

Servo Motor



What It Does: This servo motor rotates either clockwise or counter clockwise continuously. The motor can be stopped, or allowed to run, for arbitrary amounts of time. Different attachments are available as well.

Required Connections: There are three connections that need to be made between the servo and the Arduino. One for power, ground, and another for sending commands to the servo.

Red: add a wire to this connection and attach it to **5V** on the Arduino.

Black: add a wire to this connection and attach it to **GND/Ground** on the Arduino.

White: this connection is the signal line for the servo, attach it to either **pin 4 or 7**.

Using the Servo In Scratch:

There are two blocks that control the operation of the servo. The *motor direction* block and the *motor off* block, both underneath the Motion tab. The *motor direction* block turns on the motor and has it rotate either clockwise or counter-clockwise. This motion continues until a *motor off* block is called.



Figure 1: Turn the Motor on Pin 7 Clockwise



Figure 2: Stopping the Motor on Pin 7

In the example below, the motor attached to pin 7 is rotated in each direction for 5 seconds and then stopped. This action begins whenever the Space Bar is pressed.

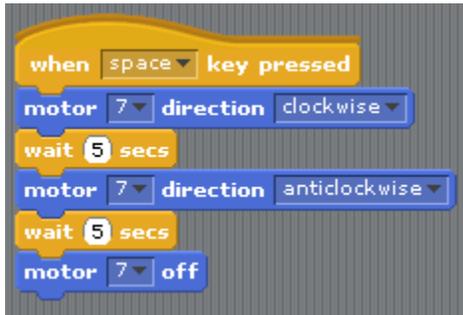


Figure 3: Servo Rotation Example