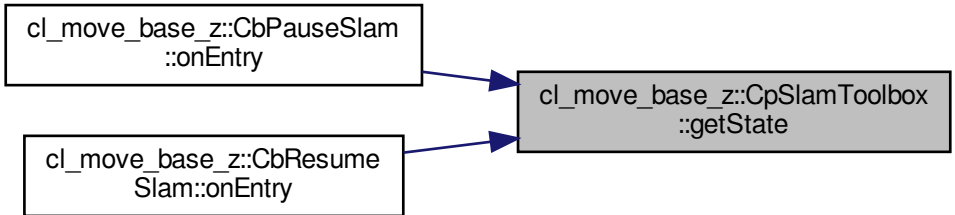
cl_move_base_z::CbPauseSlam
::onEntry
cl_move_base_z::CbResume
Slam::onEntry
cl_move_base_z::CpSlamToolbox
::getState