## smacc::ISmaccComponent

# stateMachine_
# owner_

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

## smacc::ISmaccUpdatable

- periodDuration_
- lastUpdate_

+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()

## cl_move_base_z::Pose

+ isInitialized
- pose_
- tfListener_
- poseFrameName_
- referenceFrame_
- m_mutex_

+ Pose()
+ update()
+ waitTransformUpdate()
+ toPoseMsg()
+ toPoseStampedMsg()
+ getReferenceFrame()