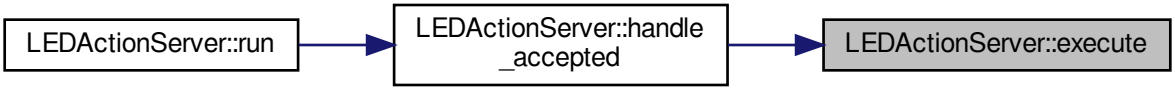
LEDActionServer::run
LEDActionServer::handle
_accepted
LEDActionServer::execute