

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_1["sm_husky_barrel_search_1::cl_led_array::CbBlinking::onEntry"]
    state S1_2["sm_husky_barrel_search_1::cl_led_array::CbSequenceColorBlinking::onEntry"]
    state S1_3["sm_husky_barrel_search_1::cl_led_array::CbLEDOOn::onEntry"]
    state S1_4["sm_husky_barrel_search_1::cl_led_array::ClLedArray::turnOn"]
    S1_1 --> S1_4
    S1_2 --> S1_4
    S1_3 --> S1_4
```

The diagram illustrates a state machine with four states. Three states on the left are white boxes with black borders, and one state on the right is a grey box with a black border. Three blue arrows point from the left states to the right state, indicating transitions. The left states represent 'onEntry' events for different components, while the right state represents a 'turnOn' event for the ClLedArray component.