```
TeleopComponent
# active
+ TeleopComponent()
+ ~TeleopComponent()
+ update()
+ publish()
+ start()
+ stop()
      ArmTeleop
   - deadman
   - axis x
   - axis y
   - axis z
   - axis roll
   axis_pitch_
   - axis yaw

    button linear

    button angular

   - max vel x

 max vel y

    max vel z

   max_vel_roll
   - max vel pitch
   - max_vel_yaw_
   - max acc x
   - max acc
   - max acc z
   max_acc_roll
   - max_acc_pitch
   - max acc yaw
   - cmd pub

    desired

    last

    last update

   + ArmTeleop()
   + update()
   + publish()
   + start()
   + stop()
```