

It is a busy state where Main waits for Pressure slaves performing the required operations: achieve the proper pressure.

If the slaves reach the goal the state machine goes the the state StartingDevice, otherwise it returns to the state Idle sending the command Break to slaves.

PressureStarted	Entry action	
	eXit action	
StartingDevice	Pressure1_Regulating & Pressure2_Regulating	
Idle	Pressure1_Idle   Pressure2_Idle	