GVL_XTS.Station[StationId].Cycle() Example_3: handshake for a mover with MULTIPLE required stops: count and place of stop positions are configured with ST_STATION_PARAMETER.PosStop[1 to 8] ST_STATION_PARAMETER.ConfiguredNestCount [1 to 8] Station does only work as many nests (PosStop[]) as configured in ST_STATION_PARAMETER When sending a mover OUT, you have to set Ctrl[StationId].nMask for nTargetStation! Infeed of mover is done according to the relative distances in PosStop[] and the high bits in Ctrl[StationId]nMask Mask is checked from 0 to 7 --> nMask.0 to nMask.7 --> PosStop[1] to PosStop[8] - init was already done at machine startup - default state after STATION_INIT is STATION_DISABLE - check states are not displayed here - only the states you have to handshake are displayed - error handling, you find in other flow charts in the [doc] folder - Ctrl[StationId].nTargetStation must be set by you before releasing the mover! RETURN; Check() **FALSE** TRUE State[nStationId].State E_STATION_STATE.STATION_DISABLE: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_ENABLE TRUE State[nStationId].State When station is asking for a mover to enter, the Mover ID is copied onto State[nStationId].nMoverId E_STATION_STATE.STATION_MOVER_ENTER: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_MOVER_ENTER E_STATION_STATE.STATION_PROCESS_START: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_PROCESS_START
OR
E_STATION_CTRL.STATION_PROCESS_DONE State[nStationId].nMask is decremented by Station TRUE E_STATION_STATE.STATION_PROCESS_DONE: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_PROCESS_DONE TRUE **TRUE** (State[StationId].nMask = 0) FALSE E_STATION_STATE.STATION_CHECK_NEST: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_MOVER_ENTER TRUE E_STATION_STATE.STATION_MOVER_OUT: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_MOVER_OUT TRUE E_STATION_STATE.STATION_MOVER_GONE: Ctrl[nStationId].eCmd == E_STATION_CTRL.STATION_MOVER_GONE

State[nStationId].State := E_STATION_STATE.STATION_DISABLE