

cl_move_base_z::CbPauseSlam
::onEntry

cl_move_base_z::CbResume
Slam::onEntry

cl_move_base_z::CpSlamToolbox
::getState

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graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::getState]; B[cl_move_base_z::CbResumeSlam::onEntry] --> C;
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The diagram illustrates a functional dependency. On the left, two separate boxes represent callback functions: 'cl_move_base_z::CbPauseSlam::onEntry' (top) and 'cl_move_base_z::CbResumeSlam::onEntry' (bottom). On the right, a single box represents the 'cl_move_base_z::CpSlamToolbox::getState' function. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box, indicating that both 'onEntry' callbacks depend on the 'getState' function to execute their logic.