

smacc::ISmaccStateMachine

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

WayPointsStateMachine

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

