

A busy state: the state machine waits whether the Device slave is running. Receiving that information it goes to the state On. The control process may be interrupted by slaves signalling problems or the command Stop: in such a case the state machine goes to the state Stop.

StartingDevice	Entry action	DeviceCmd_On
	eXit action	
On	Device_Running	
Stop	Cmd_Stop   Device_Error   Pressure1_Idle   Pressure2_Idle	