

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 _pick_n_place_1::cl _perception_system::CIPerception System
+ detectedCubePose0 + detectedCubePose1 + detectedCubePose2 + originalCube0Pose + originalCube1Pose + originalCube2Pose + cube0DestinationInTable1 + cube1DestinationInTable0 + cube2DestinationInTable1 + startTime + readDelay + decisionsCount + currentCube
+ CIPerceptionSystem() + ~CIPerceptionSystem() + nextCube() + retryCubeAfterFail() + update() + getCurrentTable() + decidePickCubePose() + decidePlacePose()

