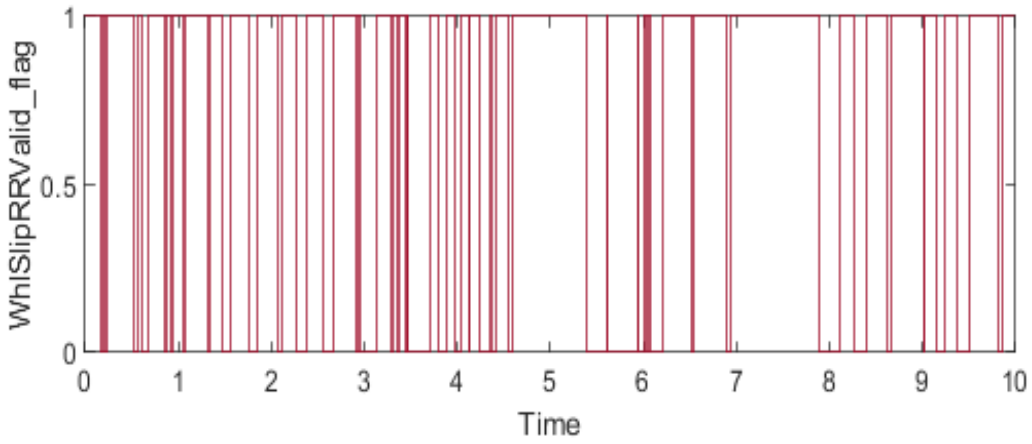
Name	Data Type	Units	Sample Time	Interp	Sync
WhlSlipRLValid_flag	boolean		0.01	zoh	union
WhlSlipRRValid_flag	boolean		0.01	zoh	union





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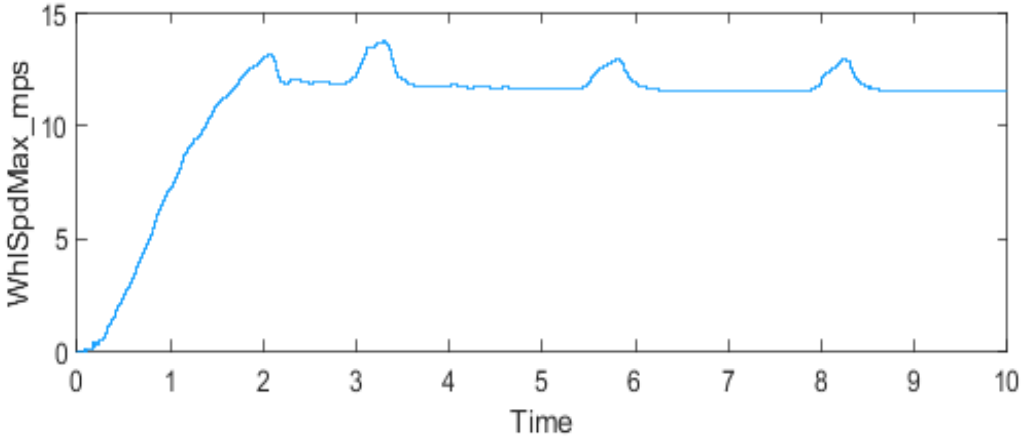
Name	Data Type	Units	Sample Time	Interp	Sync
WhlSpdMax_mps	single		0.01	zoh	union



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