smacc::ISmaccComponent

stateMachine_
owner_

+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()

smacc::ISmaccUpdatable

- periodDuration_
- lastUpdate_

+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()

cl_move_base_z::Pose

+ isInitialized
- pose_
- poseFrameName_
- referenceFrame_
- m_mutex_
- tfBuffer_
- tfListener_
- listenerMutex_

+ Pose()
+ onInitialize()
+ update()
+ waitTransformUpdate()
+ toPoseMsg()
+ toPoseStampedMsg()
+ getReferenceFrame()
+ getFrameId()