smacc::ISmaccComponent

stateMachine_
owner_

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

cl_move_group_interface ::GraspingComponent

+ fingerTipNames
+ currentAttachedObjectName
- graspingObjects

+ getGraspingObject()
+ createGraspableBox()