

```
boost::statechart::  
simple_state< ToolSubstate,  
ToolOrthogonalLine, mpl  
::list<>, sc::has_no_history >
```

```
smacc::SmaccState<  
ToolSubstate, ToolOrthogonal  
Line >
```

```
NavigateToOddWaypoint  
::ToolSubstate
```

```
graph RL; A[smacc::SmaccState< ToolSubstate, ToolOrthogonalLine >] --> B[boost::statechart::simple_state< ToolSubstate, ToolOrthogonalLine, mpl::list<>, sc::has_no_history >]; C[NavigateToOddWaypoint::ToolSubstate] --> A;
```

The diagram illustrates the inheritance hierarchy of a state machine. It consists of three rectangular boxes arranged horizontally from right to left. The rightmost box, with a gray background, contains the code for `NavigateToOddWaypoint::ToolSubstate`. A blue arrow points from this box to the middle box, which contains the code for `smacc::SmaccState< ToolSubstate, ToolOrthogonalLine >`. Another blue arrow points from the middle box to the leftmost box, which contains the code for `boost::statechart::simple_state< ToolSubstate, ToolOrthogonalLine, mpl::list<>, sc::has_no_history >`. This indicates that `NavigateToOddWaypoint::ToolSubstate` inherits from `smacc::SmaccState`, which in turn inherits from `boost::statechart::simple_state`.