smacc::ISmaccClientBehavior stateMachine - currentState - currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() onOrthogonalAllocation() smacc::SmaccAsyncClientBehavior - onEntryThread_ onExitThread postFinishEventFn postSuccessEventFn_ smacc::ISmaccUpdatable - postFailureEventFn_ onFinished_ periodDuration_ - onSuccess_ lastUpdate_ - onFailure + ISmaccUpdatable() + onOrthogonalAllocation() + ISmaccUpdatable() + ~SmaccAsyncClientBehavior() + executeUpdate() + onSuccess() + setUpdatePeriod() + onFinished() # update() + onFailure() # executeOnEntry() # executeOnExit() # postSuccessEvent() # postFailureEvent() # dispose() cl_move_group_interface ::CbMoveEndEffectorTrajectory + group + tipLink + allowInitialTrajectoryState **JointDiscontinuity** # endEffectorTrajectory_ # movegroupClient_ # beahiorMarkers_ markersPub - markersInitialized_ iksrv - m mutex postJointDiscontinuityEvent postIncorrectInitialState - postMotionExecutionFailure **Events** + CbMoveEndEffectorTrajectory() + CbMoveEndEffectorTrajectory() + onOrthogonalAllocation() + onEntry() + onExit() + update() # computeJointSpaceTrajectory() # executeJointSpaceTrajectory() # generateTrajectory() # createMarkers() initializeROS() cl_move_group_interface cl_move_group_interface ::CbCircularPouringMotion ::CbCircularPivotMotion + angularSpeed_rad_s_ + angularSpeed_rad_s_ + linearSpeed_m_s_ + linearSpeed_m_s_ + relativeInitialPose cl move group interface + relativelnitialPose # pivotPose ::CbExecuteLastTrajectory # planePivotPose_ # targetPose # deltaRadians # deltaHeight + CbCircularPivotMotion() + CbCircularPouringMotion() + CbExecuteLastTrajectory() + CbCircularPivotMotion() + CbCircularPouringMotion() + onEntry() + CbCircularPivotMotion() + CbCircularPouringMotion() + generateTrajectory() + generateTrajectory() + createMarkers() + createMarkers() - computeCurrentEndEffector - computeCurrentEndEffector PoseRelativeToPivot() PoseRelativeToPivot() cl move group interface ::CbEndEffectorRotate + CbEndEffectorRotate()

+ onEntry()