

Programming a Servo



Step 1: Start a new sketch and erase any code already there, then type in the code written below:

```
#include <Servo.h>
                              Sketch -> Include Library -> Servo, This tells Arduino that we are using a
                              Servo in this project
                              Capitalize Servo, myservo is the name of the servo, but we could have
Servo myservo;
                              called it whatever we wanted, so if we had 3 or 4 servos, it would make
                              sense to name them differently
                              This is where we setup our Arduino and tell it where we are
void setup(){
                              plugging in our Servo, in this case, into pin 9
  myservo.attach(9);
}
void loop(){
                              This is where we tell the servo what action to take and it will
  myservo.write(0);
                              repeat this action forever.
  delay(2000);
  myservo.write(180);
  delay(2000);
}
```

Step 2: Attach the wires to the Servo (red to red, black to black, white to white), then connect to the Arduino

- 1. Red -> Vin (positive side of power)
- 2. Black -> GND (negative side of power)
- White -> Pin 9 (from the line "myservo.attach(9)")

You can always change your code to make the motion exactly what you want. For a more detailed look at how the 2 servos behave, refer to the Servo Notes page.

^{*}For a regular servo, this code will make it go to 0° for 2 seconds, then to 180° for 2 seconds and repeat FOREVER.

^{*}For a full rotation servo, this will make it spin fast to the left for 2 seconds then fast to the right for 2 seconds and repeat FOREVER.