

boost::statechart::
event< EvWaypoint242
< TSource, TOrthogonal > >



```
classDiagram
    class boost_statechart_event["boost::statechart::event< EvWaypoint242< TSource, TOrthogonal > >"]
    class cl_move_base_z_EvWaypoint242["cl_move_base_z::EvWaypoint242< TSource, TOrthogonal >"]
    cl_move_base_z_EvWaypoint242 --|> boost_statechart_event
```

The diagram shows a UML class hierarchy. At the top is a class box for `boost::statechart::event< EvWaypoint242 < TSource, TOrthogonal > >`. It has three horizontal compartments: the top one contains the class name, and the two below it are empty. Below this is a class box for `cl_move_base_z::EvWaypoint242 < TSource, TOrthogonal >`. This box has three compartments: the top one contains the class name, the middle one contains the attribute `+ waypointIndex`, and the bottom one is empty. A blue arrow with an open triangular head points from the top compartment of the bottom class box to the top compartment of the top class box, indicating inheritance.

cl_move_base_z::EvWaypoint242
< TSource, TOrthogonal >

+ waypointIndex