smacc::ISmaccComponent # stateMachine smacc::ISmaccUpdatable # serviceName - periodDuration # owner lastUpdate + ISmaccComponent() + ~ISmaccComponent() + ISmaccUpdatable() + initialize() + ISmaccUpdatable() + setStateMachine() + executeUpdate() + getName() + setUpdatePeriod() + postEvent() # update() + postEvent() + configureEventSourceTypes() cl move base z::Pose - pose - tfListener - poseFrameName - referenceFrame - m mutex + Pose() + update() + waitTransformUpdate()

+ get()

+ getReferenceFrame()