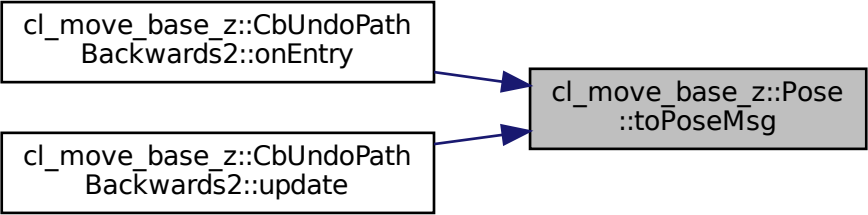


cl_move_base_z::CbUndoPath
Backwards2::onEntry

cl_move_base_z::CbUndoPath
Backwards2::update

cl_move_base_z::Pose
::toPoseMsg



```
graph LR; A[cl_move_base_z::CbUndoPath Backwards2::onEntry] --> C[cl_move_base_z::Pose::toPoseMsg]; B[cl_move_base_z::CbUndoPath Backwards2::update] --> C;
```

The diagram illustrates a mapping or transformation process. On the left, there are two separate boxes, each containing a C++-style identifier. The top box contains 'cl_move_base_z::CbUndoPath Backwards2::onEntry' and the bottom box contains 'cl_move_base_z::CbUndoPath Backwards2::update'. Both of these boxes have a blue arrow pointing towards a single box on the right. This right-hand box is shaded gray and contains the identifier 'cl_move_base_z::Pose::toPoseMsg'. The arrows indicate that both functions on the left are associated with or transformed into the 'toPoseMsg' function on the right.