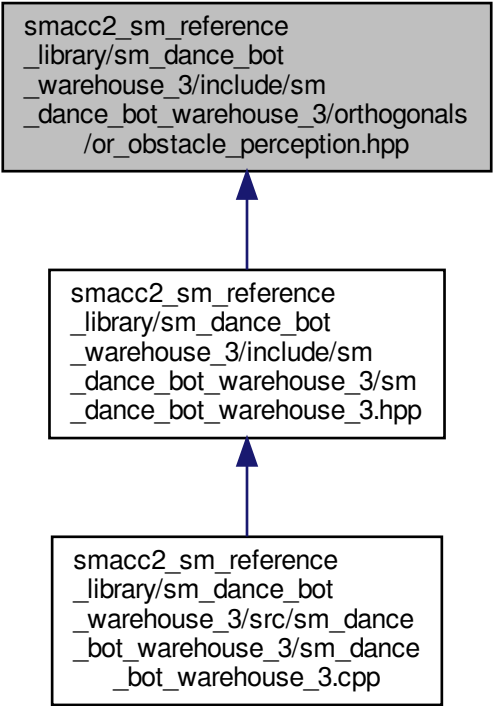


smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/orthogonals
/or_obstacle_perception.hpp



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

The diagram illustrates the compilation process of a C++ source file into a header file. It consists of three rectangular boxes arranged vertically, connected by blue arrows pointing upwards. The bottom box contains the source file path, the middle box contains the generated header file path, and the top box contains the final header file path after a transformation. The top box has a light gray background, while the others are white.

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