```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
```

sm\_fetch\_two\_table \_whiskey\_pour::cl\_perception \_system::CpSimulatedGazeboPerception

- startTimereadDelay
- lastUpdateStamp
- updatePeriod
- tableCollision\_
- cubeCollision\_
- tfListener\_tfBroadcaster
- gazeboStateSubscriber\_
- + onInitialize()
- + simulatedLinkStateCallback()
  + identifyCubeColorsByNames()
- + identifyCubeColorsByNames()
- + propagateLinkStatesToTf()