smacc::ISmaccClient # stateMachine + ISmaccClient() + ~ISmaccClient() + initialize() + setStateMachine() + getName() + postEvent() smacc::ISmaccActionClient # name + ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getState() smacc::SmaccActionClient Base< TDerived, ActionType > + name_ # client_ + ACTION_DEFINITION() + SmaccActionClientBase() + initialize() + ~SmaccActionClientBase() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult() < SmaccMoveBaseActionClient, move_base_msgs::MoveBaseAction > smacc::SmaccActionClient Base< SmaccMoveBaseActionClient, move_base_msgs::MoveBaseAction > # client + ACTION DEFINITION() + SmaccActionClientBase() + initialize() + ~SmaccActionClientBase() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult() Д smacc::SmaccMoveBaseAction Client + plannerSwitcher_ + SmaccMoveBaseActionClient() + initialize() + getName() + ~SmaccMoveBaseActionClient()