smacc::ISmaccClient # components\_ - stateMachine orthogonal + ISmaccClient() + ~ISmaccClient() + initialize() + getName() + postEvent() + postEvent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() smacc::client bases ::ISmaccActionClient # name\_ + ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getState() smacc::client\_bases ::SmaccActionClientBase < ActionType > + name\_ + onSucceeded + onAborted\_ + onPreempted\_ + onRejected + postSuccessEvent + postAbortedEvent + postPreemptedEvent + postRejectedEvent + postFeedbackEvent + done\_cb + active\_cb + feedback\_cb # client + ACTION DEFINITION() + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onReiected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback()
# onResult() < sm\_dance\_bot\_strikes < control\_msgs::GripperCommand | < move\_base\_msgs::MoveBase</pre> < sm\_dance\_bot\_2::LEDControl < sm\_dance\_bot::LEDControl \_back::LEDControlAction > Action > Action > Action > Action > smacc::client\_bases smacc::client\_bases smacc::client\_bases ::SmaccActionClientBase smacc::client\_bases ::SmaccActionClientBase smacc::client\_bases  $:: SmaccAction \overline{C} lient Base$ ::SmaccActionClientBase ::SmaccActionClientBase < control\_msgs::GripperCommand < sm dance bot strikes < move\_base\_msgs::MoveBaseAction > < sm\_dance\_bot\_2::LEDControlAction > < sm\_dance\_bot::LEDControlAction > back::LEDControlAction > Action > + name\_ + name\_ + name\_ + name\_ + onSucceeded\_ + onAborted\_ + name\_ + onSucceeded\_ + onAborted\_ + onSucceeded\_ + onAborted\_ + onSucceeded\_ + onSucceeded\_ + onAborted\_ + onAborted\_ + onPreempted\_ + onRejected\_ + onPreempted\_ + onPreempted\_ + onPreempted\_ + onPreempted\_ + onRejected\_ + onRejected\_ + onRejected\_ + onRejected\_ + postSuccessEvent + postSuccessEvent + postSuccessEvent + postSuccessEvent + postSuccessEvent + postAbortedEvent + postAbortedEvent + postAbortedEvent + postAbortedEvent + postAbortedEvent + postPreemptedEvent+ postRejectedEvent+ postFeedbackEvent + postPreemptedEvent + postPreemptedEvent + postPreemptedEvent + postPreemptedEvent + postRejectedEvent+ postFeedbackEvent + postRejectedEvent + postRejectedEvent + postRejectedEvent + postFeedbackEvent + postFeedbackEvent + postFeedbackEvent + done\_cb + done\_cb + done\_cb + done\_cb + active\_cb + done\_cb + active\_cb + active\_cb + active\_cb + active\_cb + feedback\_cb + feedback\_cb + feedback\_cb + feedback\_cb + feedback\_cb # client\_ # client\_ # client\_ # client\_ # client\_ + ACTION\_DEFINITION() + ACTION\_DEFINITION() + ACTION\_DEFINITION() + ACTION\_DEFINITION() + SmaccActionClientBase() + ACTION\_DEFINITION() + SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + initialize() + initialize() + initialize() + initialize() + postResultEvent() + postResultEvent() + postResultEvent() + postResultEvent() + postResultEvent() + onOrthogonalAllocation() + onOrthogonalAllocation() + onOrthogonalAllocation() + onOrthogonalAllocation() + onOrthogonalAllocation() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onAborted() + onAborted() + onAborted() + onAborted() + onAborted() + onAborted() + onPreempted() + onAborted() + onAborted() + onPreempted() + onRejected() + cancelGoal() + getState() + cancelGoal() + cancelGoal() + cancelGoal() + getState() + cancelGoal() + getState() + sendGoal() + getState() + getState() + sendGoal() + sendGoal() + sendGoal() + sendGoal() + getEventLabel() + getEventLabel() + getEventLabel() + getEventLabel() + getEventLabel() # onFeedback() # onFeedback() # onFeedback() # onFeedback() # onFeedback() # onResult() # onResult() # onResult() # onResult() # onResult() sm\_fetch\_six\_table sm\_fetch\_two\_table sm\_fetch\_two\_table sm\_fetch\_screw\_loop \_pick\_n\_sort\_1::cl\_gripper ::ClGripper \_whiskey\_pour::cl\_gripper ::ClGripper \_pick\_n\_place\_1::cl sm\_dance\_bot\_strikes \_back::cl\_led::ClLED sm\_dance\_bot\_2::cl \_led::CILED sm\_dance\_bot::cl\_led ::ClLED \_1::cl\_gripper::ClGripper \_gripper::ClGripper cl\_move\_base\_z::ClMoveBaseZ + ClGripper() + ClGripper() + ClGripper() + ClGripper() + ClGripper() + SMACC\_ACTION\_CLIENT \_DEFINITION() + SMACC\_ACTION\_CLIENT \_DEFINITION() + SMACC\_ACTION\_CLIENT + CIMoveBaseZ() + ClGripper() + ClGripper() + ClGripper() \_DEFINITION() + ~ClGripper() + ~ClMoveBaseZ() + ~ClGripper() + ~ClGripper() + ~ClGripper() + CILED() + CILED() + getName() + initialize() + CILED() + getName() + getName() + getName() + getName() + executeSetGripperPosition + getName() + getName() + getName() + executeSetGripperPosition + executeSetGripperPosition + executeSetGripperPosition + ~CILED() Value() + ~CILED() + ~CILED() Value() Value() Value() + executeOpenGripper() + executeOpenGripper() + executeOpenGripper() + executeOpenGripper()