

cl\_move\_base\_z::CbNavigate  
Backwards::onEntry

sm\_dance\_bot::radial  
\_motion\_states::StiRadialReturn  
::onExit

sm\_dance\_bot\_lite::  
radial\_motion\_states  
::StiRadialReturn::onExit

cl\_move\_base\_z::odom  
\_tracker::OdomTracker  
::clearPath



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graph LR; A[cl_move_base_z::CbNavigateBackwards::onEntry] --> D[cl_move_base_z::odom_tracker::OdomTracker::clearPath]; B[sm_dance_bot::radial_motion_states::StiRadialReturn::onExit] --> D; C[sm_dance_bot_lite::radial_motion_states::StiRadialReturn::onExit] --> D;
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