

fb\_Station[nStationId].Cycle()  
- wrong StationId on outfeed  
- state requests  
- ctrl commands

.State (property)

.Ctrl (property)

E\_STATION\_STATE.STATION\_DISABLE:

E\_STATION\_CTRL.STATION\_ENABLE

E\_STATION\_STATE.STATION\_MOVER\_ENTER:

E\_STATION\_CTRL.STATION\_MOVER\_ENTER

E\_STATION\_STATE.STATION\_PROCESS\_START:

E\_STATION\_CTRL.STATION\_PROCESS\_START

E\_STATION\_STATE.STATION\_PROCESS\_DONE:

E\_STATION\_CTRL.STATION\_PROCESS\_DONE

E\_STATION\_STATE.STATION\_MOVER\_OUT:

E\_STATION\_CTRL.STATION\_MOVER\_OUT

(\_stStationCtrl.nTargetStation < 1) OR  
(\_stStationCtrl.nTargetStation > MAX\_STATION)

TRUE

FALSE

E\_STATION\_STATE.STATION\_MOVER\_GONE:

E\_STATION\_CTRL.STATION\_MOVER\_GONE

E\_STATION\_STATE.  
STATION\_ERROR\_OUTFEED\_TARGET\_INVALID

TRUE

NOT(\_stStationCtrl.nTargetStation < 1) AND  
NOT(\_stStationCtrl.nTargetStation > MAX\_STATION)

