smacc::ISmaccComponent

stateMachine_
owner_

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

sm_fetch_screw_loop _1::cl_perception_system ::CpSceneState

+ cubeInfos_
+ tablesInfo_

+ CpSceneState()
+ onOrthogonalAllocation()