smacc::ISmaccComponent

stateMachine_
owner_

+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# configureEventSourceTypes()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()

sm_fetch_six_table
_pick_n_sort_1::cl_perception
_system::CpSceneState

+ cubeInfos_
+ tablesInfo_

+ CpSceneState()
+ configureEventSourceTypes()