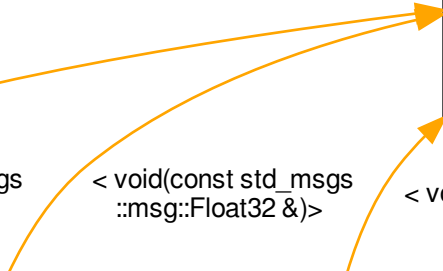


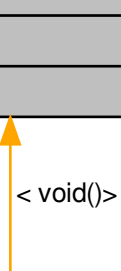
< void(const std_msgs
::msg::UInt16 &);>



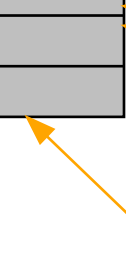
< void(const std_msgs
::msg::Float32 &);>



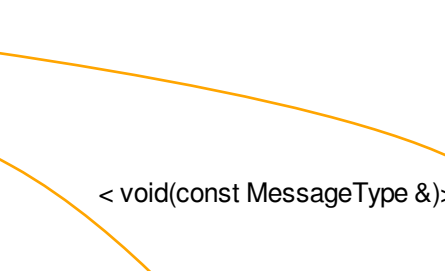
< void(char keypress)>



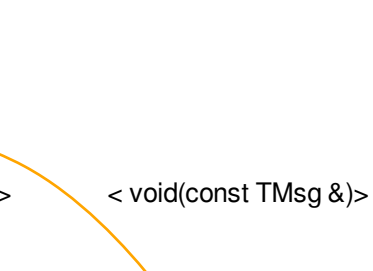
< void()>



< void(const WrappedResult &);>



< void(const MessageType &);>



< void(const TMsg &);>

