```
smacc::ISmaccComponent
# stateMachine_
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
   sm moveit screw loop
    ::cl perception system
         ::CpSceneState
    + cubeInfos
    + tablesInfo
    + CpSceneState()
    + onOrthogonalAllocation()
```