```
smacc::ISmaccClient
# components

    stateMachine

- orthogonal
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ aetTvpe()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# setStateMachine()
# setOrthogonal()
 sm moveit::cl movegroup
```

::ClMoveGroup

+ moveGroupClientInterface
+ planningSceneInterface

+ ClMoveGroup()+ ~ClMoveGroup()+ moveToAbsolutePose()+ moveToObjectGraspPose()

+ nextMotion()
+ executeAsync()