```
MoveToPos
                               : E_PROGRESS
               Execute : Bool
               stMoveData : ST_MOVE_DATA;
                                          FALSE
                          Execute
                                             _eState := E_PROGRESS.PROGRESS_INIT
                        TRUE
               E_PROGRESS.PROGRESS_INIT:
                 rDelta := stMoveData.rDelta
                              _eState
E_PROGRESS.PROGRESS_BUSY:
  _fbPower.Override := stMoveData.rOverride;
  _rPos := ABS(_Mover.NcToPlc.ModuloActTurns)* _RailLength
          + stMoveData.rPos;
  _rLastPosition := _rPos;
  _fbMoveAbs(
         := _Mover,
   Axis
   Execute := FALSE,
   Position := _rPos,
   Velocity := stMoveData.rVelo,
   Acceleration := stMoveData.rAcc,
   Deceleration := stMoveData.rAcc,
                := stMoveData.rJerk,
   Jerk
   BufferMode
                 := Tc2_MC2.MC_BufferMode.MC_Aborting);
                              _eState
                E_PROGRESS.PROGRESS_PREPARE:
                  _fbMoveAbs(
                    Axis
                                 := _Mover,
                    Execute
                                 := TRUE);
                                                    _eState := E_PROGRESS.PROGRESS_ERROR
                      _fbMoveAbs.Error
                                                     TRUE
                              FALSE
                     _fbMoveAbs.Active
                              TRUE
                             ↓_eState
                E_PROGRESS.PROGRESS_WORKING:
                                                    _eState := E_PROGRESS.PROGRESS_ERROR
                      _fbMoveAbs.Error
                                                     TRUE
                              FALSE
  (_Mover.NcToPlc.ActPos > _fbMoveAbs.Position - _rDelta)
  AND
  (_Mover.NcToPlc.ActPos < _fbMoveAbs.Position + _rDelta)</pre>
  AND
  (NOT _Mover.Status.Moving)
                               eState
                 E_PROGRESS.PROGRESS_DONE:
                    MoveToPos := _eState
```