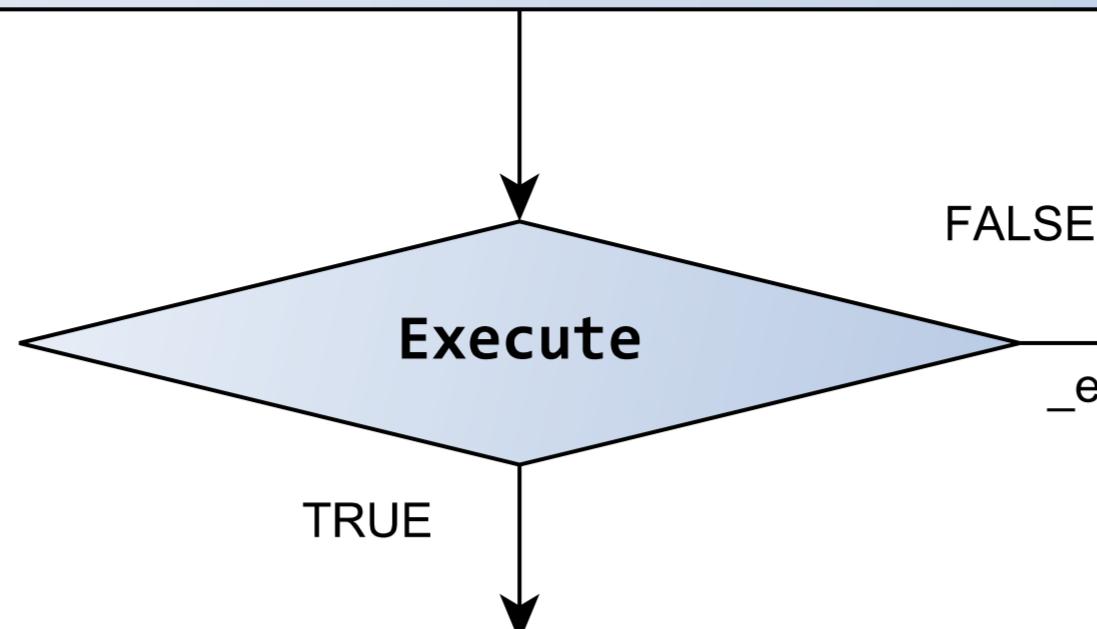


```
MoverEnable : E_PROGRESS  
Execute : Bool
```

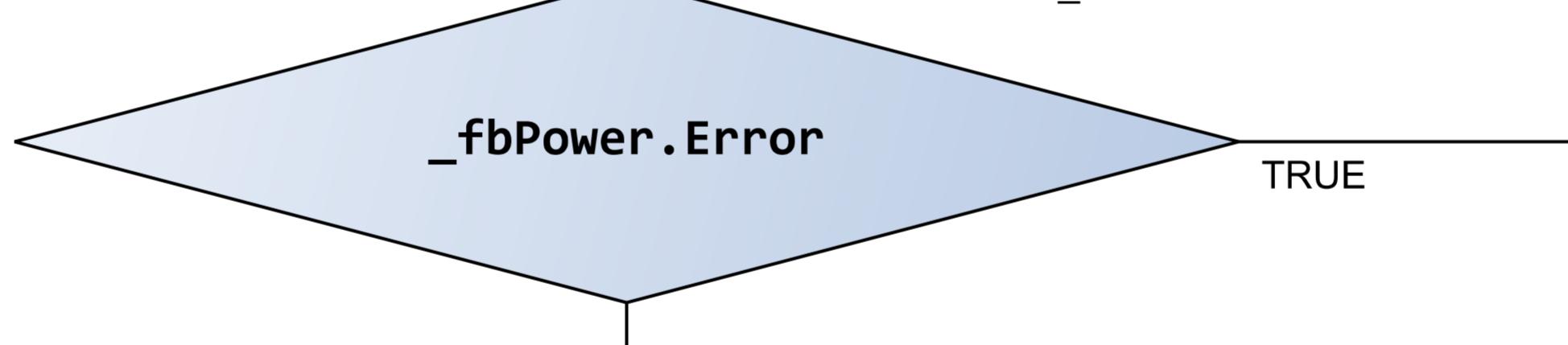


```
E_PROGRESS.PROGRESS_INIT:
```

```
eState
```

```
E_PROGRESS.PROGRESS_BUSY:  
_fbPower.Enable := TRUE
```

```
PROGRESS_ERROR
```



```
FALSE
```

```
_Mover.Status.ControlLoopClosed
```

```
TRUE
```

```
E_PROGRESS.PROGRESS_DONE:
```

```
MoverEnable := _eState
```