sm\_dance\_bot\_strikes back::f pattern states ::StiFPatternStartLoop < SsFPattern1 >::loopCondition cl\_move\_base\_z::CbUndoPath Backwards::onEntry cl\_move\_base\_z::CbNavigate GlobalPosition::onEntry cl\_move\_base\_z::CbAbsolute Rotate::onEntry cl\_move\_base\_z::CbRotate ::onEntry cl\_move\_base\_z::CbNavigate Backwards::onEntry cl move base z::CbNavigate Forward::onEntry cl\_move\_base\_z::CbUndoPath Backwards::onExit sm\_dance\_bot\_strikes smacc::ISmaccClient \_back::radial\_motion ::getComponent states::StiRadialEndPoint ::runtimeConfigure sm\_dance\_bot\_strikes \_back::s\_pattern\_states ::StiSPatternForward4:: runtimeConfigure sm dance bot strikes \_back::s\_pattern\_states ::StiSPatternForward2:: runtimeConfigure sm\_dance\_bot\_strikes back::f\_pattern\_states ::StiFPatternForward1:: runtimeConfigure sm\_dance\_bot::StNavigate ToWaypointsX::runtimeConfigure cl move base\_z::Waypoint Navigator::sendNextGoal sm\_dance\_bot\_strikes \_back::SS5::SsSPattern1 ::runtimeConfigure sm dance bot strikes \_back::StNavigateToWaypoints X::runtimeConfigure sm\_dance\_bot\_strikes \_back::SS4::SsFPattern1 ::runtimeConfigure