smacc::ISmaccClient

components_
- stateMachine_
- orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# configureEventSourceTypes()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()

smacc::ISmaccUpdatable

- periodDuration_
- lastUpdate_

+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()

sm_moveit_4::cl_perception_system::ClPerceptionSystem

+ decissionsCount
+ currentCube
+ sceneState_
+ gazeboPerceptionSimulation_

+ ClPerceptionSystem()
+ ~ClPerceptionSystem()
+ configureEventSourceTypes()
+ getMainTablePose()
+ getTargetTablePose()
+ printCubesState()
+ nextCube()
+ update()
+ getTargetCurrentCubeInfo()
+ decidePickCubePose()
+ setSafeArmMotionToAvoidCube
Collisions()
+ unsetSafeArmMotionToAvoid
CubeCollisions()
+ decidePlacePose()
+ computePregraspPoseFromCubePose()
+ decidePrePlacePose()
+ computePlaceCubeGrasping
Orientation()