

Servo Motor Experiment

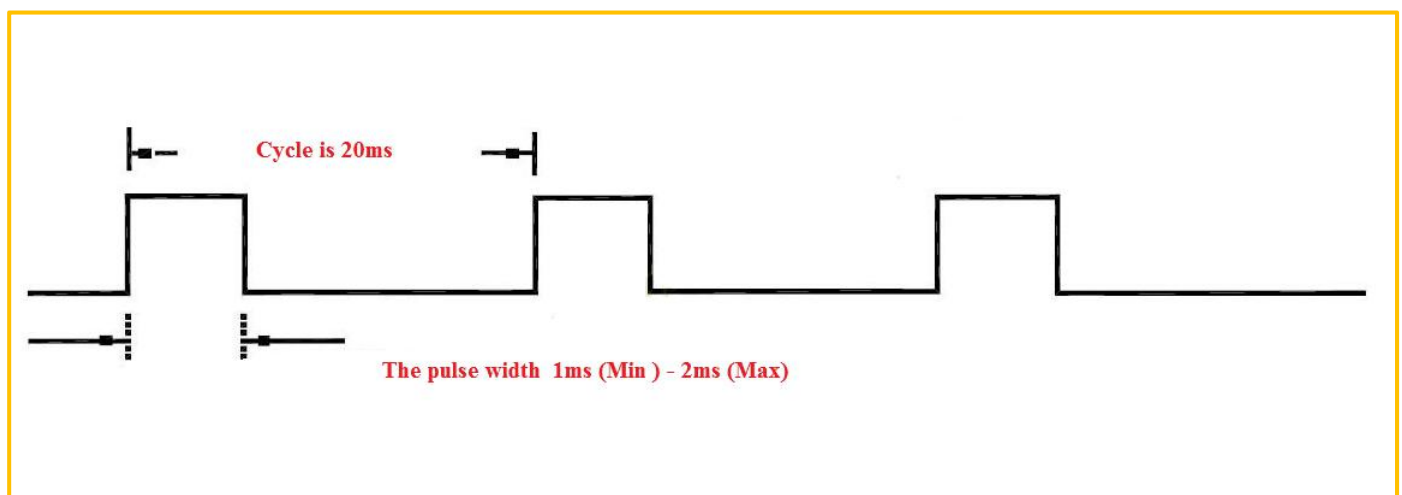
Introduction to Servo Motor

I guess you must have seen robots or high-tech products in American science-fiction films, at least heard of the noise of some moving automatic mechanical arms and audiences' scream. The noise comes from the rotation of the steering gear.

The steering gear is a kind of position (angle) servo driver, it can be rotated to any angle between 0 and 180 degrees, then precisely stop at your command, so it is suitable for those control systems which require angle changing and keeping. At present, it has been widely used in high-grade remote control toys, such as model aircraft, including the model plane, submarine model and remote control robot. Steering gear is an unprofessional name, in fact it is a kind of servo motor, a set of automatic control device which consists of DC motor, reduction gear group, sensor and control circuit. What is the automatic control? The so-called automatic control — continuously adjusting the output deviation by using a closed-loop feedback control circuit — makes the system output constant.

