

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::CbLEDOOn  
::onEntry

sm\_husky\_barrel\_search  
\_1::cl\_led\_array::ClLedArray  
::turnOn

```
stateDiagram-v2
    state S1["sm_husky_barrel_search_1::cl_led_array::CbBlinking::onEntry"]
    state S2["sm_husky_barrel_search_1::cl_led_array::CbSequenceColorBlinking::onEntry"]
    state S3["sm_husky_barrel_search_1::cl_led_array::CbLEDOOn::onEntry"]
    state S4["sm_husky_barrel_search_1::cl_led_array::ClLedArray::turnOn"]
    S1 --> S4
    S2 --> S4
    S3 --> S4
```

The diagram illustrates a state transition in a state machine. On the left, there are three white rectangular boxes, each representing a source state. Arrows from each of these boxes point towards a single gray rectangular box on the right, which represents the target state. The target state box is shaded gray, while the source state boxes are white. The text inside each box follows the format: `sm_husky_barrel_search_1::cl_led_array::[StateName]::onEntry` for the source states, and `sm_husky_barrel_search_1::cl_led_array::ClLedArray::turnOn` for the target state.