```
TeleopComponent
# active
+ TeleopComponent()
+ ~TeleopComponent()
+ update()
+ publish()
+ start()
+ stop()
     BaseTeleop
 - deadman
 - axis x
 - axis w
 - max vel x
 - min vel x
 - max vel w
 - max_acc_x
 - max acc
 - use mux
 prev_mux topic
 - mux
 - cmd vel pub
 odom_sub
 - odom mutex

    odom

 - max windup time
 - desired

    last

 + BaseTeleop()
 + update()
 + publish()
 + start()
 + stop()
 odomCallback()
```