## # stateMachine # components + ISmaccClient() + ~ISmaccClient() + initialize() + setStateMachine() + getName() + postEvent() + postEvent() + getComponent() + createComponent() configureEventSourceTypes() smacc::ISmaccActionClient # name + ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getState() smacc::SmaccActionClient Base < ActionType > + name + onSucceeded\_ + onAborted + onPreempted\_ + onRejected + postSuccessEvent + postAbortedEvent + postPreemptedEvent + postRejectedEvent + postFeedbackEvent + done\_cb + active\_cb + feedback cb # client\_ + ACTION DEFINITION() + SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult() < move\_base\_msgs::MoveBase < smacc action client generic::ToolControlAction > Action > smacc::SmaccActionClient smacc::SmaccActionClient Base < smacc\_action\_client Base< move\_base\_msgs:: generic::ToolControlAction > MoveBaseAction > + name\_ + name + onSucceeded + onSucceeded + onAborted + onAborted + onPreempted\_ + onPreempted\_ + onRejected + onRejected + postSuccessEvent + postSuccessEvent + postAbortedEvent + postAbortedEvent + postPreemptedEvent + postPreemptedEvent + postRejectedEvent + postRejectedEvent + postFeedbackEvent + postFeedbackEvent + done cb + done cb + active cb + active cb + feedback cb + feedback cb # client # client + ACTION\_DEFINITION() + ACTION\_DEFINITION() + SmaccActionClientBase() + SmaccActionClientBase() ~SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + initialize() + postResultEvent() + postResultEvent() + configureEventSourceTypes() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onAborted() + onAborted() + onPreempted() + onPreempted() + onPreempted() + onPreempted() + onRejected() + onRejected() + onRejected() + onRejected() + cancelGoal() + cancelGoal() + getState() + getState() + sendGoal() + sendGoal() + getEventLabel() + getEventLabel() # onFeedback() # onFeedback() # onResult() # onResult() move base z client smacc::SmaccToolActionClient ::ClMoveBaseZ + plannerSwitcher\_ + ACTION\_DEFINITION()

+ ClMoveBaseZ()

+ initialize()

+ getName()

+ ~ClMoveBaseZ()

+ SmaccToolActionClient()

+ ~SmaccToolActionClient()

+ getName()

smacc::ISmaccClient