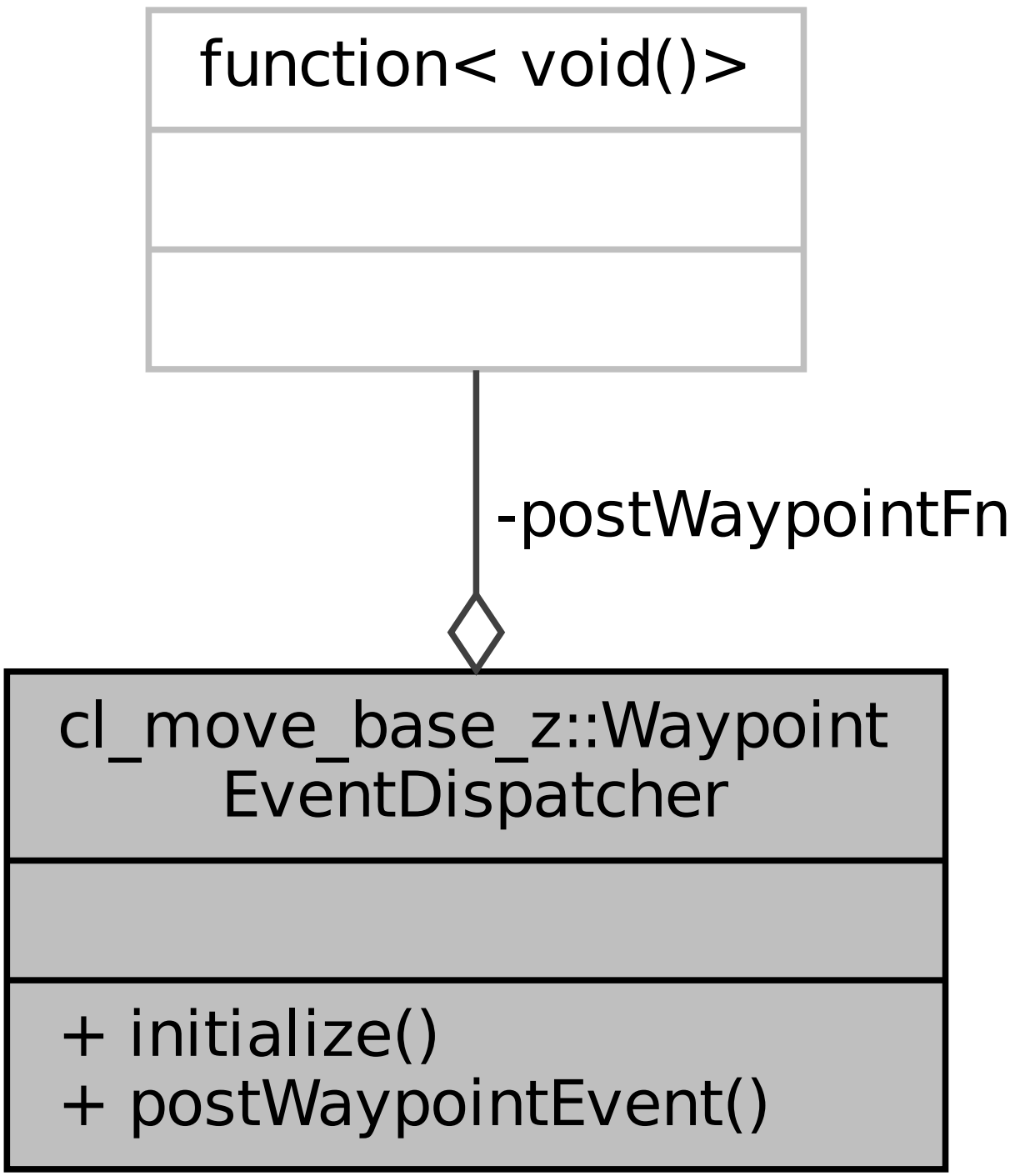
function< void()>
-postWaypointFn
cl_move_base_z::Waypoint
EventDispatcher
+ initialize()
+ postWaypointEvent()