

smacc::ISmaccStateMachine

smacc::SmaccStateMachine
Base< WayPointsStateMachine,
NavigateToEvenWaypoint::NavigateTo
EvenWaypoint >

WayPointsStateMachine

boost::statechart::
asynchronous_state_machine
< WayPointsStateMachine,
NavigateToEvenWaypoint::
NavigateToEvenWaypoint, SmaccScheduler,
SmaccAllocator >

