

Component Name HARD\_landSys5

### Partitioning the elements

#### Available

merge\_stop\_stmlt\_door\_closing\_RSE  
merge\_stop\_stmlt\_general\_RSEQ  
merge\_monitor\_gears\_locked\_Down  
merge\_monitor\_gears\_maneuvering  
merge\_monitor\_anomaly  
spawn\_orderDownInterruption  
spawn\_orderUpInterruption  
eliminateAGearSensor  
eliminateOneOf3FGearSensor  
sense1\_FDO\_OK  
sense1\_FDO\_KO  
sense2\_FDO\_OK  
sense2\_FDO\_KO  
sense3\_FDO\_OK  
sense3\_FDO\_KO  
sense1\_RDO\_OK  
sense1\_RDO\_KO  
sense2\_RDO\_OK

#### Selected

downG  
upG  
cockp\_emergency\_detection  
anyInvalidGearSensor  
Gear\_extendGear  
Gear\_ru2eu  
Gear\_eu2el  
Gear\_retract\_gear  
Gear\_eu2ru  
Gear\_ru2rl  
Door\_openDoor\_cl2cu  
Door\_cu2ou  
Door\_ou2ou  
ou2cu  
cu2cl  
swe\_closeSwitch



Cancel

OK