

```
if EnableOD = False then
    HasObstacle := False;
    return;
end_if;
```

```
PositionToZone( TrainData := TrainData );
```

```
if TrainData.Zone = TrainData.Next_Zone then
    HasObstacle := False;
    return;
end_if;
```

```
GetArray( Array := ObstacleZoneData,
    Index := TrainData.Next_Zone,
    ArrayElement => NextZoneData,
    Status => Status );
```

```
if HasObstacle = True and TimerElapsedMS( Hold ) > 1000 then
    if TrainData.Track_Number = 1 and NextZoneData.Track1 = False then
        HasObstacle := False;
    elsif TrainData.Track_Number = 2 and NextZoneData.Track2 = False then
        HasObstacle := False;
    end_if;
    return;
end_if;
```

```
if TrainData.Track_Number = 1 and NextZoneData.Track1 = True then
    HasObstacle := True;
```

```
    TimerReset( Hold );
    TimerStart( Hold );
elseif TrainData.Track_Number = 2 and NextZoneData.Track2 = True then
    HasObstacle := True;
```

```
    TimerReset( Hold );
    TimerStart( Hold );
end_if;
```