

LBRJointSineOverlayClient  
::onStateChange

LBRTorqueSineOverlayClient  
::onStateChange

LBRWrenchSineOverlayClient  
::onStateChange

KUKA::FRI::LBRState  
::getSampleTime

```
graph LR; A[LBRJointSineOverlayClient::onStateChange] --> D[KUKA::FRI::LBRState::getSampleTime]; B[LBRTorqueSineOverlayClient::onStateChange] --> D; C[LBRWrenchSineOverlayClient::onStateChange] --> D;
```

The diagram illustrates a dependency or data flow. On the left, three white rectangular boxes are stacked vertically. Each box contains the name of a client class followed by its `onStateChange` method. Blue arrows originate from the right side of each of these three boxes and point towards a single gray rectangular box on the right. This gray box contains the name of a state object followed by its `getSampleTime` method. The arrows indicate that the state change events from the three clients are used to update or determine the sample time of the KUKA state.