Function Names Descriptions

This document explain the convention used to naming functions, and includes a brief description of each one (the ones used on the Window Lifter Code)

The convention used to give names to the functions is:

**<OBJECT>\_<Actions>**

\*OBJECT: Refers to the specific module (HW or SW) that is related with this code

\*Actions: Refers to the specific action that the function will do (Routine, Configuration, Enable/Disable, etc.)

These are the functions of the Window\_Lifter\_Code:

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| WDOG\_Disable | WatchDog Configuration (Disable) |
| FREQ\_Config | Frequency Configuration |
| NVIC\_init\_IRQs | Enable Interrupts |
| LPIT0\_Init | Initialize Timer0 (to be used for all the time lapses (100ms,400ms) ) |
| PCC\_Enable | Enable Clock to PORTS |
| WINDOW\_Init | Configure LEDS (Window Simulation) |
| INDICATORS\_Init | Configure LEDS (Mode Indicators) |
| BUTTONS\_Init | Configure Buttons (Up/Down/AntiPinch) |
| LEDS\_Idle | Configure the idle status of the LEDS(Window Simulation and Indicators) |
| PUSHUP\_Read | Get the value of the Button (UP) |
| PUSHDOWN\_Read | Get the value of the Button (Down) |
| ANTIPINCH | Get the value of the Button (AntiPinch) |
| TIMER100ms\_Enable | Enable a 100ms Timer |
| TIMER100ms\_Disable | Disable a 100ms Timer |
| TIMER400ms\_Enable | Enable a 400ms Timer |
| TIMER400ms\_Disable | Disable a 400ms Timer |
| UP\_Mode\_Routine | Activate the Up Mode (Simulate the window Up Behavior) |
| DOWN\_Mode\_Routine | Activate the Down Mode (Simulate the window Down Behavior) |