Automatic Up Mode

bc\_T\_UBYTE\_statusButt\_Up () == 1

rub\_State = ***VALIDATE\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 1

rub\_State = ***VALIDATE\_A\_PULSE***; \* lpuw\_CounterTime1ms =0;

**WAIT FOR A PULSE**

**Actions**:

ic\_void\_offIndicator\_Up ();

**VALIDATE A PULSE**

**Actions**:

ic\_void\_offIndicator\_Up ();

bc\_T\_UBYTE\_statusButt\_Up () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 1 **&&** \* lpuw\_CounterTime1ms > 9

rub\_State = ***CHOOSE\_TYPE\_WORK***; rs\_Fg.bi1\_flagUp=1;

**CHOOSE TYPE WORK**

**Actions**:

if (rs\_Fg.bi1\_flagUp) { ic\_void\_onIndicator\_Up (); }

rs\_Fg.bi1\_flagUp=1 **&&** bc\_T\_UBYTE\_statusButt\_Up () == 0 **&&** \* lpuw\_CounterTime1ms < 500

rub\_State = ***AUTOMATIC\_WORK***; rs\_Fg.bi1\_flagAutomaticUp=1; \* lpuw\_CounterTime1ms =0;

**AUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagAutomaticUp) {

wc\_WindowUp (lpuw\_CounterTime1ms);

}

rs\_Fg.bi1\_flagAutomaticUp==1 **&&** rub\_WindowLevel==10

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagAutomaticUp=0; rs\_Fg.bi1\_flagUp=0;

bc\_T\_UBYTE\_statusButt\_Up () **||** bc\_T\_UBYTE\_statusButt\_Down ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagUp=0; rs\_Fg.bi1\_flagAutomaticUp=0; \* lpuw\_CounterTime1ms =0;

rs\_Fg.bi1\_flagUp **&&** bc\_T\_UBYTE\_statusButt\_AntiP ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagUp=0; rs\_Fg.bi1\_flagAutomaticUp=0; \* lpuw\_CounterTime1ms =0;

Semiautomatic Up Mode

bc\_T\_UBYTE\_statusButt\_Up () == 1

rub\_State = ***VALIDATE\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 1

rub\_State = ***VALIDATE\_A\_PULSE***; \* lpuw\_CounterTime1ms =0;

**WAIT FOR A PULSE**

**Actions**:

ic\_void\_offIndicator\_Up ();

**VALIDATE A PULSE**

**Actions**:

ic\_void\_offIndicator\_Up ();

bc\_T\_UBYTE\_statusButt\_Up () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Up () == 1 **&&** \* lpuw\_CounterTime1ms > 9

rub\_State = ***CHOOSE\_TYPE\_WORK***; rs\_Fg.bi1\_flagUp=1;

**CHOOSE TYPE WORK**

**Actions**:

if (rs\_Fg.bi1\_flagUp) { ic\_void\_onIndicator\_Up (); }

rs\_Fg.bi1\_flagUp=1 **&&** bc\_T\_UBYTE\_statusButt\_Up () == 0 **&&** \* lpuw\_CounterTime1ms >= 500

rub\_State = **SEMIA*UTOMATIC\_WORK***; rs\_Fg.bi1\_flagSemiautomaticUp=1; \* lpuw\_CounterTime1ms =0;

rs\_Fg.bi1\_flagSemiautomaticUp==1 **&&** rub\_WindowLevel==10

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagSemiautomaticUp=0; rs\_Fg.bi1\_flagUp=0;

**SEMIAUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagSemiautomaticUp) {

if (bc\_T\_UBYTE\_statusButt\_Up ()) {

wc\_WindowUp (lpuw\_CounterTime1ms); }

}

bc\_T\_UBYTE\_statusButt\_Up () ==0 **&&** rs\_Fg.bi1\_flagSemiautomaticUp

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagSemiautomaticUp=0; rs\_Fg.bi1\_flagUp=0;

rs\_Fg.bi1\_flagUp **&&** bc\_T\_UBYTE\_statusButt\_AntiP ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagUp=0; rs\_Fg.bi1\_flagSemiautomaticUp=0; \* lpuw\_CounterTime1ms =0;

Automatic Down Mode

bc\_T\_UBYTE\_statusButt\_Down () == 1

rub\_State = ***VALIDATE\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 1

rub\_State = ***VALIDATE\_A\_PULSE***; \* lpuw\_CounterTime1ms =0;

**WAIT FOR A PULSE**

**Actions**:

ic\_void\_offIndicator\_Down ();

**VALIDATE A PULSE**

**Actions**:

ic\_void\_offIndicator\_Down ();

bc\_T\_UBYTE\_statusButt\_Down () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 1 **&&** \* lpuw\_CounterTime1ms > 9

rub\_State = ***CHOOSE\_TYPE\_WORK***; rs\_Fg.bi1\_flagDown=1;

**CHOOSE TYPE WORK**

**Actions**:

if (rs\_Fg.bi1\_flagDown) { ic\_void\_onIndicator\_Down (); }

rs\_Fg.bi1\_flagDown=1 **&&** bc\_T\_UBYTE\_statusButt\_Down () == 0 **&&** \* lpuw\_CounterTime1ms < 500

rub\_State = ***AUTOMATIC\_WORK***; rs\_Fg.bi1\_flagAutomaticDown=1; \* lpuw\_CounterTime1ms =0;

**AUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagAutomaticDown) {

wc\_WindowDown (lpuw\_CounterTime1ms);

}

rs\_Fg.bi1\_flagAutomaticDown==1 **&&** rub\_WindowLevel==0

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagAutomaticDown=0; rs\_Fg.bi1\_flagDown=0;

bc\_T\_UBYTE\_statusButt\_Up () **||** bc\_T\_UBYTE\_statusButt\_Down ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagDown=0; rs\_Fg.bi1\_flagAutomaticDown=0; \* lpuw\_CounterTime1ms =0;

Semiautomatic Down Mode

bc\_T\_UBYTE\_statusButt\_Down () == 1

rub\_State = ***VALIDATE\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 1

rub\_State = ***VALIDATE\_A\_PULSE***; \* lpuw\_CounterTime1ms =0;

**WAIT FOR A PULSE**

**Actions**:

ic\_void\_offIndicator\_Down ();

**VALIDATE A PULSE**

**Actions**:

ic\_void\_offIndicator\_Down ();

bc\_T\_UBYTE\_statusButt\_Down () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 0

rub\_State = ***WAIT\_FOR\_A\_PULSE***;

bc\_T\_UBYTE\_statusButt\_Down () == 1 **&&** \* lpuw\_CounterTime1ms > 9

rub\_State = ***CHOOSE\_TYPE\_WORK***; rs\_Fg.bi1\_flagDown =1;

**CHOOSE TYPE WORK**

**Actions**:

if (rs\_Fg.bi1\_flagDown) { ic\_void\_onIndicator\_Down (); }

rs\_Fg.bi1\_flagDown =1 **&&** bc\_T\_UBYTE\_statusButt\_Down () == 0 **&&** \* lpuw\_CounterTime1ms >= 500

rub\_State = **SEMIA*UTOMATIC\_WORK***; rs\_Fg.bi1\_flagSemiautomaticDown =1; \* lpuw\_CounterTime1ms =0;

rs\_Fg.bi1\_flagSemiautomaticDown ==1 **&&** rub\_WindowLevel==0

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagSemiautomaticDown =0; rs\_Fg.bi1\_flagDown =0;

**SEMIAUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagSemiautomaticDown) {

if (bc\_T\_UBYTE\_statusButt\_Down ()) {

wc\_WindowDown (lpuw\_CounterTime1ms); }

}

bc\_T\_UBYTE\_statusButt\_Down () ==0 **&&** rs\_Fg.bi1\_flagSemiautomaticDown

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagSemiautomaticDown =0; rs\_Fg.bi1\_flagDown =0;

Antipinch Mode

bc\_T\_UBYTE\_statusButt\_AntiP () == 1

rub\_State = ***VALIDATE\_A\_PULSE***;

**SEMIAUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagSemiautomaticUp) {

if (bc\_T\_UBYTE\_statusButt\_Up ()) {

wc\_WindowUp (lpuw\_CounterTime1ms); }

}

**VALIDATE A PULSE**

**Actions**:

ic\_void\_offIndicator\_Up ();

rs\_Fg.bi1\_flagUp **&&** bc\_T\_UBYTE\_statusButt\_AntiP ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagUp=0; rs\_Fg.bi1\_flagSemiautomaticUp=0; \* lpuw\_CounterTime1ms =0;

\* lpuw\_CounterTime1ms >5000

rub\_State = ***WAIT\_FOR\_A\_PULSE***; rs\_Fg.bi1\_flagWaiting5Secons=0;

**WAIT FOR A PULSE**

**Actions**:

ic\_void\_offIndicator\_Down ();

ic\_void\_offIndicator\_Up ();

rs\_Fg.bi1\_flagAntipinch ==1 **&&** \* lpuw\_CounterTime1ms <=5000

rub\_State = ***STOP\_5\_SECONDS***;

**STOP 5 SECONDS**

**Actions**:

Waiting…

rs\_Fg.bi1\_flagAntipinch ==1 **&&** rub\_WindowLevel==0

rub\_State = ***STOP\_5\_SECONDS***; rs\_Fg.bi1\_flagAntipinch =0; rs\_Fg.bi1\_flagWaiting5Secons=1; \* lpuw\_CounterTime1ms =0;

bc\_T\_UBYTE\_statusButt\_AntiP () == 1 **&&** \* lpuw\_CounterTime1ms > 9

rub\_State = ***ANTIPINCH\_WORK***; rs\_Fg.bi1\_flagAntipinch=1; \* lpuw\_CounterTime1ms =0;

**ANTIPINCH WORK**

**Actions**:

if(rs\_Fg.bi1\_flagAntipinch) {

wc\_WindowDown (lpuw\_CounterTime1ms);

}

rs\_Fg.bi1\_flagUp **&&** bc\_T\_UBYTE\_statusButt\_AntiP ()

rub\_State = ***VALIDATE\_A\_PULSE***; rs\_Fg.bi1\_flagUp=0; rs\_Fg.bi1\_flagAutomaticUp=0; \* lpuw\_CounterTime1ms =0;

**AUTOMATIC WORK**

**Actions**:

if(rs\_Fg.bi1\_flagAutomaticUp) {

wc\_WindowUp (lpuw\_CounterTime1ms);

}