smacc::ISmaccClientBehavior stateMachine currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() - onOrthogonalAllocation() Д smacc::SmaccAsyncClientBehavior - onEntryThread - onExitThread postFinishEventFn - postSuccessEventFn postFailureEventFn_ onFinished onSuccess - onFailure_ + onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() # executeOnEntry() # executeOnExit() # postSuccessEvent() # postFailureEvent() # dispose() cl_move_group_interface ::CbMoveJoints + scalingFactor + jointValueTarget_ + group # movegroupClient + CbMoveJoints() + CbMoveJoints() + onEntry() + onExit() # moveJoints() cl_move_group_interface ::CbMoveLastTrajectoryInitialState ${\sf cl_move_group_interface}$ backIndex ::CbMoveKnownState + CbMoveLastTrajectoryInitial State() + CbMoveKnownState() + CbMoveLastTrajectoryInitial State() + ~CbMoveKnownState() loadJointStatesFromFile() + ~CbMoveLastTrajectoryInitial State() + onEntry()