## smacc::ISmaccClientBehavior stateMachine\_ currentState - currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + getNode() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() onOrthogonalAllocation() Д smacc::SmaccAsyncClientBehavior onEntryThread\_ onExitThread postFinishEventFn postSuccessEventFn smacc::ISmaccUpdatable postFailureEventFn\_ onFinished periodDuration\_ - onSuccess\_ lastUpdate - onFailure + ISmaccUpdatable() + onOrthogonalAllocation() + ISmaccUpdatable() + ~SmaccAsyncClientBehavior() + executeUpdate() + onSuccess() + setUpdatePeriod() + onFinished() # update() + onFailure() # executeOnEntry() # executeOnExit() # postSuccessEvent() # postFailureEvent() # dispose() cl\_move\_group\_interface ::CbMoveEndEffectorTrajectory + group + tipLink + allowInitialTrajectoryState JointDiscontinuity\_ # endEffectorTrajectory\_ # movegroupClient\_ # beahiorMarkers\_ markersPub markersInitialized - iksrv m\_mutex postJointDiscontinuityEvent postIncorrectInitialState **Event** postMotionExecutionFailure **Events** - autocleanmarkers + CbMoveEndEffectorTrajectory() + CbMoveEndEffectorTrajectory() + onOrthogonalAllocation() + onEntry() + onExit() + update() # computeJointSpaceTrajectory() # executeJointSpaceTrajectory() # generateTrajectory() # createMarkers() # getCurrentEndEffectorPose() - initializeROS() cl\_move\_group\_interface ::CbMoveCartesianRelative2 + linearSpeed\_m\_s\_

- globalFrame

+ CbMoveCartesianRelative2() + CbMoveCartesianRelative2()

+ generateTrajectory()