sm dance bot strikes back::f pattern states ::StiFPatternStartLoop < SsFPattern1 >::loopCondition move_base_z_client ::CbUndoPathBackwards ::onEntry move_base_z_client ::CbNavigateGlobalPosition ::onEntry $move_base_\underline{z}_client$::CbAbsoluteRotate:: onEntry move_base_z_client ::CbRotate::onEntry move_base_z_client ::CbNavigateBackwards ::onEntry move_base_z_client ::CbNavigateForward ::onEntry smacc::ISmaccClient ::getComponent sm_dance_bot_2::StNavigate ToWaypointsX::onEntry move_base_z_client ::WaypointNavigator sm dance bot strikes ::sendNextGoal _back::StNavigateToWaypoints X::runtimeConfigure sm_dance_bot::StNavigate ToWaypointsX::runtimeConfigure sm_dance_bot_2::radial motion states::StiRadialEnd Point: runtime Configure sm_dance_bot strikes _back::radial_motion states::StiRadialEndPoint ::runtimeConfigure sm_dance_bot_strikes _back::f_pattern_states ::StiFPatternForward1:: runtimeConfigure