```
GearOut              : E_PROGRESS
  Execute            : Bool
```

Execute

FALSE → _eState := E_PROGRESS.PROGRESS_INIT

TRUE

```
E_PROGRESS.PROGRESS_INIT:
```

_eState

```
E_PROGRESS.PROGRESS_BUSY:
    _fbGearOut(
        Slave              := _Mover,
        Execute            := FALSE);
```

_eState

```
E_PROGRESS.PROGRESS_PREPARE:
    _fbGearOut(
        Slave              := _Mover,
        Execute            := TRUE);
```

_fbGearOut.Error

TRUE → _eState := E_PROGRESS.PROGRESS_ERROR

FALSE

_Mover.NcToPlc.CoupleState == 0

TRUE

```
E_PROGRESS.PROGRESS_DONE:
```

```
GearOut := _eState
```