

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/states
/st_navigate_to_waypoint_1_recovery.hpp



```
graph BT; A["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/src/sm_dance_bot_warehouse_3.cpp"] --> B["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3.hpp"]; B --> C["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/states/st_navigate_to_waypoint_1_recovery.hpp"];
```

The diagram illustrates the relationship between three files in a project. At the bottom is a C++ source file, in the middle is a header file, and at the top is a state machine recovery file. Blue arrows point upwards from the source file to the header file, and from the header file to the recovery file, indicating that the recovery file depends on the header file, which in turn depends on the source file.

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/sm
_dance_bot_warehouse_3.hpp

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/src/sm_dance
_bot_warehouse_3/sm_dance
_bot_warehouse_3.cpp