0,	// Sv1_minL 551 39 - Servo 1 Min low
50,	// Sv1_min 552 40 - Servo 1 Min high
0,	// Sv1_maxL 553 41 - Servo 1 Max low
200,	// Sv1_max 554 42 - Servo 1 Max high
	// Sv1_Mode 555 43 - Servo 1 Mode:
(0 << CVbit_SvMode_MOVMOD) |	// Bit 0: Move Mode: 0 = A-B; 1 = permanent
(1 << CVbit_SvMode_OUT_CTRL) |	// Bit 1: Relais control: 0 = disabled, 1 = enabled
(0 << CVbit_SvMode_MAN) |	// Bit 2: manual tracers: 0 = disabled, 1 = enabled
(0 << CVbit_SvMode_FEEDBACK) |	// Bit 3: feedback installed 0 = no 1 = yes (will be used for BiDi)
(1 << CVbit_SvMode_ADJ) |	// Bit 4: manual adjustment 0 = disabled 1 = enabled
(1 << CVbit_SvMode_KeepOn) |	// Bit 5: pulses when no move 0 = off 1 = pulses even when not moving
(1 << CVbit_SvMode_PowCtrl) |	// Bit 6: servo power 0 = always on 1 = turn off power after move
(1 << CVbit_SvMode_Stretch),	// Bit 7: extend range 0 = 1ms ..2ms 1 = 0.5ms - 2.5ms
5,	// Sv1_Repeat 556 44 - Servo 1 Repeat: 0=forever
0,	// Sv1_Loc 557 45 Servo 1 Location: 0 = pre Move A; 1=pre move B
7,	// Sv1_CurveA 558 46 - Servo 1 Curve Movement A
40,	// Sv1_TimeA 559 47 - Servo 1 Curve Time stretch A
8,	// Sv1_CurveB 560 48 - Servo 1 Curve Movement B
40,	// Sv1_TimeB 561 49 - Servo 1 Curve Time stretch B
0,	// Sv1_res 562 50 - Servo 1 reserved
0,	// Sv2_minL 563 51 - Servo 2 Min low
50,	// Sv2_min 564 52 - Servo 2 Min high
0,	// Sv2_maxL 565 53 - Servo 2 Max low
200,	// Sv2_max 566 54 - Servo 2 Max high
	// Sv2_Mode 567 55 - Servo 2 Mode
(0 << CVbit_SvMode_MOVMOD) |	// Bit 0: Move Mode: 0 = A-B; 1 = permanent
(1 << CVbit_SvMode_OUT_CTRL) |	// Bit 1: Relais control: 0 = disabled, 1 = enabled
(0 << CVbit_SvMode_MAN) |	// Bit 2: manual tracers: 0 = disabled, 1 = enabled
(0 << CVbit_SvMode_FEEDBACK) |	// Bit 3: feedback installed 0 = no 1 = yes (will be used for BiDi)
(1 << CVbit_SvMode_ADJ) |	// Bit 4: manual adjustment 0 = disabled 1 = enabled
(1 << CVbit_SvMode_KeepOn) |	// Bit 5: pulses when no move 0 = off 1 = pulses even when not moving
(1 << CVbit_SvMode_PowCtrl) |	// Bit 6: servo power 0 = always on 1 = turn off power after move
(1 << CVbit_SvMode_Stretch),	// Bit 7: extend range 0 = 1ms ..2ms 1 = 0.5ms - 2.5ms
0,	/ Sv2_Repeat 568 56 - Servo 2 Repeat

0,	// Sv2_Loc 569 57 Servo 2 Location = 0 = pre Move A; 1=pre move B
7,	// Sv2_CurveA 570 58 - Servo 2 Curve Movement A
40,	// Sv2_TimeA 571 59 - Servo 2 Curve Time stretch A
8,	// Sv2_CurveB 572 60 - Servo 2 Curve Movement B
40,	// Sv2_TimeB 573 61 - Servo 2 Curve Time stretch B