

fb_StationCollector

- StationLast - StationFirst >= 0
- Range of stations must be closed and in order
- writes and deletes bits in masks according to E_STATION_STATE
- very simple MoverPerMinute counter

.States()
- called by extending class

// state words for XtsStations in my range

```
_wStateDisable      : T_PROCESS;  
_wStateEnable       : T_PROCESS;  
_wStateEnter        : T_PROCESS;  
_wStateStart        : T_PROCESS;  
_wStateDone         : T_PROCESS;  
_wStateNest         : T_PROCESS;  
_wStateOut          : T_PROCESS;  
_wStateGone         : T_PROCESS;  
_wError             : T_PROCESS;  
_wErrorFatal        : T_PROCESS;
```

ST_STATION_CTRL[]

StationCtrl

ST_STATION_STATE[]

StationState

ST_MOVER_INFO[]

MoverInfo

StationFirst

StationLast