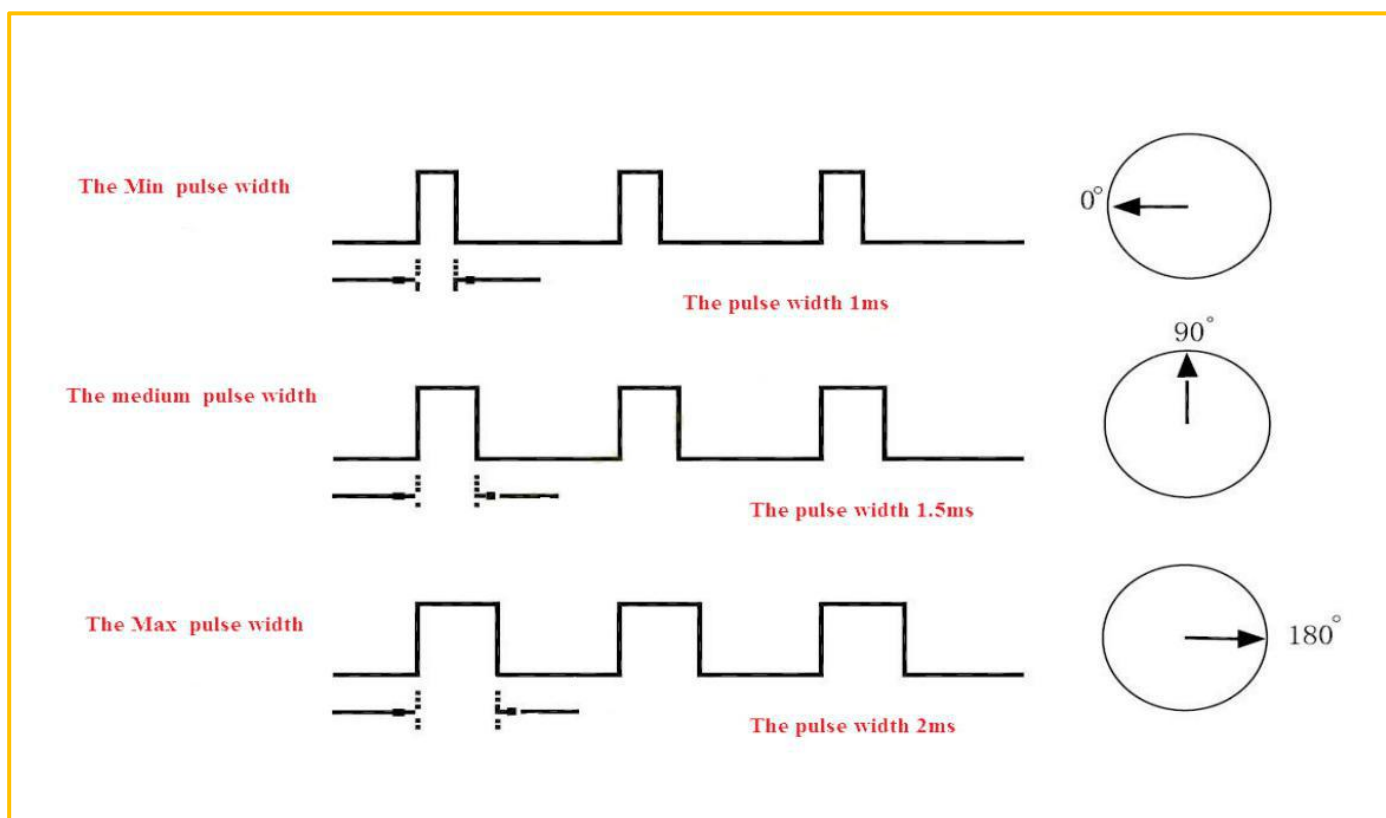
Experiment Principle

The steering gear servo system can be controlled by variable bandwidth pulse, the control line is used to transmit pulse. The parameters of the pulse consist minimum value, maximum value and frequency. In general, the cycle of the reference signal of the steering gear is 20ms, the bandwidth is 1.5ms. The reference signal is from the middle position. The steering gear has the maximum rotation angle, the middle position refers to the volumes from this position to the minimum angle and the maximum angle are exactly identical. The most important part, the maximum rotation angle varies with different steering gears, but of which the bandwidth of the middle position is certain, that is 1.5 ms.

