## smacc::ISmaccComponent

- # stateMachine
- # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # initialize()
- # setStateMachine()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requiresComponent()
- # requiresClient()
- # onlnitialize()
- # createSiblingComponent()
- # createSiblingNamedComponent()

## smacc::ISmaccUpdatable

- periodDuration
- lastUpdate\_
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

## sm\_fetch\_two\_table \_whiskey\_pour::cl\_move \_group\_interface::CpConstraint \_ LateralWorkspace

- planningSceneInterface\_
- movegroupclient\_
- referenceFrame
- lateralDistance\_
- offset\_
- size\_
- enabled
- alreadyRemoved\_
- + enable()
- + disable()
- + CpConstraintLateralWorkspace()
- + onInitialize()
- + update()
- + createCollisionBox()
- + createVirtualCollisionWalls()