The Simulink Block Sets



Logic and Bit





Ports &

To ? Signal Attributes

₩Ç.

Misc Model-Wide Utilities





Lookup Tables



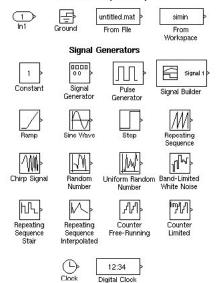
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Sources

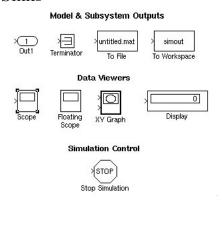
Math

Operations

Model & Subsystem Inputs

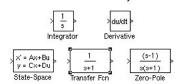


Sinks



Continuous

Continuous-Time Linear Systems

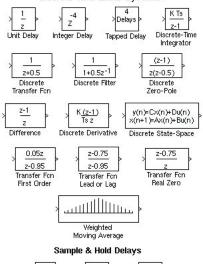


Continuous-Time Delays



Discrete

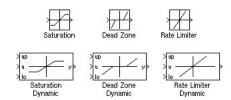
Discrete-Time Linear Systems





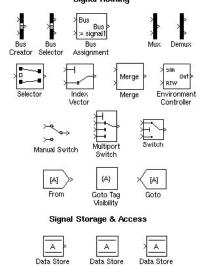
Discontinuities

Discontinuities



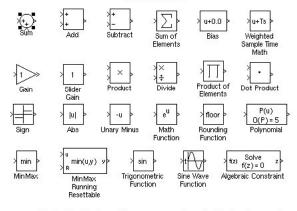
Signal Routing

Signal Bouting

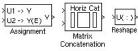


Math Operations

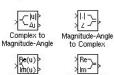
Math Operations



Vector/Matrix Operations

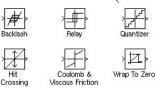


Complex Vector Conversions



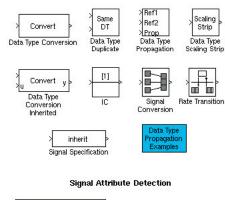
Real-Imag to Complex

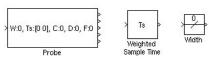
Discontinuities (cont.)



Signal Attributes

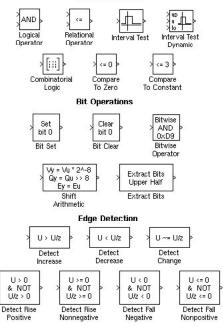
Signal Attribute Manipulation





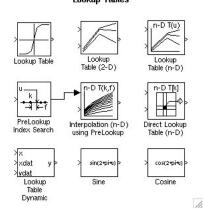
Logic and Bit Operations

Logic Operations



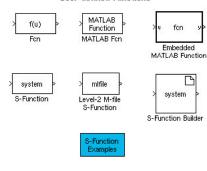
Lookup Tables

Lookup Tables



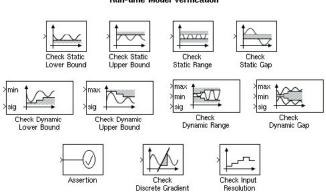
User Defined Functions

User-defined Functions

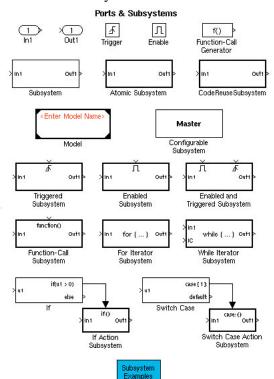


Model Verification

Run-time Model Verification

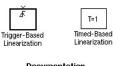


Ports and Subsystems

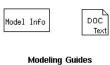


Misc/Model Wide Utilities

Linearization of Running Models

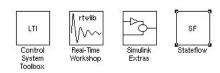


Documentation





Blocksets & Toolboxes

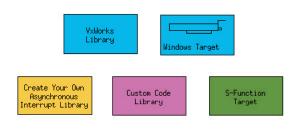


B&T: Control Stystems Toolbox

Simulink blocks for use with the Control System Toolbox

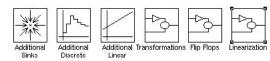


B&T: Real-Time Workshop

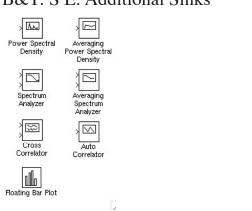


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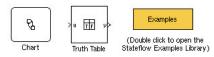
B&T: Simulink Extras



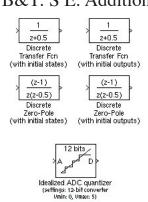
B&T: S E: Additional Sinks



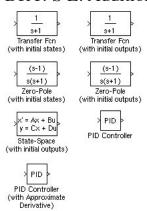
B&T: Stateflow



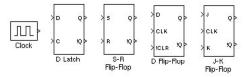
B&T: S E: Additional Discrete



B&T: S E: Additional Linear



B&T: S E: Flip-Flops



Note: J-K Flip-Flop is Negative-Edge-Triggered

Additional Math and Discete

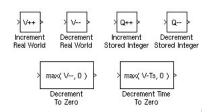
Additional Math & Discrete



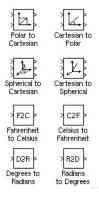


AM&D: Increment - Decrement

Increment/Decrement



B&T: S E: Transformations



B&T: S E: Linearization

Block for use with linmod:





AM&D: Additional Math