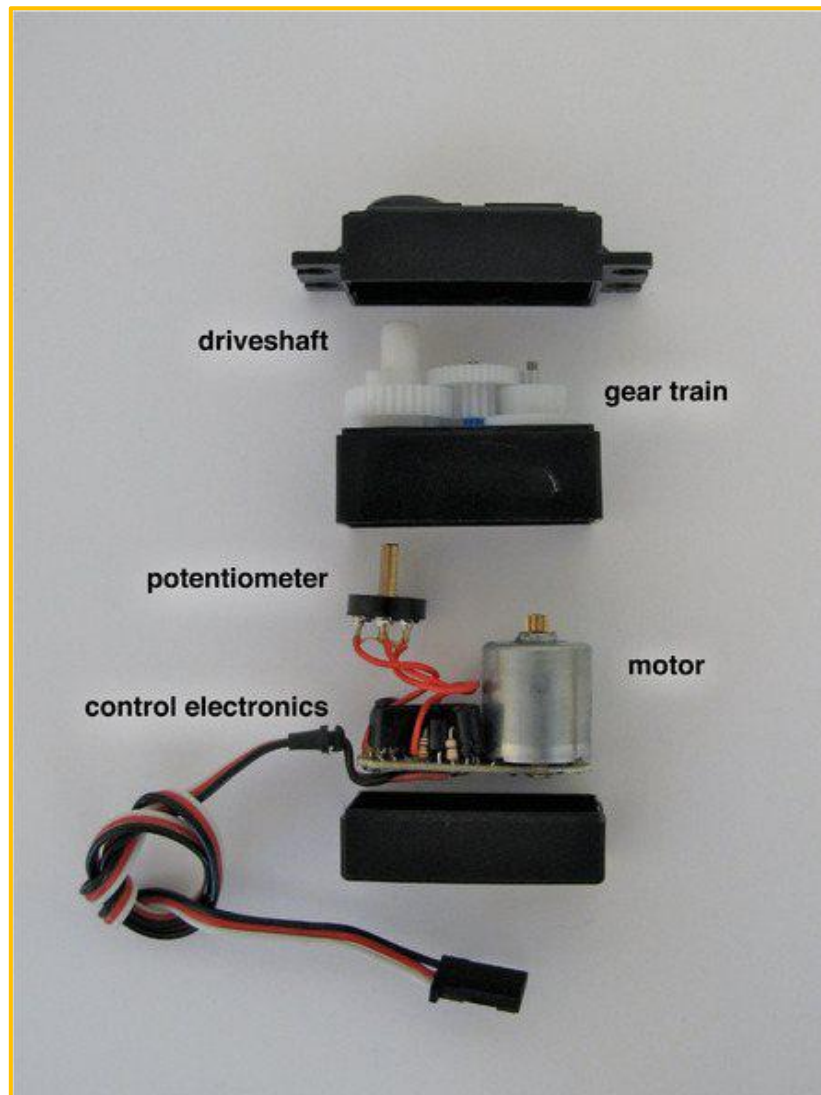


The rotation angle is produced by the continuous pulse from control line. This method is called pulse modulation. The length of pulse decides the rotation angle of steering gear. For example: the steering gear rotates to the middle position by 1.5 millisecond pulse (for 180° steering gear, the middle position is 90°). When the control system issues commands to move the steering gear to a particular position and make it keep a certain angle, then the influence of the external force won't change the angle, but the ceiling is its biggest torsion. Unless the control system continuously issues pulse to stable the steering angle, the angle will not always stay the same.

When the steering gear receives a pulse less than 1.5ms, the output shaft will take the middle position as standard and rotate a certain angle counterclockwise; when the received pulse is greater than 1.5ms, then the output shaft rotates clockwise. Different brands of steering gears, and even the same brand of different steering gears, the maximum and minimum value could be different.



