

smacc::ISmaccComponent
# stateMachine_ # owner_
+ ISmaccComponent() + ~ISmaccComponent() + getName() # initialize() # setStateMachine() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # onInitialize() # createSiblingComponent() # createSiblingNamedComponent()

smacc::ISmaccUpdatable
- periodDuration_ - lastUpdate_
+ ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update()

sm_fetch_two_table _whiskey_pour::cl_move _group_interface::CpConstraint VirtualSideWall
- planningSceneInterface_ - movegroupclient_ - name_ - referenceFrame_ - offset_ - size_ - enabled_ - alreadyRemoved_
+ enable() + disable() + CpConstraintVirtualSideWall() + onInitialize() + update() + createCollisionBox() + createVirtualCollisionWalls() + enable() + disable() + CpConstraintVirtualSideWall() + onInitialize() + update() + createCollisionBox() + createVirtualCollisionWalls()

