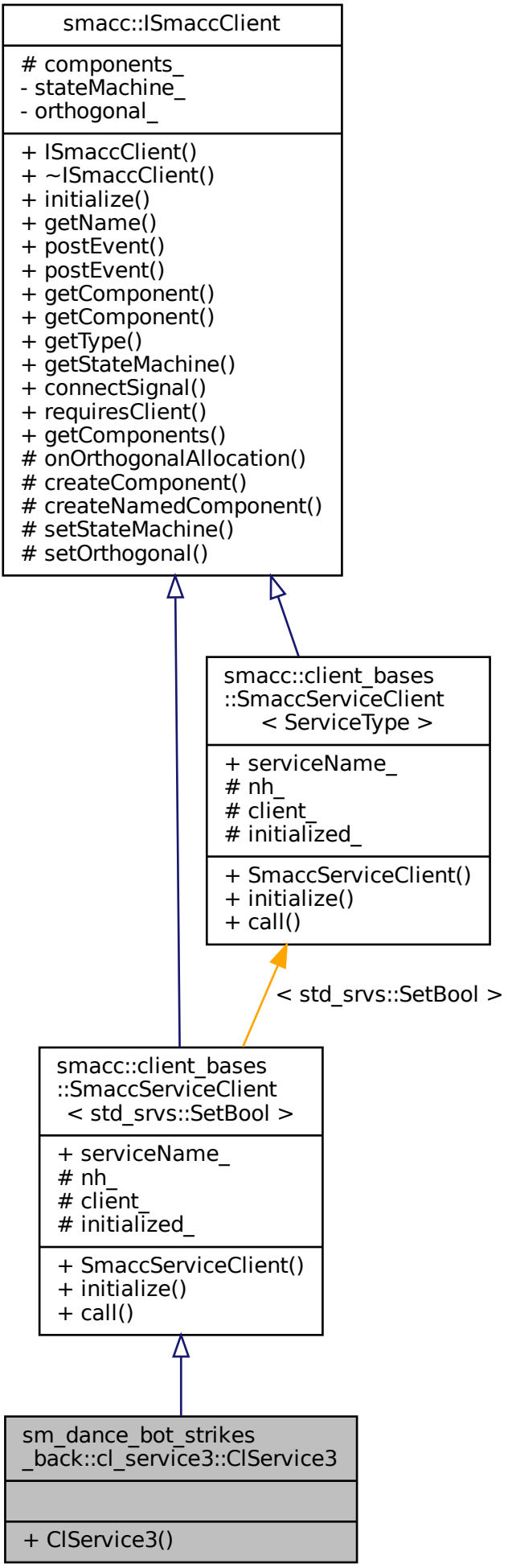
smacc::ISmaccClient
# components_
- stateMachine_
- orthogonal_
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
smacc::client_bases
::SmaccServiceClient
< ServiceType >
+ serviceName_
# nh_
# client_
# initialized_
+ SmaccServiceClient()
+ initialize()
+ call()
< std_srvs::SetBool >
smacc::client_bases
::SmaccServiceClient
< std_srvs::SetBool >
+ serviceName_
# nh_
# client_
# initialized_
+ SmaccServiceClient()
+ initialize()
+ call()
sm_dance_bot_strikes
_back::cl_service3::ClService3
+ ClService3()