Internal Structure of Steering Gear



Experiment Purpose

The aim is to controlling the motor rotation through the potentiometer

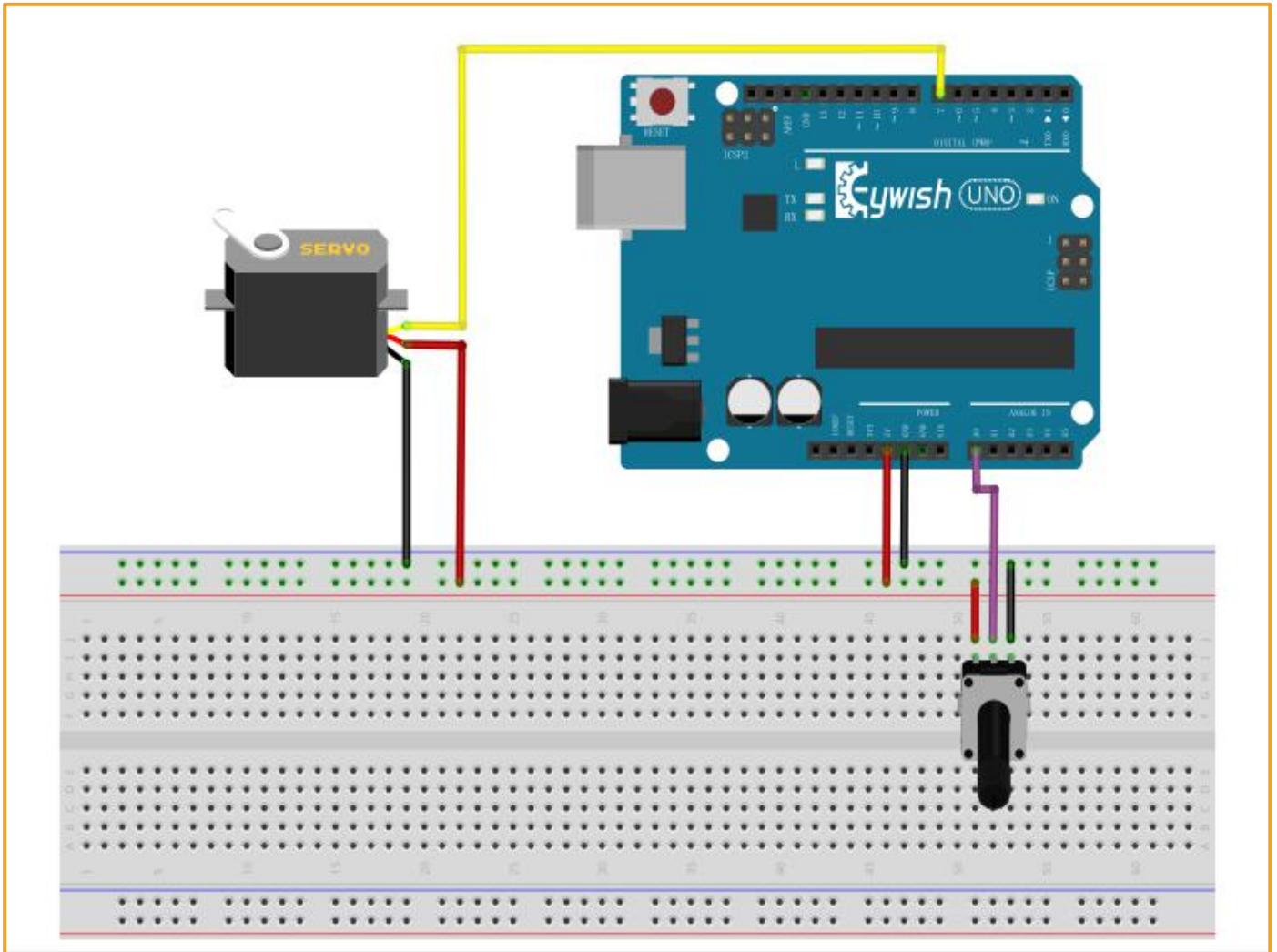
Component List

- ◆ Arduino Uno board
- ◆ Breadboard
- ◆ USB cable
- ◆ 10k potentiometer*1
- ◆ Servo Motor*1
- ◆ Several jumper wires

Wiring of Circuit

Connecting the left pin of the potentiometer to 3.3V, the right to GND and the middle to analog interface 0.

Connecting 5V and GND to the steering gear, the signal port to number 7 interface.



