

sm_husky_barrel_search
_1::cl_led_array::CbBlinking
::onEntry

sm_husky_barrel_search
_1::cl_led_array::CbSequence
ColorBlinking::onEntry

sm_husky_barrel_search
_1::cl_led_array::CbLEDOff
::onEntry

sm_husky_barrel_search
_1::cl_led_array::ClLedArray
::turnOff

```
graph LR; A["sm_husky_barrel_search_1::cl_led_array::CbBlinking::onEntry"] --> D["sm_husky_barrel_search_1::cl_led_array::ClLedArray::turnOff"]; B["sm_husky_barrel_search_1::cl_led_array::CbSequenceColorBlinking::onEntry"] --> D; C["sm_husky_barrel_search_1::cl_led_array::CbLEDOff::onEntry"] --> D;
```

The diagram illustrates a state machine transition where three different entry actions from the state `sm_husky_barrel_search_1::cl_led_array` converge on a single action `ClLedArray::turnOff`. The three entry actions are `CbBlinking::onEntry`, `CbSequenceColorBlinking::onEntry`, and `CbLEDOff::onEntry`. Each is represented in a white box on the left, with a blue arrow pointing to a grey box on the right containing the target action `ClLedArray::turnOff`.