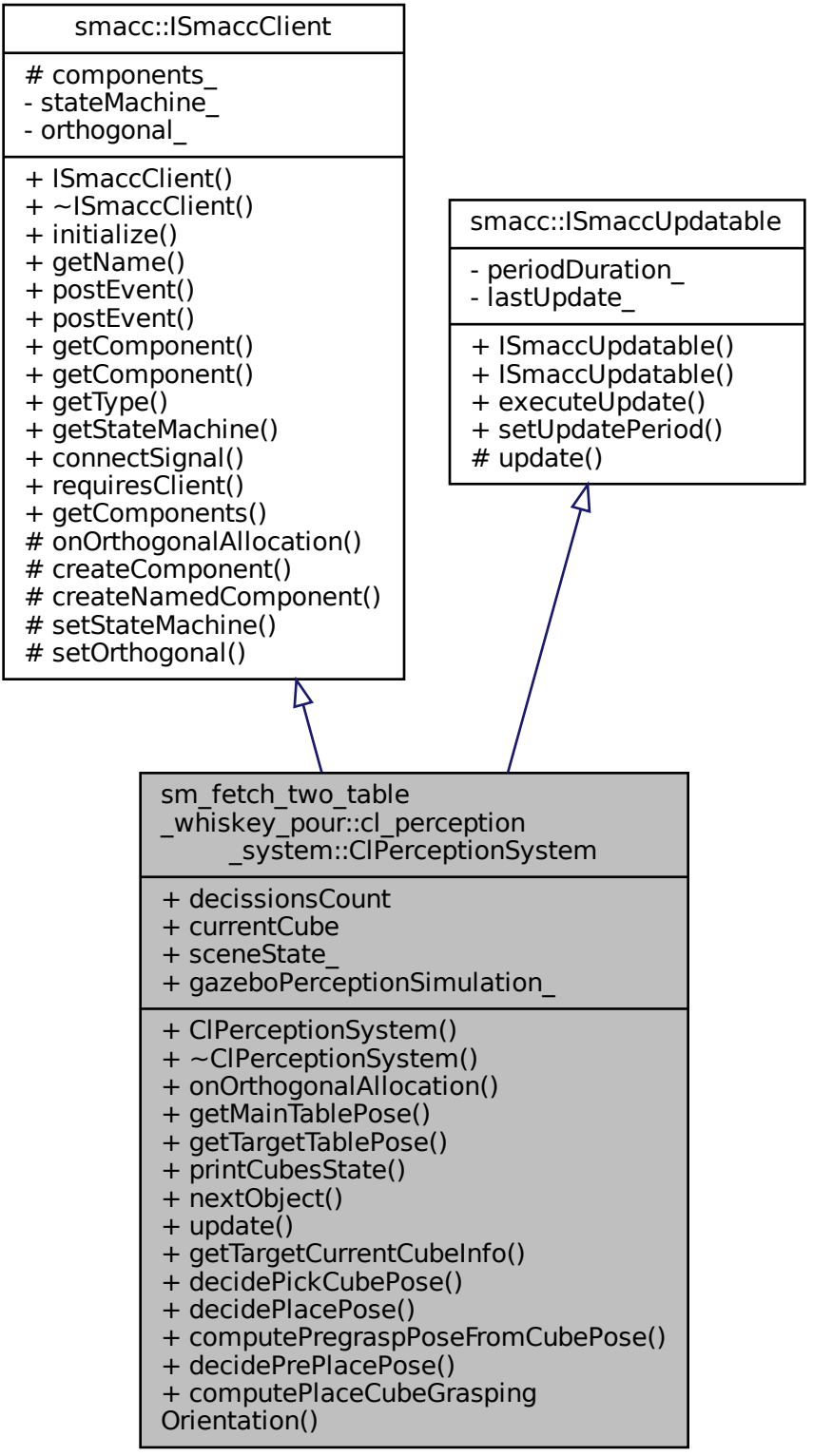
smacc::ISmaccClient
components_
- stateMachine_
- orthogonal_
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
smacc::ISmaccUpdatable
- periodDuration_
- lastUpdate_
+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
sm_fetch_two_table
_whiskey_pour::cl_perception
_system::ClPerceptionSystem
+ decissionsCount
+ currentCube
+ sceneState_
+ gazeboPerceptionSimulation_
+ ClPerceptionSystem()
+ ~ClPerceptionSystem()
+ onOrthogonalAllocation()
+ getMainTablePose()
+ getTargetTablePose()
+ printCubesState()
+ nextObject()
+ update()
+ getTargetCurrentCubeInfo()
+ decidePickCubePose()
+ decidePlacePose()
+ computePregraspPoseFromCubePose()
+ decidePrePlacePose()
+ computePlaceCubeGrasping
Orientation()