Code

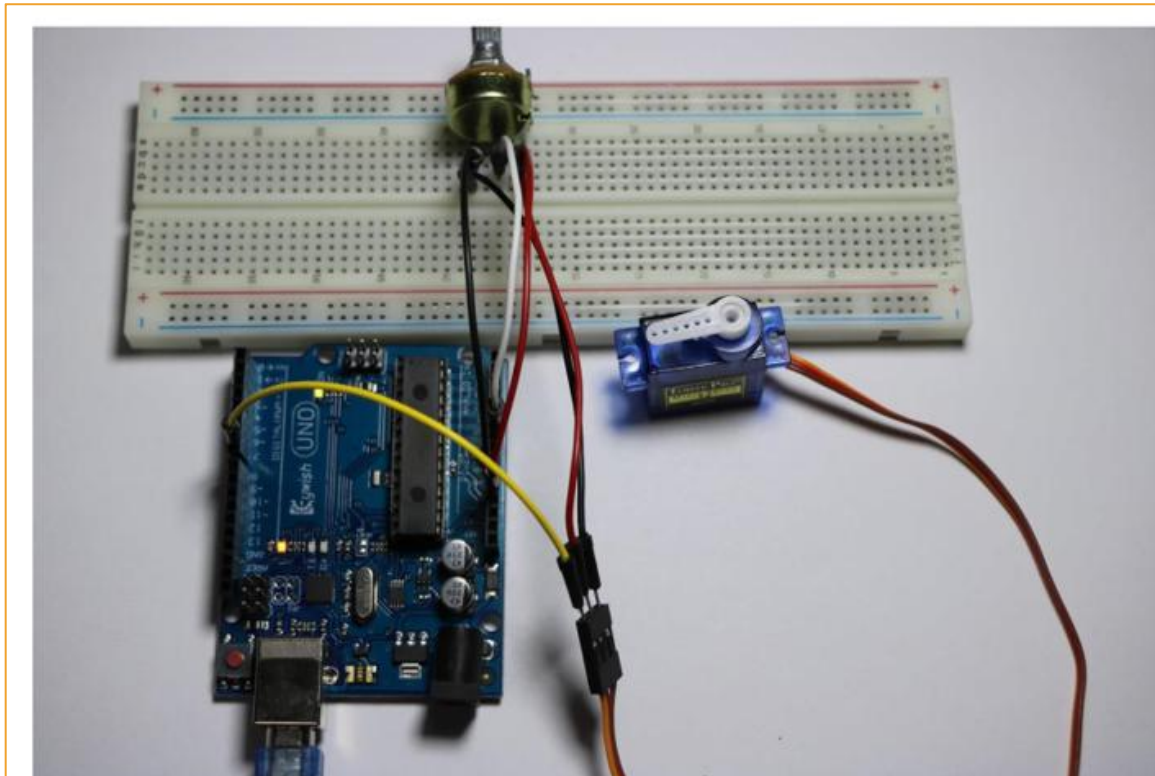
```
#include <Servo.h>

Servo myservo; // create servo object to control a servo
int readPin = A0;
int servopin = 7;

void setup() {
    pinMode(servopin,OUTPUT);
    myservo.attach(servopin); // attaches the servo on pin 9 to the servo object
}

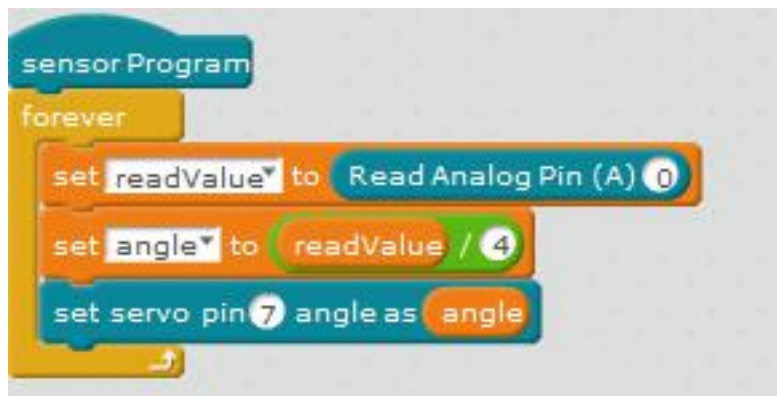
void loop() {
    int readValue = analogRead(readPin);
    int angle = readValue / 4;
    myservo.write(angle);           // tell servo to go to position in variable 'pos'
    delay(15);
}
```

Experiment Result



Mblock programming program

The program prepared by mBlock is shown in the figure below:



You can also open the program file directly with mblock, which is a .Sb2 file. Here are the steps to open it:

