

```
boost::statechart::  
event< EvWaypoint20  
< TSource, TObjectTag > >
```



The diagram shows two class boxes. The top box is for `boost::statechart::event< EvWaypoint20 < TSource, TObjectTag > >` and has three empty compartments. The bottom box is for `move_base_z_client::EvWaypoint20< TSource, TObjectTag >` and has three compartments: the first contains the class name, the second contains the public attribute `+ waypointIndex`, and the third is empty. A blue arrow with an open triangle head points from the bottom box to the top box, indicating inheritance.

```
move_base_z_client  
::EvWaypoint20< TSource,  
TObjectTag >
```

```
+ waypointIndex
```