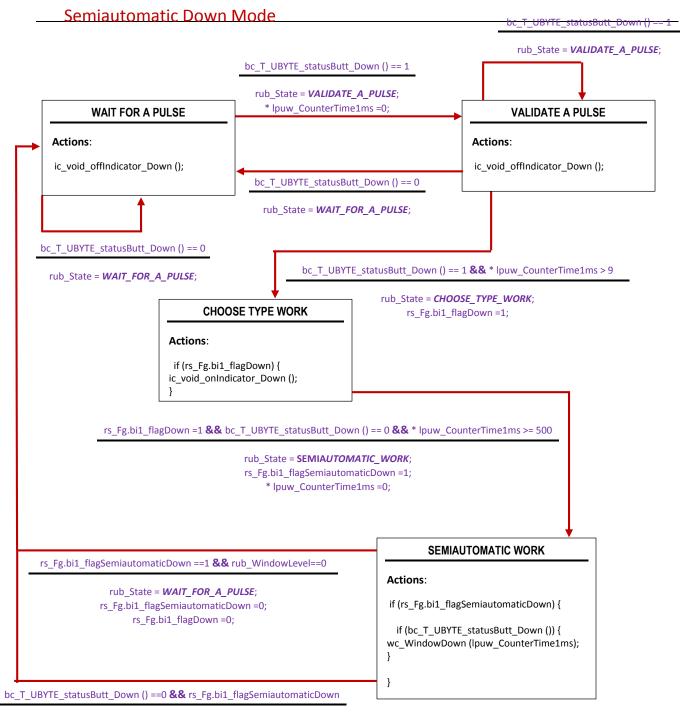


rub_State = VALIDATE_A_PULSE; rs_Fg.bi1_flagDown=0; rs_Fg.bi1_flagAutomaticDown=0; * lpuw_CounterTime1ms =0;







rub_State = WAIT_FOR_A_PULSE;
rs_Fg.bi1_flagSemiautomaticDown =0;
 rs_Fg.bi1_flagDown =0;





Antipinch Mode

