```
void OpenOneTurn()
{
    int i;
    for(i = 0; i < 12; i++) //48 steps på en omgang, 12*4=48
    {
        Vindue1a_Write(0);
        Vindue2a_Write(1);
        Vindue1b_Write(1);
        Vindue2b_Write(0);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(0);
        Vindue2a_Write(0);
        Vindue1b_Write(1);
        Vindue2b_Write(1);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(1);
        Vindue2a_Write(0);
        Vindue1b_Write(0);
        Vindue2b_Write(1);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(1);
        Vindue2a_Write(1);
        Vindue1b_Write(0);
        Vindue2b_Write(0);
        CyDelay(TIME_BETWEEN_STEPS);
    }
    currentTurn++; //Opdatering af stilling på vindue
}

void CloseOneTurn()//48 steps på en omgang, 12*4=48
{
    int i;
    for(i = 0; i < 12; i++)
    {
        Vindue1a_Write(1);
        Vindue2a_Write(0);
        Vindue1b_Write(0);
        Vindue2b_Write(1);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(0);
        Vindue2a_Write(0);
        Vindue1b_Write(1);
        Vindue2b_Write(1);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(0);
        Vindue2a_Write(1);
        Vindue1b_Write(1);
        Vindue2b_Write(0);
        CyDelay(TIME_BETWEEN_STEPS);
        Vindue1a_Write(1);
        Vindue2a_Write(1);
        Vindue1b_Write(0);
        Vindue2b_Write(0);
        CyDelay(TIME_BETWEEN_STEPS);
    }
    currentTurn--; //Opdatering af stilling på vindue
}
```