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| **1** | **Functional** | **Requirement** | **Window lifter is controlled by two switches that indicate the direction of the window movement.** |
| **2** | **No-Functional** | **Requirement** | **For this purpose the window has to be emulated using a 10 led bar.** |
| **3** | **No-Functional** | **Requirement** | **The color of this led bar has to be RED.** |
| **4** | **Functional** | **Requirement** | **The movement of the window has to be simulated turning on/off the LEDS creating the animation of the window movement.** |
| **5** | **Functional** | **Requirement** | **The time between each transition shall be 400 msec.** |
| **6** | **Functional** | **Requirement** | **Window movement graphical description:** |
| **7** | **Functional** | **Requirement** | **There are two possible window movements: -Up -Down** |
| **8** | **Functional** | **Requirement** | **Each window movement has to be indicated trough a led color. Depending on movement each led has to be turn on:**  **Up Blue**  **Down Green** |
| **9** | **Functional** | **Requirement** | **In order to consider a validate button press; the button has to be pressed at least 10 msec.** |
| **10** | **Functional** | **Requirement** | **The module has to be able to detect fail button press. In that case the button press or button combination has to be considered as invalid.** |
| **11** | **Functional** | **Requirement** | **In case than a valid button press is detected the module has to follow the next behavior depending on the button pressed.**  **UP >500 msec The window shall UP until get totally CLOSED while the button keep press.**  **DOWN >500 msec The window shall DOWN until get totally OPEN while the button keep press.**  **UP <500 msec The window shall UP until get totally CLOSED automatically. (Function one touch)**  **DOWN <500 msec The window shall DOWN until get totally OPEN automatically. (Function one touch)** |
| **12** | **Functional** | **Requirement** | **In this case the signal than indicates to the module the detection of a pinch will be a push button.** |
| **13** | **Functional** | **Requirement** | **Anti pinch button press has to follow the same characteristics than UP and DOWN buttons for valid press.** |
| **14** | **Functional** | **Requirement** | **This signal just can be considered as valid when the movement is UP.** |
| **15** | **Functional** | **Requirement** | **If this signal is valid then the module has to stop the UP Movement and then DOWN the window until the window get totally OPEN.** |
| **16** | **Functional** | **Requirement** | **After window is totally OPEN the module has to ignore during 5 seconds all button press.** |
| **17** | **Functional** | **Requirement** | **After this time the module has to recognize every button press.** |