```
moveit_z_client::CbMoveCartesian          moveit_z_client::CbMoveCartesian
Relative::moveRelativeCartesian    ◄────  Relative::onEntry

              cl_ros_timer::CbTimer
                  ::onEntry

          cl_ros_timer::CbTimerCountdown
                 Once::onEntry

             sm_moveit::cl_gripper
             ::CbOpenGripper::onEntry

          cl_ros_timer::CbTimerCountdown
                 Loop::onEntry

             sm_moveit::cl_gripper
             ::CbCloseGripper::onEntry

            sm_dance_bot::cl_led
             ::CbLEDOff::onEntry

           sm_dance_bot_strikes
           _back::cl_led::CbLEDOff
                  ::onEntry

            sm_dance_bot::cl_led
             ::CbLEDOn::onEntry

           sm_dance_bot_strikes
           _back::cl_led::CbLEDOn
                  ::onEntry

        cl_keyboard::CbDefaultKeyboard
              Behavior::onEntry

        cl_move_base_z::CbNavigate
            NextWaypoint::onEntry

           sm_dance_bot_strikes
           _back::cl_string_publisher
           ::CbStringPublisher::onEntry

           sm_dance_bot::cl_string
           _publisher::CbStringPublisher
                  ::onEntry

  smacc::SmaccClientBehavior   ◄─────     cl_move_base_z::CbUndoPath
       ::requiresClient                        Backwards::onEntry

                                        moveit_z_client::CbMoveEnd
                                            Effector::onEntry

                                        moveit_z_client::CbMoveEnd
                                          EffectorRelative::onEntry

                                       moveit_z_client::CbMoveNamed
                                              Target::onEntry

                                        moveit_z_client::CbMoveJoints
                                                ::onEntry

                                       cl_move_base_z::CbNavigate
                                           GlobalPosition::onEntry

                                          cl_move_base_z::CbRotate
                                                ::onEntry

                                       cl_move_base_z::CbNavigate
                                            Backwards::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_multirole_sensor
                                       ::CbDefaultMultiRoleSensor
                                       Behavior< sm_dance_bot_strikes
                                       _back::cl_lidar::ClLidarSensor
                                                >::onEntry

                                         cl_move_base_z::CbUndoPath
                                              Backwards::onExit
```