		SUCCESS	
sm_dance_bot_strikes _back::StAcquireSensors ::ON_SENSORS_AVAILABLE sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_1 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_2 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_3 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_3 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_3 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_3 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_3	bot strikes lavigate ToWaypoints TRANSITION_5 Sm_packml::StAborted ::RESET Sm_packml::StAborted ::RESET Sm_packml::StStopped ::RESET Sm_packml::StStopped ::RESET Sm_packml::StStopped ::RESET Sm_packml::StStopped ::RESET Sm_packml::StStopped ::UNSUSPEND Sm_packml::StStopped ::UNSUSPEND Sm_pr2_plugs::StFailStill Sm_pr2_plugs::StFailStill Sm_pr2_plugs::StFoalIsLocal ::TRUE Sm_pr2_plugs::StProcessRecharge Command::TRUE Sm_starcraft_ai::attack :inner_states::StiAttack2::NEXT Sm_starcraft_ai::attack :inner_stat	starcraft_ai::attack er_states::StiAttack2 ::TIMEOUT sm_starcraft_ai::attack inner_states::StiBuild2::NEXT sm_starcraft_ai::attack inner_states::StiBuild2::NEXT sm_starcraft_ai::build inner_states::StiBuild3::NEXT sm_starcraft_ai::build inner_states::StiBuild3::NEXT sm_starcraft_ai::move inner_states::StiBuild3::NEXT sm_starcraft_ai::move inner_states::StiBuild3::NEXT sm_starcraft_ai::move inner_states::StiMove2::NEXT sm_s	starcraft_ai::stobserve er_states::StiMove3 ::TIMEOUT