smacc::ISmaccClient

stateMachine_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()

smacc::SmaccTopicPublisher Client< MessageType >

+ topicName
+ queueSize
# nh_
# pub_
- initialized_

+ SmaccTopicPublisherClient()
+ ~SmaccTopicPublisherClient()
+ initialize()
+ publish()

< std_msgs::String >

smacc::SmaccTopicPublisher Client< std_msgs::String >

+ topicName
+ queueSize
# nh_
# pub_
- initialized_

+ SmaccTopicPublisherClient()
+ ~SmaccTopicPublisherClient()
+ initialize()
+ publish()

dance_bot::StringPublisher Client