## smacc::ISmaccComponent

- # stateMachine
- # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # initialize()
- # setStateMachine()
- # postEvent()
- # postEvent()
- # configureEventSourceTypes()
- # requiresComponent()
- # requiresClient()
- # onlnitialize()
- # createSiblingComponent()
- # createSiblingNamedComponent()

## smacc::ISmaccUpdatable

- periodDuration
- lastUpdate
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

sm\_moveit\_4::cl\_moveit \_z\_client::CpConstraintTable Workspaces

- planningSceneInterface
- sceneState\_
- safeTableHeightOffsetFor CubeCollisions
- + setSafeArmMotionToAvoidCube
- Collisions()
- + unsetSafeArmMotionToAvoid
- CubeCollisions()
- + onInitialize()
- + update()