```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
```

```
sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::CpSimulatedGazeboPerception
```

- startTimereadDelay
- lastUpdateStamp
- updatePeriod
- tableCollision
- cubeCollision -
- tfListener
- tfBroadcaster\_gazeboStateSubscriber
- + onInitialize()
- + simulatedLinkStateCallback()
- + identifyCubeColorsByNames()
- + propagateLinkStatesToTf()