GlobalPosition::execute GlobalPosition::onEntry sm fetch screw loop _1::cl_gripper::CbOpenGripper ::onEntry sm_fetch_six_table _pick_n_sort_1::cl_gripper ::CbOpenGripper::onEntry sm_fetch_two_table _pick_n_place_1::cl _gripper::CbOpenGripper ::onEntry sm fetch two table _whiskey_pour::cl_gripper ::CbOpenGripper::onEntry sm_fetch_six_table _pick_n_sort_1::cl_gripper ::CbCloseGripper::onEntry sm fetch two table _whiskey_pour::cl_gripper ::CbCloseGripper::onEntry sm fetch_screw_loop _1::cl_gripper::CbCloseGripper ::onEntry sm_fetch_two_table _pick_n_place_1::cl _gripper::CbCloseGripper ::onEntry sm_dance_bot_2::cl _led::CbLEDOff::onEntry sm_ridgeback_floor coverage dynamic 1 ::cl_led::CbLÉDOn::onEntry sm_dance_bot strikes _back::cl_led::CbLEDOn ::onEntry sm_ridgeback_floor smacc::client_bases ::SmaccActionClientBase coverage static 1:: cl led::CbLEDOn::onEntry ::sendGoal sm dance bot::cl led ::CbLEDOff::onEntry sm dance bot::cl led ::CbLEDOn::onEntry sm_dance_bot_strikes _back::cl_led::CbLEDOff ::onEntry sm_ridgeback_floor _coverage_dynamic_1 ::cl_led::CbLEDOff::onEntry sm_ridgeback_floor coverage static 1:: cl_led::CbLEDOff::onEntry sm_dance_bot_2::cl led::CbLEDOn::onEntry cl_move_base_z::CbUndoPath Backwards::onEntry cl_move_base_z::CbRotate ::onEntry ${\sf cl_move_base_z::CbNavigate}$ Forward::onEntry cl_move_base_z::CbNavigate Backwards::onEntry cl_move_base_z::CbAbsolute Rotate::onEntry cl_move_base_z::CbNavigate cl_move_base_z::Waypoint Navigator::sendNextGoal NextWaypoint::onEntry

cl_move_base_z::CbNavigate

cl_move_base_z::CbNavigate