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

}