smacc::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # aetNode() # aetLoaaer() - initialize() - setStateMachine() cl move base z::GoalChecker Switcher goal checker selector topic - default goal checker name - goal checker selector pub

+ GoalCheckerSwitcher()

+ ~GoalCheckerSwitcher() + setDefaultGoalChecker() + setGoalCheckerId()

+ onInitialize()