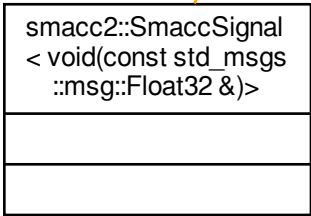
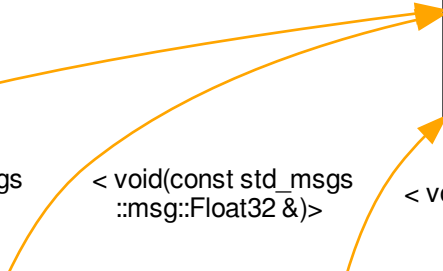
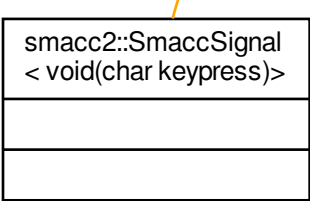


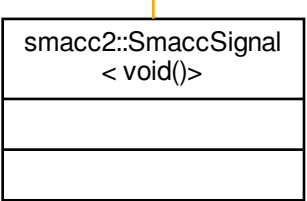
< void(const std\_msgs  
::msg::UInt16 &);>



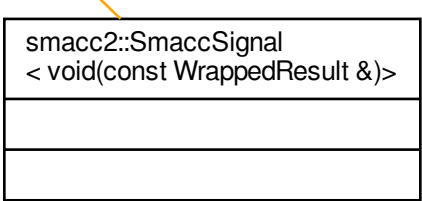
< void(const std\_msgs  
::msg::Float32 &);>



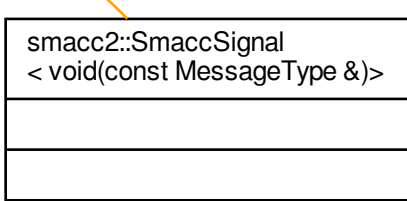
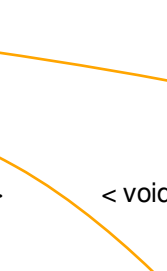
< void(char keypress)>



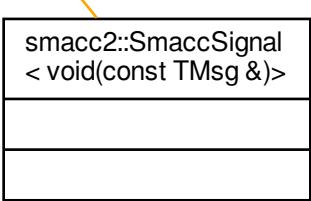
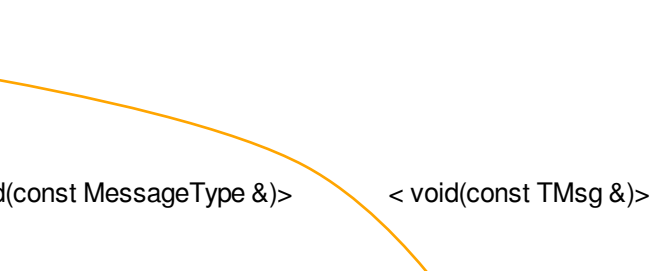
< void()>



< void(const WrappedResult &);>



< void(const MessageType &);>



< void(const TMsg &);>