

An intermediate state where the state machine waits for Pressure slaves acknowledgements to the commands Start sent to them on entering the state.

Receiving positive acknowledgements: Starting or Regulating it goes to the state PressureStarted, otherwise it returns to the state Idle. Receiving Error states from slaves it acknowledges that sending the command Break to the slaves.

Note missing timer - the slaves are responsible for that, the Main master control is based exclusively on slaves' states.

StartingPressure	Entry action	Pressure1Cmd_Start Pressure2Cmd_Start
	eXit action	
PressureStarted	(Pressure1_Starting Pressure1_Regulating) & (Pressure2_Starting Pressure2_Regulating)	
Idle	Cmd_Stop Pressure1_PumpError Pressure2_PumpError	