Servo Motor Cheatsheet

Include the `Servo.h` library which gives us utilities to drive the servo motors

```
#include <Servo.h>
```

Declare your virtual servo object globaly.

This is what allows us to represent one real world servo motor in our code.

```
Servo myMotor;
```

You could create more motors, and give them different names

> ex:
> ```
> Servo motorArmLeft;
> Servo motorArmRight;
> ```

At the start of the program, we configure the motor to listen for a signal from `Pin 9`

```
myMotor.attach(9);
```

> all pins with the ~ symbol can be used for motors.

We can now control our motor with the `write` method, it accepts values from `0` to `180`

```
myMotor.write(45); //Move to 45 degrees
```

You can convert an analog value `x` range (range `0` to `1023`) to a motor angle (range `0` to `180`), we can use the `map` function

```
myMotor.write(map(x, 0, 1023, 0, 180));
```