



MOTOR CONTROL FROM A VIRTUAL WORLD INTO REAL WORLD

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Abstract

In this paper, a data connection has been provided to control a real 3-phase induction motor by a control signal coming from the Second Life which is a three dimensional virtual world. A server has been created in an object by means of a script in the Second Life. A client has been created by a microcontroller and a wireless module in the Real Life. The client has been connected the server. A Logic data has been sent into the Real Life microcontroller when a button pressed in the Second Life using this data connection. A contactor coil has been energized or de-energized to control a real 3-phase induction motor as on/off by the logic data in the microcontroller. The result shows that Second Life can be utilized to manage controllable Real Life objects in industry, education.

Keywords: Control, induction motor, real world, virtual world, Second Life.