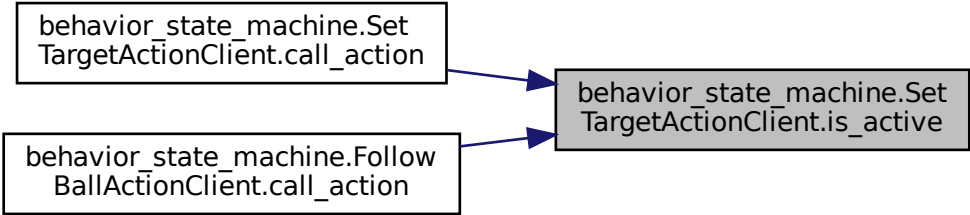


behavior_state_machine.Set
TargetActionClient.call_action

behavior_state_machine.Follow
BallActionClient.call_action

behavior_state_machine.Set
TargetActionClient.is_active



```
graph LR; A[behavior_state_machine.Set TargetActionClient.call_action] --> C[behavior_state_machine.Set TargetActionClient.is_active]; B[behavior_state_machine.Follow BallActionClient.call_action] --> C;
```

The diagram illustrates a flow where two different actions from a behavior state machine converge on a single target state. The top box, 'behavior_state_machine.Set TargetActionClient.call_action', and the bottom box, 'behavior_state_machine.Follow BallActionClient.call_action', both have arrows pointing to a central box on the right, 'behavior_state_machine.Set TargetActionClient.is_active'. The central box is shaded gray, while the source boxes are white with black borders.