



Polarion VARIANTS

The Integrated Variants Management powered by pure::variants

Jiri Walek, VP Product Management

Variants Management

- Manage the diversity of product variants
- From early stage (Requirements), through development (Model, Code) to release (Testing)



Share & Reuse

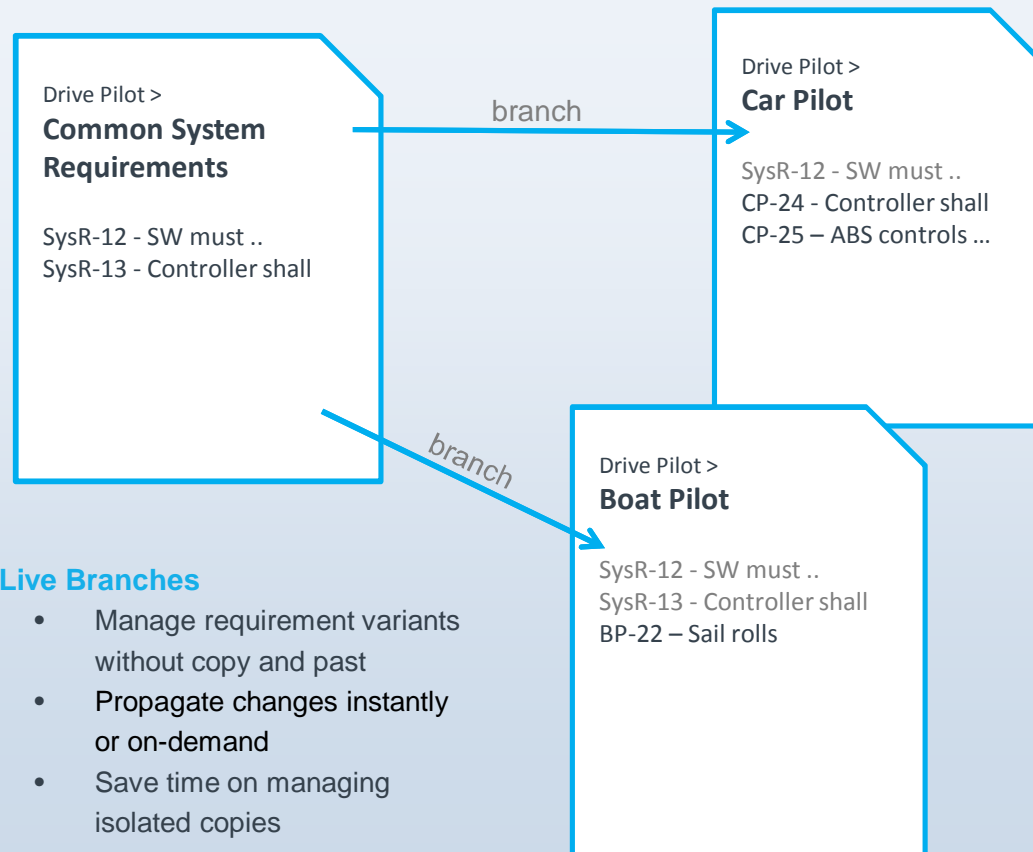


Manage Change



Scale

Share and Change



Live Branches

- Manage requirement variants without copy and past
- Propagate changes instantly or on-demand
- Save time on managing isolated copies

Car Pilot Backlog

CP1- Check Manual Transition
CP2- Ignition Mode

Boat Pilot Backlog

CP2- Sail Lock control

Product Variant Backlogs describe the actual increments / “changes” specific to the product variant / model.

Scale

- Exponential complexity
 - Number of Variants
 - Number of Releases
- Changes become not shared
- Impossible to introduce new Variants



pure-systems is the leading provider of software product line and variant management engineering tools and solutions.



Polarion VARIANTS

- New addition to Polarion ALM product family.
- Licensed separately as an Add-on



- Based on pure::variants Technology
- Native Integration into Polarion User Interface

Feature < Work Items < Car Light

https://inlive.polarion.com/polarion/#/project/carlight/workitems/feature?link_role=parent&tree_depth=10&sidebar=variants&variant=VM-110&tab=tree

34 found Load all

Show Backlinked Work Items having has parent role expanded to 10 levels Include Commits Filter Linked Items

ID	Title	Variation Type
VM-27	High Beam Xenon	Alternative Feature
VM-28	Combined Low High Beam	Optional Feature
VM-23	Low Beam	Mandatory Feature
VM-25	Low Beam Halogen	Alternative Feature
VM-24	Low Beam Xenon	Alternative Feature
VM-37	Light Assistance	Optional Feature
VM-40	Cornering Light	Or Feature
VM-42	Cornering Static Lights	Or Feature
VM-41	Adaptive Forward Lighting	Or Feature
VM-39	High Low Beam Detection	Or Feature
VM-38	Automatic Light	Or Feature
VM-32	Daytime Running Light	Optional Feature
VM-34	Daytime Running Light Separate	Alternative Feature
VM-36	Daytime Running Light Bulb	Alternative Feature

Edit Save Cancel Open in Document

Created: 2014-08-21 11:26, Updated: 2014-10-09 13:53

VM-37 +
 VM-40 - Cornering Light
 VM-41 VM-42 VM-94 VM-113 +

Variants

Variant: HighLight

3 Errors... 0 Warnings... 0 Infos...

Save Variant

Feature Model Variant is being defined as selection of features.



