```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
 sm fetch screw loop
  1::cl perception system
 ::CpSimulatedGazeboPerception

    startTime

    readDelay

    lastUpdateStamp

    updatePeriod

    tableCollision

    cubeCollision

 - tfListener
 - tfBroadcaster

    gazeboStateSubscriber

 + onInitialize()
 + simulatedLinkStateCallback()
 + identifyCubeColorsByNames()
 + propagateLinkStatesToTf()
```