

cl\_move\_base\_z::CbPauseSlam  
::onEntry

cl\_move\_base\_z::CbResume  
Slam::onEntry

cl\_move\_base\_z::CpSlamToolbox  
::toogleState

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graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::toogleState]; B[cl_move_base_z::CbResumeSlam::onEntry] --> C;
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The diagram illustrates a functional dependency or call sequence. Two separate callback functions, 'cl\_move\_base\_z::CbPauseSlam::onEntry' and 'cl\_move\_base\_z::CbResumeSlam::onEntry', are shown on the left. Both of these functions have arrows pointing to a single, shaded rectangular box on the right labeled 'cl\_move\_base\_z::CpSlamToolbox::toogleState'. This indicates that both the pause and resume callbacks interact with or call the 'toogleState' method of the 'CpSlamToolbox' class.