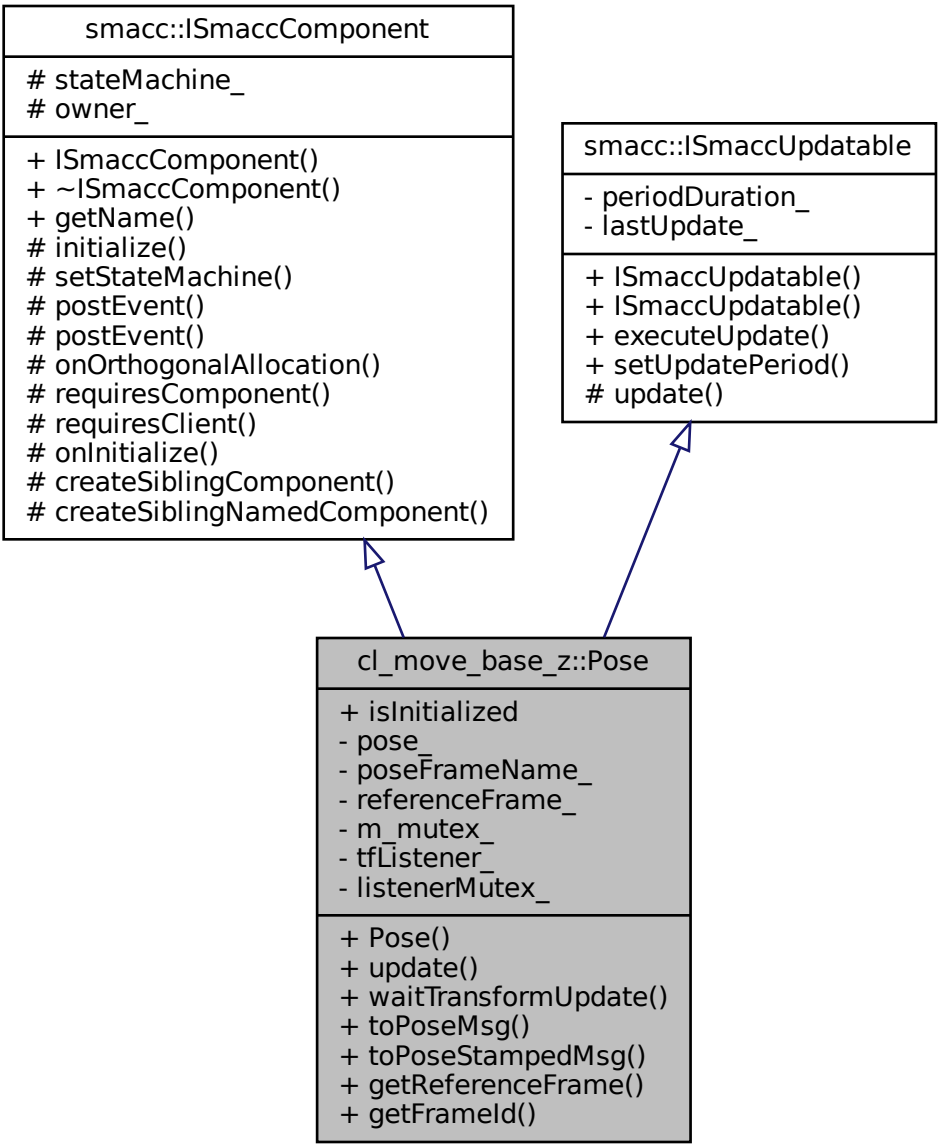
smacc::ISmaccComponent
stateMachine_
owner_
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
smacc::ISmaccUpdatable
- periodDuration_
- lastUpdate_
+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
cl_move_base_z::Pose
+ isInitialized
- pose_
- poseFrameName_
- referenceFrame_
- m_mutex_
- tfListener_
- listenerMutex_
+ Pose()
+ update()
+ waitTransformUpdate()
+ toPoseMsg()
+ toPoseStampedMsg()
+ getReferenceFrame()
+ getFrameId()