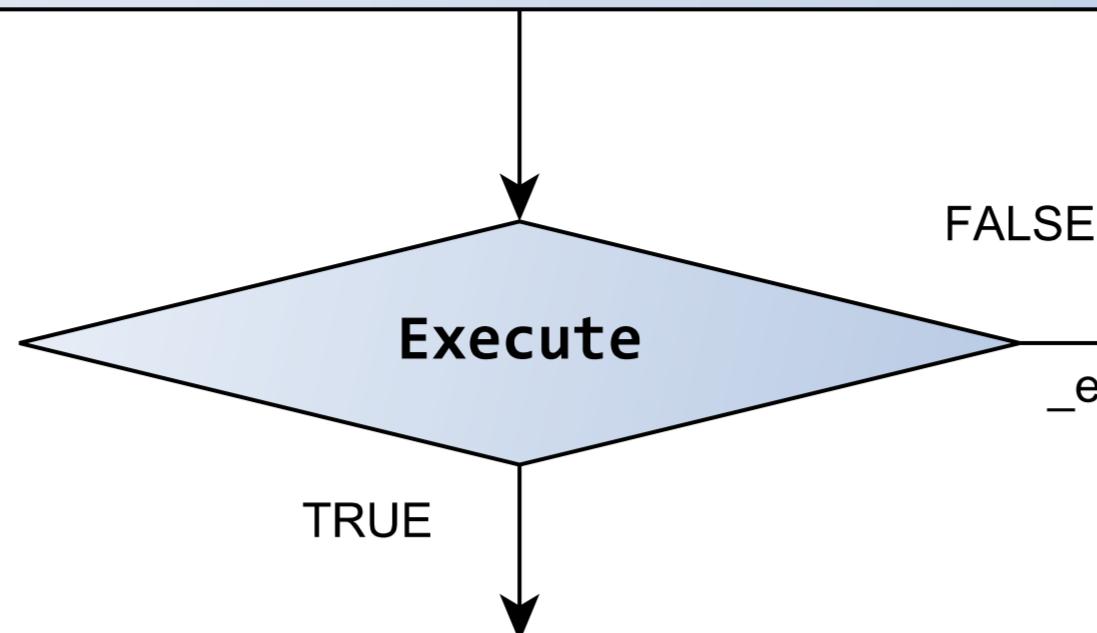
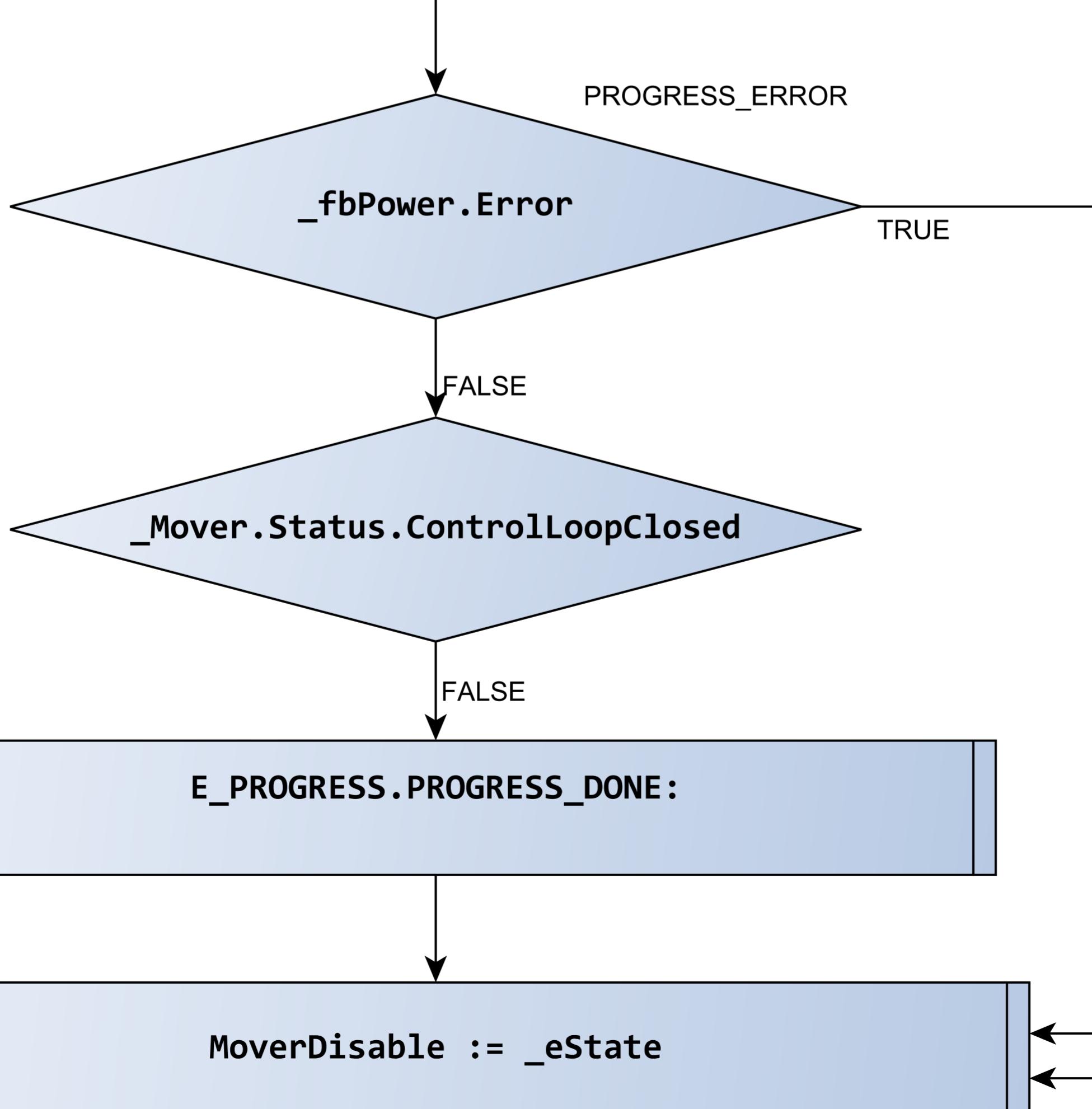


```
MoverDisable : E_PROGRESS  
Execute : Bool
```



```
E_PROGRESS.PROGRESS_INIT:
```

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



```
MoverDisable := _eState
```