```
smacc::ISmaccClient
─────────────────────────────
# stateMachine_
# components_
─────────────────────────────
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
```

```
smacc::client_bases
    ::ISmaccActionClient
─────────────────────────────
# name_
─────────────────────────────
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
```

```
smacc::client_bases
::SmaccActionClientBase
    < 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

< sm_dance_bot::LEDControl

```
smacc::client_bases
::SmaccActionClientBase
< move_base_msgs::MoveBaseAction >
─────────────────────────────
+ 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()
```

```
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot::LEDControlAction >
─────────────────────────────
+ 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_z_client
    ::ClMoveBaseZ
─────────────────────────────

─────────────────────────────
+ ClMoveBaseZ()
+ ~ClMoveBaseZ()
+ initialize()
+ getName()
```

```
sm_dance_bot::cl_led
    ::ClLED
─────────────────────────────

─────────────────────────────
+ ACTION_DEFINITION()
+ ClLED()
+ getName()
+ ~ClLED()
```