

smacc::ISmaccStateMachine

smacc::SmaccStateMachine
Base< RadialMotionStateMachine,
NavigateToRadialStart::NavigateToRadial
Start >

RadialMotionStateMachine

boost::statechart::
asynchronous_state_machine
< RadialMotionStateMachine,
NavigateToRadialStart::NavigateTo
RadialStart, SmaccScheduler, SmaccAllocator >

