stateMachine + ISmaccComponent() + ~ISmaccComponent() + init() + init() + setStateMachine() + getName() + postEvent() Δ smacc::ISmaccClient + ISmaccClient() + ~ISmaccClient() smacc::ISmaccActionClient # name + ISmaccActionClient() + ~ISmaccActionClient() + init() + init() + getState() + hasFeedback() + getNamespace() # postEvent() # postFeedbackEvent() Δ smacc::SmaccActionClient Base < ActionType > # client # feedback_queue_size_ # feedback_queue_ # result_queue_size_ # result queue + ACTION_DEFINITION() + SmaccActionClientBase() + init() + ~SmaccActionClientBase() + cancelGoal() + getState() + hasFeedback() + sendGoal() # onFeedback() # onResult() # postEvent() # postFeedbackEvent() < smacc_action_client < move_base_msgs::MoveBase _generic::ToolControlAction > Action > smacc::SmaccActionClient smacc::SmaccActionClient Base < smacc_action_client Base< move base_msgs:: generic::ToolControlAction > MoveBaseAction > # 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() + init() + init() + init() + init() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + cancelGoal() + cancelGoal() + getState() + getState() + hasFeedback() + hasFeedback() + sendGoal() + sendGoal() # onFeedback() # onFeedback() # onResult() # onResult() # postEvent() # postEvent() # postFeedbackEvent() # postFeedbackEvent() smacc::SmaccMoveBaseAction smacc::SmaccToolActionClient Client + SmaccToolActionClient() + SmaccMoveBaseActionClient() + SmaccMoveBaseActionClient() + getName() + ~SmaccToolActionClient() + getName() + ~SmaccMoveBaseActionClient()

smacc::ISmaccComponent