Work Items < Car Light

https://inlive.polarion.com/polarion/#/project/carlight/workitems?query=type:feature&col_query=type:variant&tab=variantsMatrix

Rows: Work Items Type: Feature x + in Project Search 34 x 9 Items found

Columns: Work Items Type: Variant x + in Project

Work Item	VM-109 - Demo	VM-110 - Highlight	VM-111 - Highlight USA	VM-112 - Highlight Canada	VM-113 - Highlight EMEA	VM-94 - Baselight	VM-96 - FrancoLight	VM-108 - Baselight_USA_Canada
VM-83 - Feature Model						✓	✓	
VM-84 - Regions						✓	✓	
VM-90 - North America						✓	✓	
VM-93 - USA						✓	✓	
VM-92 - Mexico						✓	✓	
VM-91 - Canada						✓	✓	
VM-85 - EMEA	✓					✓	✓	
VM-86 - EU	✓					✓	✓	
VM-95 - France		✗				✓	✓	
VM-89 - UK		✓				✓	✓	
VM-88 - Denmark		✗				✓	✓	
VM-87 - Austria		✗				✓	✓	
VM-21 - Functional Features	✓					✓	✓	
VM-22 - Beam Configuration						✓	✓	
VM-26 - High Beam						✓	✓	
VM-30 - High Beam Dynamic						✓	✓	

Edit Save Cancel Open in Document

VM-37 +
 VM-40 - Cornering Light
 VM-41 VM-42 VM-94 VM-113 +

Created: 2014-08-21 11:26, Updated: 2014-10-09 13:53

Variant Matrix
Manage and Compare multiple variants.



CarLightRequirements < Doc x

https://inlive.polarion.com/polarion/#/project/carlight/wiki/CarLightRequirements

Normal - B I Arial 10

1 Head Lights

1.1 High Beam

- VM-56 - The high beam is activate if the user presses the high beam lever and the light mode switch is set to full light mode. Should have
- VM-57 - The high beam is deactivated temporarily if incoming traffic is detected by the camera. Should have
- VM-58 - The beam must conform to R98 — Headlamps equipped with gas-discharge light source Should have
- VM-59 - The beam conform to R112 — Headlamps emitting an asymmetrical passing beam and/or a driving beam and equipped with filament bulbs Should have
- VM-60 - The high beam is activated if the user presses the high beam lever and either the light mode switch is set to full light mode or light mode switch is to automatic and light conditions require full light. Should have
- VM-61 - The high beam is activated if the user presses the high beam lever and the light mode switch is set to full light mode or light mode switch is to automatic and light conditions require full light. Should have

2 Low Beam

- VM-55 - The beam pattern must conform to R98 — Headlamps equipped with gas-discharge light source Should have
- VM-50 - The beam pattern must fulfil the Federal Motor Vehicle Safety Standard 108. Should have
- VM-51 - The beam must conform to R112 — Headlamps emitting an asymmetrical passing beam and/or a driving beam and equipped with filament bulbs Should have

3 Fog Light

- VM-53 - Front fog lamps have to provide a wide, bar-shaped beam of light with a sharp cutoff at the top, and are generally aimed and mounted low. Should have
- VM-54 - They may be either white or selective yellow. Should have

4 Indicator Lights

4.1 Turn Lights

- VM-67 - All turn lights on a side must blink simultaneously with a frequency of 1.5 Hz when the blink lever for the respective side is activated. Should have

Work Item Properties

VM-55 - The beam pattern must conform to R98 — Headlamps equipped with gas-discharge li...

Properties

*Severity: Should have

*Status: Draft

Constraint:

Restriction: REQUIRES Xenon AND NOT(USA OR Canada)

Links

Edit Links

has parent

- VM-46 - Low Beam

Documents

This Work Item is contained in [CarLightRequirements \(this document\)](#) and referenced in:

- CarLightRequirements-BaseLight in revision 959
- CarLightRequirements-BaseLightPolarion in revision 963

150% Specification
Manage and Compare multiple
variants.



CarLightRequirements-Base x

https://inive.polarion.com/polarion/#/project/carlight/wiki/CarLightRequirements-BaseLight

POLARION

Car Light ▾

Search

Jiri Walek
My Polarion

Home

Documents & Wiki

- Index
- CarLightRequirements
- CarLightRequirements-BaseLight**
- CarLightRequirements-BaseLightPolarion
- CarLightRequirements-HighLight_USA
- CarLightTests
- CarLightTestsBranched
- FeatureModel

Work Items

Expand

Car Light Requirements - Base Light Variant

- 1 Head Lights
 - 1.1 High Beam
 - 2 Low Beam
 - 3 Fog Light

1 Head Lights

1.1 High Beam

VM-56 - The high beam is activate if the user presses the high beam lever and the light mode switch is set to full light mode. Should have

VM-57 - The high beam is deactivated temporarily if incoming traffic is detected by the camera. Should have

VM-58 - The beam must conform to R98 — Headlamps equipped with gas-discharge light source Should have

VM-59 - The beam conform to R112 — Headlamps emitting an asymmetrical passing beam and/or a driving beam and equipped with filament bulbs Should have

VM-60 - The high beam is activated if the user presses the high beam lever and either the light mode switch is set to full light mode or light mode switch is to automatic and light conditions require full light. Should have

VM-61 - The high beam is activated if the user presses the high beam lever and the light mode switch is set to full light mode or light mode switch is to automatic and light conditions require full light. Should have

2 Low Beam

VM-55 - The beam pattern must conform to R98 — Headlamps equipped with gas-discharge light source Should have

VM-50 - The beam pattern must fulfil the Federal Motor Vehicle Safety Standard 108. Should have

VM-51 - The beam must conform to R112 — Headlamps emitting an asymmetrical passing beam and/or a driving beam and equipped with filament bulbs Should have

3 Fog Light



Thank you.

www.polarion.com



Available in

Polarion 2015
Early Access