

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_2/include/sm
_dance_bot_warehouse_2/orthogonals
/or_obstacle_perception.hpp



```
graph BT; A["smacc2_sm_reference_library/sm_dance_bot_warehouse_2/src/sm_dance_bot_warehouse_2/sm_dance_bot_warehouse_2.cpp"] --> B["smacc2_sm_reference_library/sm_dance_bot_warehouse_2/include/sm_dance_bot_warehouse_2/sm_dance_bot_warehouse_2.hpp"]; B --> C["smacc2_sm_reference_library/sm_dance_bot_warehouse_2/include/sm_dance_bot_warehouse_2/orthogonals/or_obstacle_perception.hpp"];
```

The diagram illustrates the compilation process of a C++ source file into a header file. It consists of three rectangular boxes arranged vertically, connected by upward-pointing blue arrows. The bottom box contains the source file path, the middle box contains the generated header file path, and the top box contains the final header file path after preprocessing. The top box has a light gray background, while the others are white.

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_2/include/sm
_dance_bot_warehouse_2/sm
_dance_bot_warehouse_2.hpp

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_2/src/sm_dance
_bot_warehouse_2/sm_dance
_bot_warehouse_2.cpp