

move_base_z_client
::WaypointNavigator
::sendNextGoal

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graph RL; S1["sm_dance_bot_2::StNavigateToWaypointsX::onEntry"] --> C["move_base_z_client::WaypointNavigator::sendNextGoal"]; S2["sm_dance_bot::StNavigateToWaypointsX::onInitialize"] --> C;
```

The diagram illustrates a sequence of calls from two state machine entry functions to a client method. On the right, two boxes represent the state machine functions: 'sm_dance_bot_2::StNavigateToWaypointsX::onEntry' (top) and 'sm_dance_bot::StNavigateToWaypointsX::onInitialize' (bottom). Blue arrows point from each of these boxes to a single box on the left, which represents the client method 'move_base_z_client::WaypointNavigator::sendNextGoal'. The client box has a gray background, while the state machine boxes have a white background.

sm_dance_bot_2::StNavigate
ToWaypointsX::onEntry

sm_dance_bot::StNavigate
ToWaypointsX::onInitialize