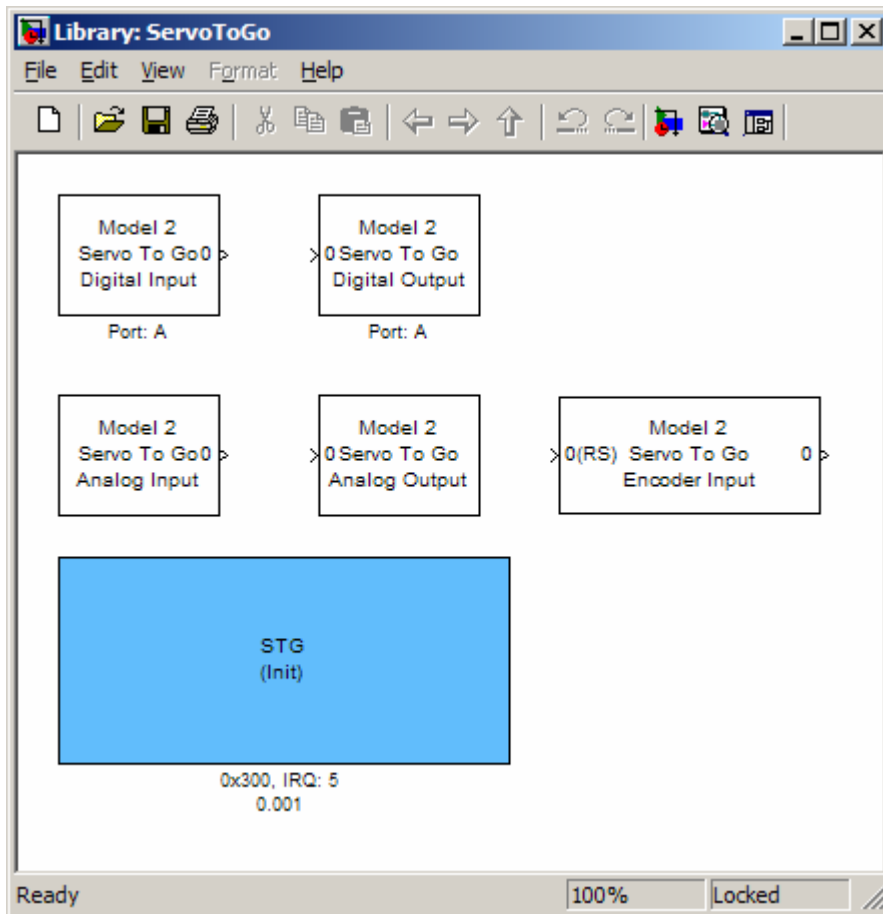


ServoToGo Simulink Library

This is the Simulink library for ServoToGo to be used with xPC Target.

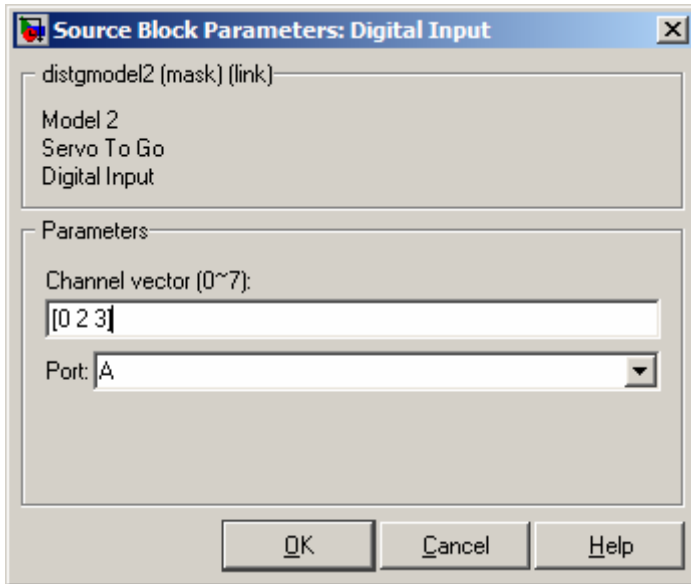


STG (Init)

This block needs to be in your Simulink model. This initializes the ServtoToGo board with the board address, IRQ, and sampling rate. The board address should be the same as the address set on the ServoToGo board (see the hardware manual).

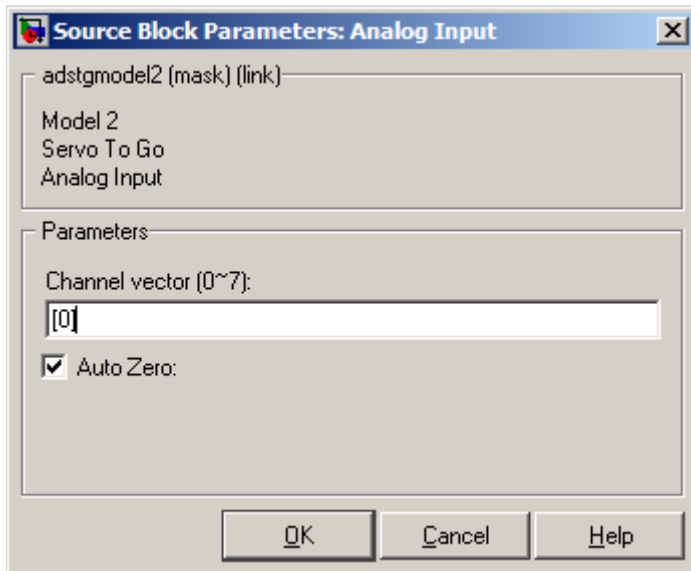
Digital Input / Digital Output

These are for Digital I/O. ServoToGo has 4 ports (A, B, C, D with 8 channels each) for digital I/O. To access multiple channels, specify the channels in the channel vector parameter box (see below)



Analog Input / Analog Output

These are for Analog I/O. ServoToGo has 8 channels of analog input and 8 channels of analog output (channels 0 ~ 7). Specify them in the channel vector parameter box. ("Auto Zero" option does not seem to be working. You can leave it checked)



Encoder Input

This is for encoder input. ServoToGo has 8 channels (axes) of encoder inputs. This means that you can monitor 8 encoders. The encoder input comes in as pulse counts. Each encoder has a particular resolution, so enter the number of counts per revolution in the parameter box. The block also accepts an input signal which can be used as a reset button for the encoder. When a non-zero signal is sent, the encoder is reset to zero.

