sm moveit screw loop ::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 two table \_pick\_n\_place\_1::cl \_gripper::CbCloseGripper ::onEntry sm fetch two table whiskey\_pour::cl\_gripper ::CbCloseGripper::onEntry sm moveit screw loop ::cl gripper::CbCloseGripper ::onEntry sm\_fetch\_six\_table \_pick\_n\_sort\_1::cl\_gripper ::CbCloseGripper::onEntry sm ridgeback floor \_coverage\_static\_1:: cl\_led::CbLEDOn::onEntry sm dance bot::cl led ::CbLEDOff::onEntry sm\_dance\_bot\_strikes smacc::client\_bases ::SmaccActionClientBase \_back::cl\_led::CbLEDOff ::sendGoal ::onEntry sm\_ridgeback\_floor \_coverage dynamic 1 ::cl led::CbLEDOff::onEntry sm\_ridgeback\_floor coverage\_static\_1:: cl led::CbLEDOff::onEntry sm\_dance\_bot::cl\_led ::CbLEDOn::onEntry sm\_dance\_bot\_strikes \_back::cl\_led::CbLEDOn ::onEntry sm\_ridgeback\_floor coverage dynamic 1 ::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 cl\_move\_base\_z::CbNavigate Backwards::onEntry cl move base\_z::Waypoint cl\_move\_base\_z::CbNavigate NextWaypoint::onEntry Navigator::sendNextGoal

cl\_move\_base\_z::CbNavigate

GlobalPosition::execute

cl\_move\_base\_z::CbNavigate

GlobalPosition::onEntry