smacc::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # getNode() # getLogger() initialize() setStateMachine() cl move base z::Waypoint **Navigator** + waypointsEventDispatcher + client + currentWaypoint waypoints succeddedConnection + WaypointNavigator() + onInitialize() + insertWaypoint() + removeWaypoint() + loadWayPointsFromFile() + setWaypoints() + setWaypoints() + sendNextGoal() + getWaypoints() + getCurrentWaypointIndex()

+ onOrthogonalAllocation()

- onGoalReached()