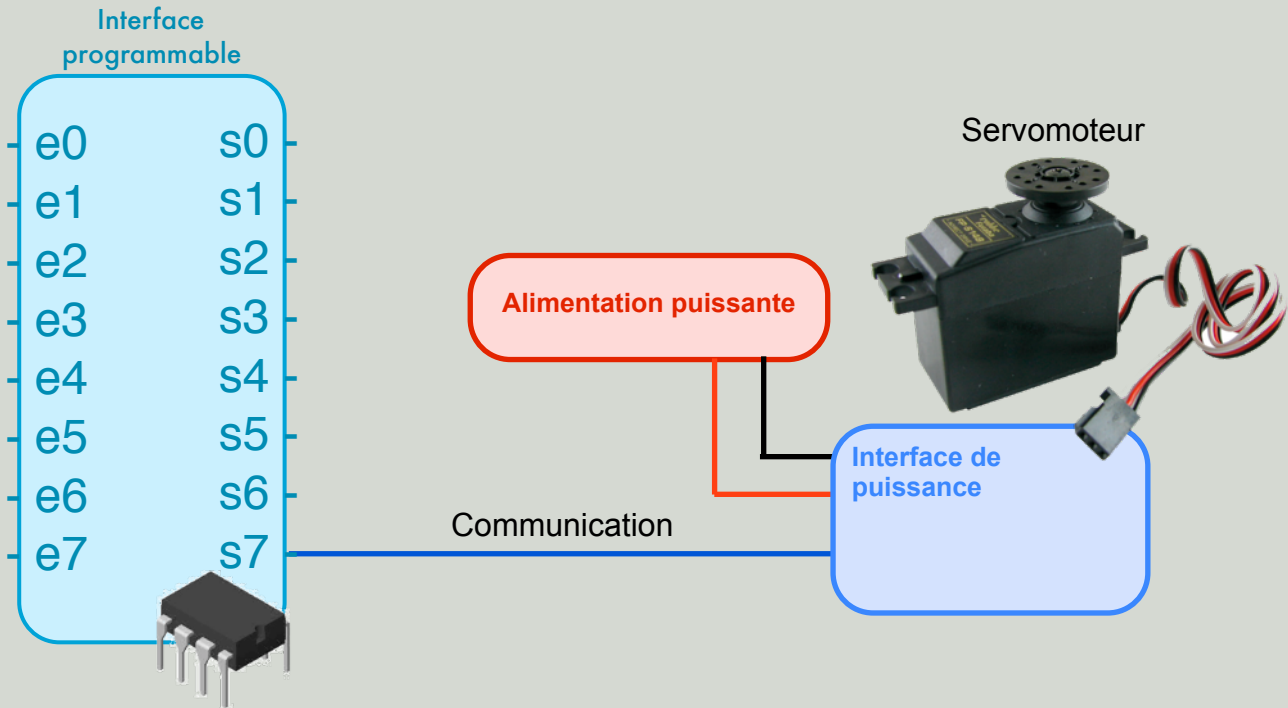
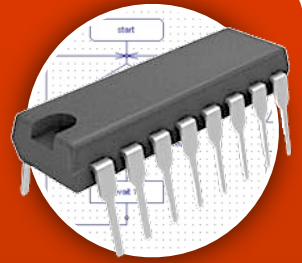
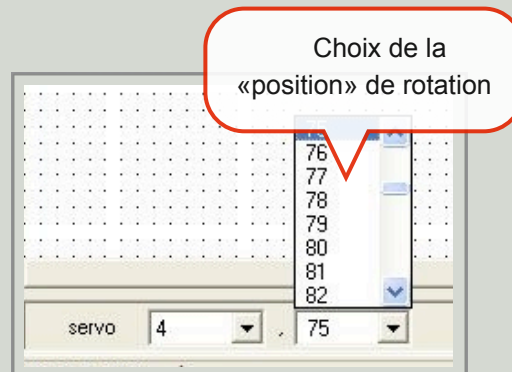
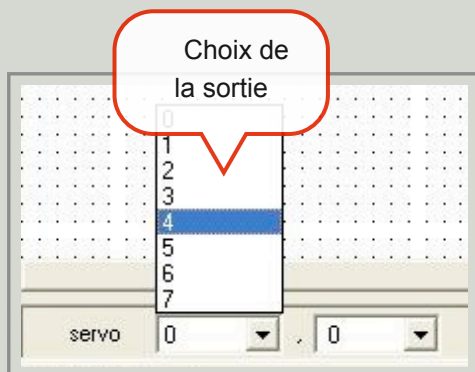


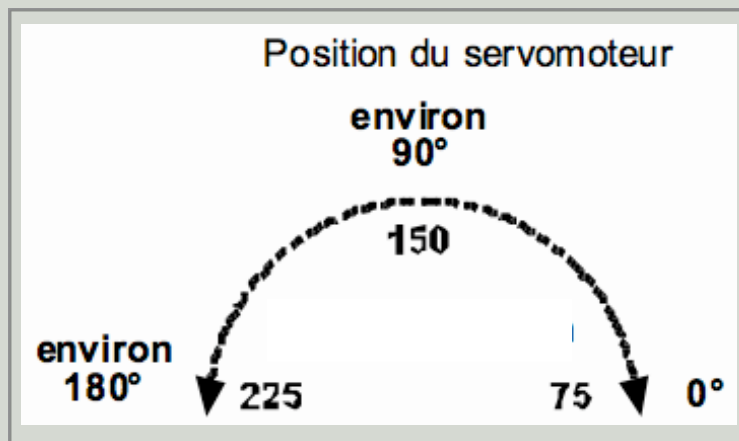
PILOTER UN SERVOMOTEUR



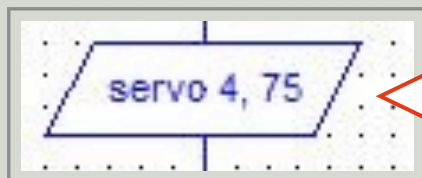
CÔTÉ LOGICIEL



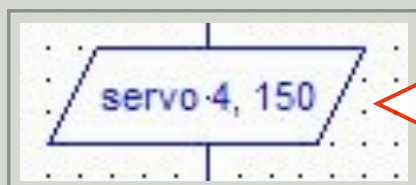
INDIQUER LA POSITION DE ROTATION DU SERVOMOTEUR



**Le code indiqué dans l'action (le rectangle) ne correspond pas à l'angle de rotation !
Exemple : rotation de 0° = code 75**



Servomoteur en sortie 4
Position demandé 0° (code 75)



Servomoteur en sortie 4
Position demandé 90° (code 150)