| SUCCESS | | | | | | | | | | | |
|--|--|--|--|---|--|--|--|---|---|---|--------------------------------------|
| sm_dance_bot_strikes sm_dance_bot_strikes sm_dance_bot_strikes sm_dance_bot_strikes _back::StAcquireSensors _back::StNavigateToWaypoints _back::StNavigateToWaypoints _x::TRANSITION_2 _x::TRANSITION_3 _x::TRANSITION_3 | sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_4 sm_dance_bot_strikes _back::StNavigateToWaypoints X::TRANSITION_5 | sm_packML::StAborted ::CLEAR sm_packML::StComplete ::RESET | sm_packML::StHeld:: sm_packML::StIdle:: sm_packML::StStopped ::RESET | sm_packML::StSuspended ::UNSUSPEND sm_pr2_plugs::StFailStill Unplugged::DONE | sm_pr2_plugs::StGoallsLocal ::TRUE sm_pr2_plugs::StProcessRecharge Command::TRUE | sm_three_some::inner _states::StiState2::NEXT | sm_three_some::inner _states::StiState3::NEXT | sm_three_some::StState1 sm_three_some::StState1 ::TIMEOUT | sm_three_some::StState2 sm_three_some::StState2 ::NEXT sm_three_some::StState2 ::TIMEOUT ::NEXT | sm_three_some::StState3 ::TIMEOUT sm_three_some::StState4 ::NEXT | sm_three_some::StState4 ::TIMEOUT |