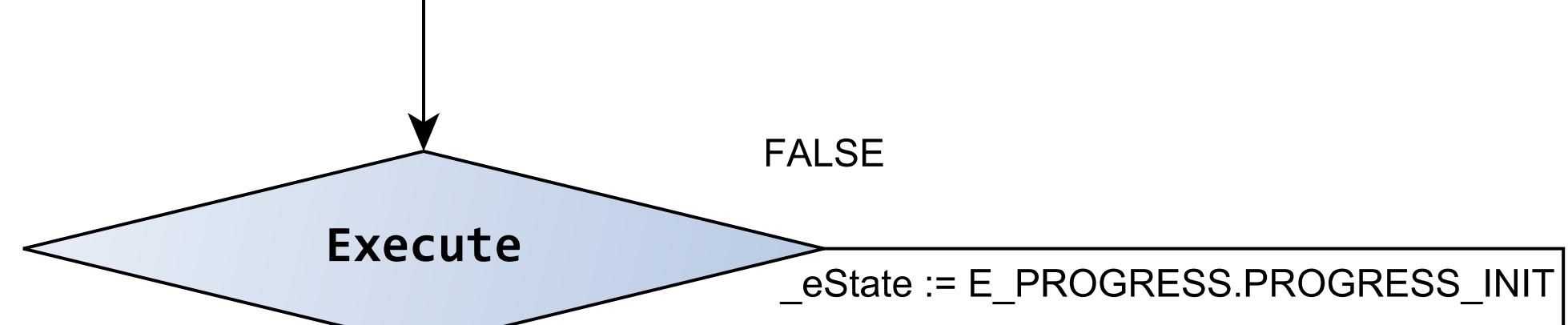


```
XpuInit : E_PROGRESS  
Execute : Bool
```



```
E_PROGRESS.PROGRESS_INIT:  
XpuCtrl.Cmd := E_XPU_CTRL.XTS_CMD_NULL  
_eState := PROGRESS_BUSY
```

```
E_PROGRESS.PROGRESS_BUSY:  
XpuCtrl.Cmd := E_XPU_CTRL.XTS_CMD_INIT
```

```
XpuState.State {  
    if XpuState.State == PROGRESS_ERROR then  
        eState  
    else  
        PROGRESS_DONE  
}
```

```
f_GetProgress(XpuState.State)
```

```
E_PROGRESS.PROGRESS_PREPARE:  
XpuCtrl.Cmd := E_XPU_CTRL.XTS_CMD_IDLE
```

```
XpuState.State {  
    if XpuState.State == PROGRESS_ERROR then  
        eState  
    else  
        PROGRESS_WORKING  
}
```

```
f_GetProgress(XpuState.State)
```

```
E_PROGRESS.PROGRESS_STARTUP:
```

```
XpuState.Check {  
    if XpuState.Check == PROGRESS_ERROR then  
        eState  
    else  
        E_XPU_CHECK.MOVER_ID_SIMULATION  
        E_XPU_CHECK:MOVER_ID_STANDARD  
        E_XPU_CHECK:MOVER_ID_DETECTION_VALID  
}
```

```
XpuState.Check
```

```
E_XPU_CHECK.MOVER_ID_SIMULATION  
E_XPU_CHECK:MOVER_ID_STANDARD  
E_XPU_CHECK:MOVER_ID_DETECTION_VALID
```

```
E_PROGRESS.PROGRESS_DONE:
```

```
XpuInit := _eState
```