

**FB\_Xpu.GetXpuMover(Index): I\_TcIoXtsXpuMover**

**(\_eInit = E\_XPU\_INIT.INIT\_DONE)**

FALSE

**RETURN;**

TRUE

**(Index > 0)**

FALSE

TRUE

**(Index < MAX\_MOVER+1)**

FALSE

TRUE

**GetXpuMover := \_fbMoverXpu[Index]**

