cl move base z::CbNavigate cl move base z::CbNavigate GlobalPosition::execute Global Position::on Entry 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\_six\_table \_pick\_n\_sort\_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 dance bot::cl led ::CbLEDOff::onEntry sm\_dance\_bot\_strikes \_back::cl\_led::CbLEDOff ::onEntry smacc::client\_bases sm\_dance\_bot::cl\_led ::SmaccActionClientBase ::CbLEDOn::onEntry ::sendGoal sm\_dance\_bot\_strikes \_back::cl\_led::CbLEDOn ::onEntry sm dance bot 2::cl led::CbLEDOn::onEntry cl\_move\_base\_z::CbUndoPath Backwards::onEntry cl\_move\_base\_z::CbRotate ::onEntry  $cl\_move\_base\_z::CbAbsolute$ Rotate::onEntry  $cl\_move\_base\_z::CbNavigate$ Forward::onEntry  ${\sf cl\_move\_base\_z::CbNavigate}$ Backwards::onEntry cl move base z::Waypoint cl move base z::CbNavigate Navigator::sendNextGoal NextWaypoint::onEntry