## smacc::ISmaccClient # stateMachine + ISmaccClient() + ~ISmaccClient() + initialize() + setStateMachine() + getName() + postEvent() smacc::ISmaccActionClient # name\_ + ISmaccActionClient() + ~ISmaccActionClient() + getState() + hasFeedback() + getNamespace() # postEvent() # postFeedbackEvent() smacc::SmaccActionClient Base < ActionType > + name\_ # client\_ # feedback\_queue\_size\_ # feedback queue # result queue size # result\_queue\_ + ACTION\_DEFINITION() + SmaccActionClientBase() + initialize() + ~SmaccActionClientBase() + cancelGoal() + getState() + hasFeedback() + sendGoal() # onFeedback() # onResult() # postEvent() # postFeedbackEvent() < smacc\_action\_client \_generic::ToolControlAction > < move\_base\_msgs::MoveBase Action > smacc::SmaccActionClient smacc::SmaccActionClient Base < smacc\_action\_client Base< move\_base\_msgs:: generic::ToolControlAction > MoveBaseAction > + name\_ + name # client # client # feedback\_queue\_size\_ # feedback\_queue\_size\_ # feedback\_queue\_ # feedback\_queue # result\_queue\_size\_ # result\_queue\_size\_ # result\_queue\_ # result\_queue + ACTION DEFINITION() + ACTION DEFINITION() + SmaccActionClientBase() + SmaccActionClientBase() + initialize() + initialize() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + cancelGoal() + cancelGoal() + getState() + getState() + hasFeedback() + hasFeedback() + sendGoal() + sendGoal() # onFeedback() # onFeedback() # onResult() # onResult() # postEvent() # postEvent() # postFeedbackEvent() # postFeedbackEvent() smacc::SmaccMoveBaseAction smacc::SmaccToolActionClient Client + plannerSwitcher\_ + SmaccToolActionClient() + SmaccMoveBaseActionClient() + getName() + initialize() + getName() + ~SmaccToolActionClient() + ~SmaccMoveBaseActionClient()