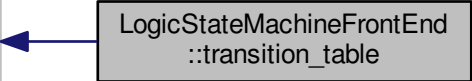


```
boost::mpl::vector  
< msmf::Row< Landed,  
  be::Takeoff, TakingOff,  
  TakeoffAction, TakeoffGuard  
>, msmf::Row< TakingOff, be  
::Land, Landing, LandingAction,  
msmf::none >, msmf::Row< TakingOff,  
be::Abort, Landing, TakeoffAbort,  
msmf::none >, msmf::Row< Hovering,  
PositionYaw, ReachingGoal, ReachingGoalSet,  
ReachingGoalGuard >, msmf::Row< Hovering,  
be::Land, Landing, LandingAction, msmf::none  
>, msmf::Row< ReachingGoal, be::Abort, Hovering,  
ReachingGoalAbort, msmf::none >, msmf::Row< ReachingGoal,  
be::Land, Landing, ReachingGoalLand, msmf::none >, msmf  
::Row< Landing, Completed, Landed, msmf::none, msmf::none  
>, msmf::Row< TakingOff, Completed, Hovering, msmf::none,  
msmf::none >, msmf::Row< ReachingGoal, Completed, Hovering,  
msmf::none, msmf::none > >
```



LogicStateMachineFrontEnd
::transition_table