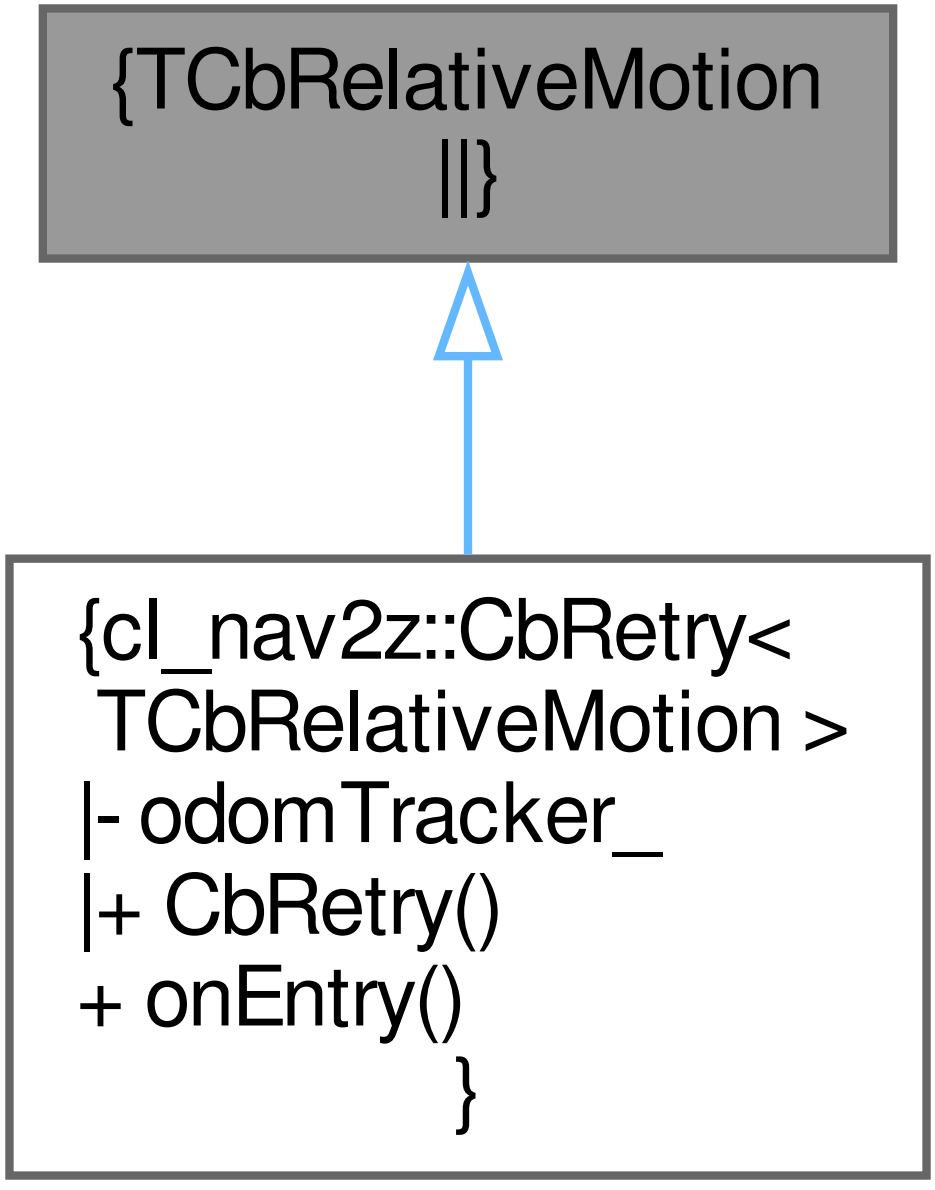
{TCbRelativeMotion
||}
{cl_nav2z::CbRetry<
TCbRelativeMotion >
|- odomTracker_
|+ CbRetry()
+ onEntry()
}