

Figure 8: Representative Boost Control Map and Its Configuration

As shown in Figure 9, boost compensation introduces a new map which is driven by the default boost map via the use of an internal signal (User4). The compensation map scales the boost map up or down as a function of the output of the module via the Xede's PWM0 input.

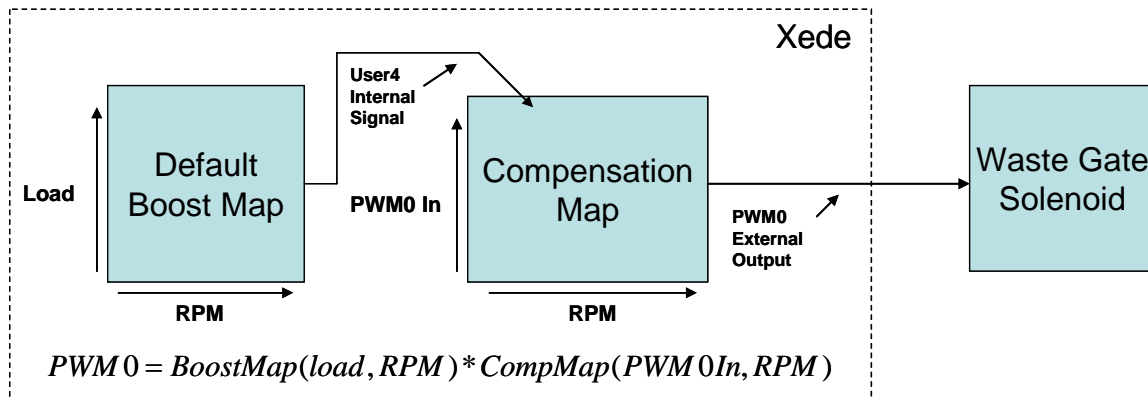


Figure 9: Boost Compensation Xede Boost Control Mapping

To modify a boost map for boost compensation right click on the map and select "edit map". The window similar to that represented in Figure 10, right hand side, will open. Change the "Output Variable" selection to "User4" and click on "OK".