### Servos

#### AJLONTECH

#### Overview



- Servo motors are used for angular positioning, such as in radio control airplanes. They typically have a movement range of 180 deg but can go up to 210 deg.
- The output shaft of a servo does not rotate freely, but rather is made to seek a particular angular position under electronic control.
- They are typically rated by torque and speed. A servo rated 40 ouncein/.21 means that at 1 inch from the hub, the servo can exert 40 ounces of force and move 60 deg in 0.21 sec.

#### What makes a Servo

Servo motors and are constructed out of basic DC motors, by adding:

- some gear reduction
- a position sensor for the motor shaft
- an electronic circuit that controls the motor's operation



- The basic hobby servo has a 180:1 gear ratio. The motor is typically small.
- Typically, a potentiometer (variable resistor) measures the position of the output shaft at all times so the controller can accurately place and maintain it's setting.



### Control

- An external controller (such as the Basic Stamp) tells the servo where to go with a signal know as *pulse proportional modulation* (PPM) or *pulse code modulation* (which is often confused with *pulse width modulation*, PWM).
- PPM uses 1 to 2ms out of a 20ms time period to encode its information.



- A control wire communicates the desired angular movement. The angle is determined by the duration of the pulse applied to the control wire.
- The servo expects to see a pulse every 20 milliseconds (.02 seconds). The length of the pulse will determine how far the motor turns. A 1.5 millisecond pulse will make the motor turn to the 90 degree position (often called the neutral position).
- If the pulse is shorter than 1.5 ms, then the motor will turn the shaft to closer to 0 degrees. If the pulse is longer than 1.5ms, the shaft turns closer to 180 degrees.







 The amount of power applied to the motor is proportional to the distance it needs to travel. So, if the shaft needs to turn a large distance, the motor will run at full speed. If it needs to turn only a small amount, the motor will run at a slower speed.



### **Modified Servos**



- This is done by removing the feedback sensor, and replacing it with an equivalent circuit that creates the same readings as the sensor being at 90 degrees.
- Then, giving it the signal for 0 degrees will cause the motor to turn on full speed in one direction. The signal for 180 degrees will cause the motor to go the other direction.
- Since the feedback from the output shaft is disconnected, the servo will continue in the appropriate direction as long as the signal remains.







- The parallax servos are modified servos with the potentiometer intact.
- The potentiometer (a.k.a., pot) should be adjusted to make the servo think that it is at the 90 degree mark.

#### **Parallax Servo Connections**



Servo Connector: Black – Vss Red – Vdd or Vin White – Signal



#### Servo on BOE Rev. C

Adjust jumper to connect to Vin





Figure 4-5 Servo Header Jumper Set to Vdd





Figure 4-7 Power to Board of Education and Servo Header on

## **Programming Servo Control**

The servos is controlled by bursts of signals **spaced 20mS** apart. A high signal can last between **1mS to 2mS**.

# The PULSOUT instruction is used to send the signals:

#### **PULSOUT** *pin, duration*

*pin*: Defines which I/O pin to use. *duration*: defines how long the pulse should last, but it in NOT in mS.

#### PBASIC PULOUT command

The PULSOUT duration is in 2 microsecond (uS) increments.

 $1 \mu S = .000001$  seconds.  $1 mS = 1000 \mu S$ 

For a command of: PULSOUT 14,750

This would be sending a pulse that lasts 750 x 2  $\mu$ S = 1500  $\mu$ S or 1.5 mS on pin 14.

#### Example control program

```
counter VAR Word
DEBUG "Counterclockwise 10 o'clock", CR
FOR counter = 1 \text{ TO} 150
  PULSOUT 14, 1000
  PAUSE 20
NEXT
DEBUG "Clockwise 2 o'clock", CR
FOR counter = 1 \text{ TO} 150
  PULSOUT 14, 500
  PAUSE 20
NEXT
DEBUG "Center 12 o'clock", CR
FOR counter = 1 \text{ TO} 150
  PULSOUT 14, 750
  PAUSE 20
NEXT
DEBUG "All done."
END
```