```
smacc::ISmaccComponent
    # stateMachine
    # owner
    + ISmaccComponent()
    + ~ISmaccComponent()
    + getName()
    # initialize()
    # setStateMachine()
    # postEvent()
    # postEvent()
    # configureEventSourceTypes()
    # requiresComponent()
    # requiresClient()
    # onlnitialize()
sm moveit 4::cl perception

    startTime
```

```
system::CpSimulatedGazeboPerception
```

- readDelay
- lastUpdateStamp - updatePeriod
- tableCollision
- cubeCollision
- planningSceneInterface
- movegroupclient
- tfListener
- tfBroadcaster
- gazeboStateSubscriber
- + onInitialize()
- + simulatedLinkStateCallback()
- + identifyCubeColorsByNames()
- + propagateLinkStatesToTf()