```
string
           -base frame id
           global frame id
           odom frame id
  FakeOdomNode
- m nh
- m posePub
- m particlecloudPub
- m initPoseSub
- m tfServer
- m tfListener
- m tfBuffer
- m initPoseFilter
- filter
- stuff sub
and 10 more...
+ FakeOdomNode()
+ ~FakeOdomNode()
+ stuffFilter()
+ update()
```

+ initPoseReceived()