

boost::statechart::  
event< EvWaypoint10  
< TSource, TObjectTag > >

```
classDiagram
    class BoostEvent["boost::statechart::event< EvWaypoint10< TSource, TObjectTag > >"]
    class ClMoveBaseZEvent["cl_move_base_z::EvWaypoint10< TSource, TObjectTag >"]
    ClMoveBaseZEvent --|> BoostEvent
    class ClMoveBaseZEvent {
        + waypointIndex
```

The diagram illustrates an inheritance relationship. A blue arrow points from the bottom class to the top class. The top class is a template for a statechart event, and the bottom class is a concrete implementation that inherits from it.

cl\_move\_base\_z::EvWaypoint10  
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+ waypointIndex