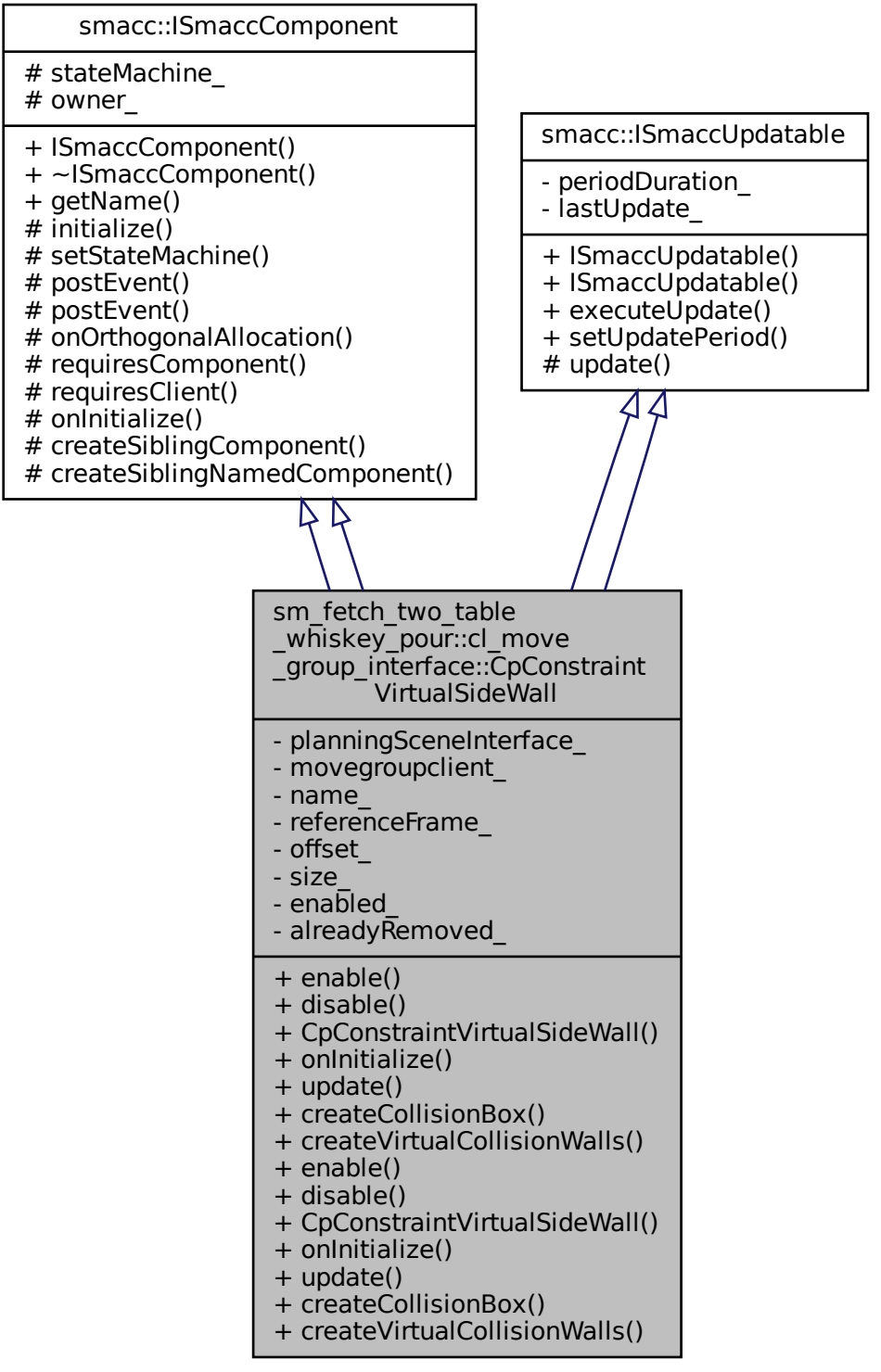
smacc::ISmaccComponent
stateMachine_
owner_
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
smacc::ISmaccUpdatable
- periodDuration_
- lastUpdate_
+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
sm_fetch_two_table
_whiskey_pour::cl_move
_group_interface::CpConstraint
VirtualSideWall
- planningSceneInterface_
- movegroupclient_
- name_
- referenceFrame_
- offset_
- size_
- enabled_
- alreadyRemoved_
+ enable()
+ disable()
+ CpConstraintVirtualSideWall()
+ onInitialize()
+ update()
+ createCollisionBox()
+ createVirtualCollisionWalls()
+ enable()
+ disable()
+ CpConstraintVirtualSideWall()
+ onInitialize()
+ update()
+ createCollisionBox()
+ createVirtualCollisionWalls()