

FB_Xpu.GetXpuMover(Index): I_TcIoXtsXpuMover

(_eInit = E_XPU_INIT.INIT_DONE)

FALSE

RETURN;

TRUE

(Index > 0)

FALSE

TRUE

(Index < MAX_MOVER+1)

FALSE

TRUE

GetXpuMover := _fbMoverXpu[Index]

