moveit z client::CbMoveEnd cl move base z::Pose Effector cl ros publisher::CbDefault + isInitialized PublishLoop + targetPose - pose - tfListener + tip link - deferedPublishFn - poseFrameName + group - client # movegroupClient - referenceFrame - m mutex + CbDefaultPublishLoop() + CbMoveEndEffector() + CbDefaultPublishLoop() + CbMoveEndEffector() + Pose() + setMessage() + update() + onEntry() + onEntrv() + waitTransformUpdate() + onExit() + update() + toPoseMsa() + update() + onExit() + toPoseStampedMsq() + planAndExecuteAsync() + getReferenceFrame() # moveToAbsolutePose()

sm_moveit::cl_perception _system::ClPerceptionSystem

smacc::ISmaccUpdatable

periodDuration_lastUpdate

update()

+ ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod()

- + detectedCubePose0
- + detectedCubePose1
- + detectedCubePose2
- + originalCube0Pose
- + originalCube1Pose
- + originalCube2Pose
- + cube0DestinationInTable1
- + cube1DestinationInTable0
- + cube2DestinationInTable1
- + startTime
- + readDelay
- + decissionsCount
- + currentCube
- + CIPerceptionSystem()
- + ~CIPerceptionSystem()
- + nextCube()
- + retryCubeAfterFail()
- + update()
- + getCurrentTable()
- + decidePickCubePose()
- + decidePlacePose()

sm_moveit_2::cl_perception _system::ClPerceptionSystem

- + detectedCubePose0
- + detectedCubePose1
- + detectedCubePose2
- + originalCube0Pose
- + originalCube1Pose
- + originalCube2Pose
- + cube0DestinationInTable1
- + cube1DestinationInTable0
- + cube2DestinationInTable1
- + startTime
- + readDelay
- + decissionsCount
- + currentCube
- + CIPerceptionSystem()
- + ~CIPerceptionSystem()
- + nextCube()
- + retryCubeAfterFail()
- + update()
- + getCurrentTable()
- + decidePickCubePose()
- + decidePlacePose()

sm_moveit_3::cl_perception _system::ClPerceptionSystem

- + detectedCubePose0
- + detectedCubePose1
- + detectedCubePose2
- + originalCube0Pose
- + originalCube1Pose
- + originalCube2Pose
- + cube0DestinationInTable1
- + cube1DestinationInTable0
- + cube2DestinationInTable1
- + startTime
- + readDelay
- + decissionsCount
- + currentCube
- + CIPerceptionSystem()
- + ~CIPerceptionSystem()
- + nextCube()
- + retryCubeAfterFail()
- + update()
- + getCurrentTable()
- + decidePickCubePose()
- + decidePlacePose()

smacc::state_reactors ::SrRandomGenerator

- + mode
- postEventA
- postEventB
- postEventC
- evAMin_ - evAMax
- evBMin
- evBMax_
- evCMin_evCMax
- minValue
- maxValue
- + SrRandomGenerator()
- + onEntry()
- + declareObjectTag()
- + postRandomEvents()
- + update()
- + onEventNotified()