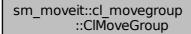## smacc::ISmaccClient

components_
- stateMachine_
- orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()

sm_moveit::cl_movegroup ::ClMoveGroup

+ moveGroupClientInterface
+ planningSceneInterface
- postEventMotionExecution
Succeded_
- postEventMotionExecution
Failed_
- onSucceded_
- onFailed_

+ ClMoveGroup()
+ ~ClMoveGroup()
+ postEventMotionExecution
Succeded()
+ postEventMotionExecution
Failed()
+ configureEventSourceTypes()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()