```
TransportStart
                                                   : E_PROGRESS
                               Execute
                                                   : Bool
                                                               FALSE
                                           Execute
                                                                  _eState := E_PROGRESS.PROGRESS_INIT
                                       TRUE
                    E_PROGRESS.PROGRESS_INIT:
                       nMover
                       stMoveData := StationStart
                       _ItfStationCtrl[1 to MAX_STATION].Init()
               E_PROGRESS.PROGRESS_BUSY:
                __eRslt := _MoverItf[_nMover].SendToModuloPosCa(FALSE, _stMoveData)
                __eRslt := _MoverItf[_nMover].SendToAbsPosCa (FALSE, _stMoveData)
               E_PROGRESS.PROGRESS_PREPARE:
                 _eRslt := _MoverItf[_nMover].SendToModuloPosCa(TRUE, _stMoveData)
                                                         PROGRESS_ERROR
                                           _eRslt
                    PROGRESS_DONE
               _eRslt := _MoverItf[_nMover].SendToModuloPosCa(FALSE, _stMoveData)
                  E_PROGRESS.PROGRESS_STARTUP:
                  IF (_nMover > 1)
                    _stMoveData.rPos := _StationStart.rPosWait + 2*RailLength
 nMover := nMover + 1
                                 (_nMover > MAX_MOVER-1)
                                               TRUE
        _stMoverDataSend
                       := TO_USINT(EXPT(2,_StationStart.nConfiguredStopCount))-1;
        .nMask
                       := TO_USINT(1);
        .nMoverId
        .nTargetStation := TO_USINT(_nStartStation);
        _stListResult := _ItfStationList[_nStartStation].AddTailValue(_stMoverDataSend);
                                                eState
              E_PROGRESS.PROGRESS_CHECK:
              IF (_MoverInfo[1].rAbsActPos > _MoverInfo[1].rAbsTargetPos - 1.0) AND
                 (MoverInfo[1].rAbsActPos < MoverInfo[1].rAbsTargetPos + 1.0)
              THEN
                IF (_GroupInfo.AllAxesStanding) // wait for all mover standstill
                THEN
                _stMoveData.rPos
                                       := _MoverInfo[1].rAbsTargetPos;
                _nMover
                                       := 2;
                                               _eState
                E_PROGRESS.PROGRESS_OCCUPIED:
                  __eRslt := _MoverItf[_nMover].SendToAbsPosCa(TRUE, _stMoveData)
                                                         PROGRESS_ERROR
                                           _eRslt
                    PROGRESS_DONE
        _eRslt := _MoverItf[_nMover].SendToAbsPosCa(FALSE, _stMoveData)
        _stMoverDataSend
                       := TO_USINT(EXPT(2,_StationStart.nConfiguredStopCount))-1;
        .nMask
        .nMoverId
                       := TO_USINT(_nMover);
        .nTargetStation := TO_USINT(_nStartStation);
        _stListResult := _ItfStationList[_nStartStation].AddTailValue(_stMoverDataSend);
                                                eState
                                  E_PROGRESS.PROGRESS_WORKING:
_nMover := _nMover + 1
                                 (_nMover > MAX_MOVER-1)
                                                TRUE
                               E_PROGRESS.PROGRESS_DONE:
                               TransportStart := _eState
```