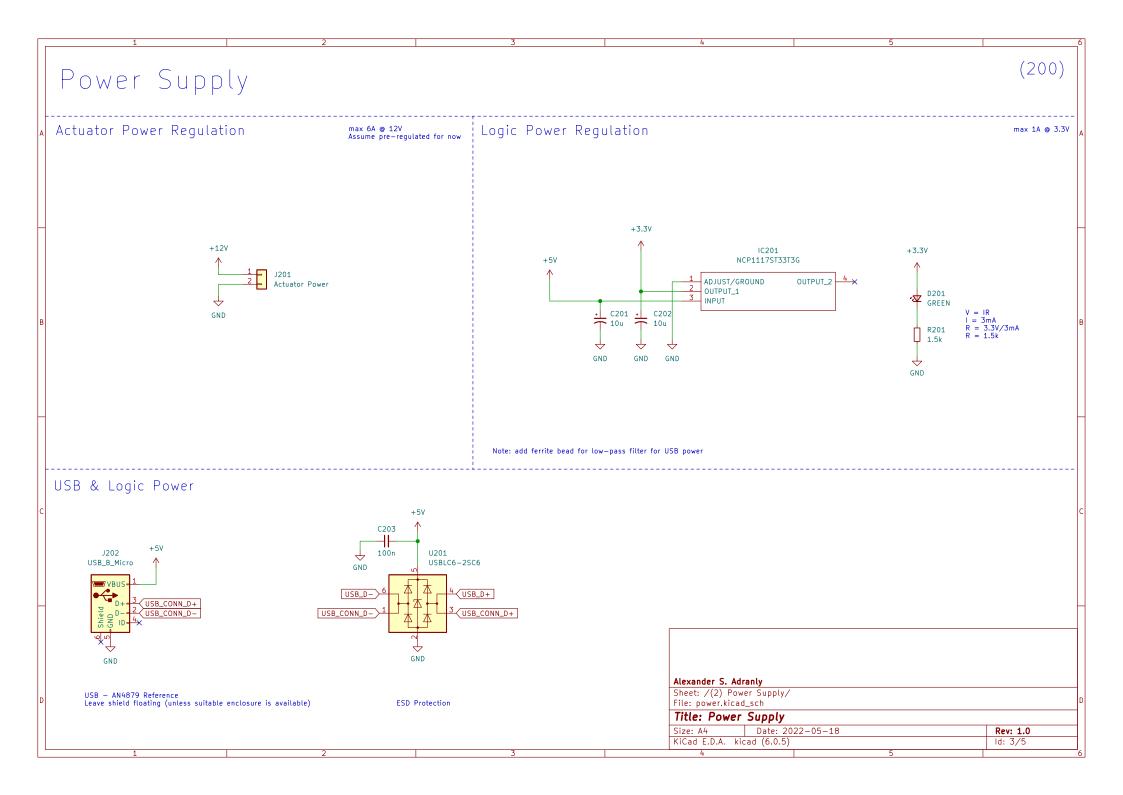


A motor position controller for audio-animatronics. 1. Audio-Animatronics 1.1. 30 FPS playback 1.2. Homing — need to determine "zero" position for correct animation 1.3. Need to recieve position commands from a "show" computer 2. Motor Controller 2.1. Real-time compute 2.1.1. Floating—Point Hardware 2.2. Position Control 2.2.1. Quadrature encoder feedback 2.2.2. Homing 2.3. Power supply demands 2.3.1. Logic Power 2.3.2. Actuator Power 3. Testing 4.1. LED hooked up to CPU GPIO Sanity to ensure CPU works and can control GPIO
4.2. LED hooked up to USB 3V3 regulator - Sanity to ensure power & regulation are correct Sheet: /Requirements/ File: requirements.kicad_sch Title: Requirements Size: A5 KiCad E.D.A. kicad (6.0.5) Id: 2/5



Show Control Interface



Limit Switch



Serial Wire Debug



Alexander S. Adranly

Sheet: /(4) Peripherals/ File: peripherals.kicad_sch

Title: Peripheral Interfaces

Size: A4	Date: 2022-05-18	Rev: 1.0
KiCad E.D.A.	kicad (6.0.5)	ld: 4/5

(300)Motor Driver G2 18v17 Motor Driver Motor Driver Front—End (Control) !Be careful not to accidentally short the 3V3 pin to the neighboring VM pin while power is being supplied as doing so will instantly destroy the board! Motor Driver (Control) CS (Current Sense) needs ADC, add in next iteration GND +12V Supplying motor power to G2 18v17 board Motor Driver Back—End (Actuator Power) Motor Driver (Power) GND G2 18v17 Motor Driver Ref. https://www.pololu.com/product/2991 Motor Encoder +3.3V GND Need connector to interface with motor encoder Alexander S. Adranly Sheet: /(3) Motor Driver/ File: motor_driver.kicad_sch Title: Motor Driver Size: A4 Date: 2022-05-18 Rev: 1.0 Motor Ref. https://www.pololu.com/product/4757 KiCad E.D.A. kicad (6.0.5) Id: 5/5