```
::onEntry
                                            cl_move_group_interface
                                            ::CbDetachObject::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
                                         cl_ros_timer::CbTimerCountdown
                                                   Once::onEntry
                                             sm_fetch_two_table
                                             _pick_n_place_1::cl
                                             _gripper::CbCloseGripper
                                                     ::onEntry
                                             sm_fetch_six_table
                                             pick n sort 1::cl gripper
                                             ::CbCloseGripper::onEntry
                                         cl_ros_timer::CbTimerCountdown
                                                   Loop::onEntry
                                             cl_move_group_interface
                                             ::CbAttachObject::onEntry
                                             sm_ridgeback_floor
                                             _coverage_static_1::
cl_led::CbLEDOn::onEntry
                                               sm_dance_bot::cl_led
                                                ::CbLEDOff::onEntry
                                              sm_dance_bot_strikes
                                              _back::cl_led::CbLEDOff
                                                     ::onEntry
                                            sm ridgeback floor
                                             _coverage_dynamic_1
                                            ::cl_led::CbLÉDOff::onEntry
                                             sm ridgeback floor
                                              coverage_static_1::
                                             cl_led::CbLEDOff::onEntry
                                               sm_dance bot::cl led
                                                ::CbLEDOn::onEntry
                                                  dance bot strikes
                                              _back::cl_led::CbLEDOn
                                                     ::onEntry
                                            sm_ridgeback_floor
                                             coverage dynamic 1
                                            ::cl led::CbLEDOn::onEntry
                                         cl_keyboard::CbDefaultKeyboard
                                                 Behavior::onEntry
                                           cl move base z::CbNavigate
                                              NextWaypoint::onEntry
                                            sm_ridgeback_floor
smacc::ISmaccClientBehavior
                                             coverage_static_1::
                                            cl_string_publisher::
CbStringPublisher::onEntry
       ::requiresClient
                                            sm_dance_bot_strikes
                                             _back::cl_string_publisher
                                            ::CbStringPublisher::onEntry
                                            sm_ridgeback_floor
                                             _coverage_dynamic_1
                                            ::cl_string_publisher
::CbStringPublisher::onEntry
                                           sm_dance_bot::cl_string
_publisher::CbStringPublisher
                                                     ::onEntry
                                          cl_move_base_z::CbUndoPath
                                                Backwards::onEntry
                                           cl_move_group_interface
                                           ::CbMoveEndEffector::onEntry
                                             cl_move_group_interface
                                              ::CbMoveJoints::onEntry
                                           cl_move_group_interface
                                           ::CbMoveEndEffectorRelative
                                                     ::onEntry
                                          cl move group interface
                                          ::CbMoveNamedTarget::onEntry
                                          cl_move_group_interface
::CbMoveEndEffectorTrajectory
                                                     ::onEntry
                                            cl_move_group_interface
                                            ::CbMoveCartesianRelative
                                                     ::onEntry
                                            cl move base z::CbRotate
                                                     ::onEntry
                                            cl_ros_publisher::CbPublish
                                                   Once::onEntry
                                           cl_move_base_z::CbAbsolute
                                                  Rotate::onEntry
                                            cl_ros_publisher::CbDefault
                                               PublishLoop::onEntry
                                           cl_move_base_z::CbNavigate
                                                 Forward::onEntry
                                           cl move base z::CbNavigate
                                              GlobalPosition::onEntry
                                           cl_move_base_z::CbNavigate
                                                Backwards::onEntry
                                         cl multirole sensor
                                         ::CbDefaultMultiRoleSensor
                                         Behavior < sm_dance_bot_strikes
                                         back::cl lidar::ClLidarSensor
                                                     >::onEntry
```

cl_move_base_z::CbUndoPath Backwards::onExit

cl_ros_timer::CbTimer