

```
boost::statechart::  
event< EvWaypoint150  
< TSource, TObjectTag > >
```

```
classDiagram
    class boost_statechart_event["boost::statechart::event< EvWaypoint150< TSource, TObjectTag > >"]
    class cl_move_base_z_EvWaypoint150["cl_move_base_z::EvWaypoint150< TSource, TObjectTag >"]
    cl_move_base_z_EvWaypoint150 --|> boost_statechart_event
```

The diagram shows a base class at the top and a derived class at the bottom. The base class is defined with the Boost Statechart event macro. The derived class inherits from it, as indicated by the hollow triangle arrow, and adds a public member variable 'waypointIndex'.

```
cl_move_base_z::EvWaypoint150  
< TSource, TObjectTag >
```

```
+ waypointIndex
```