smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # getNode() # getLogger() # getStateMachine() - initialize() - setStateMachine() smacc2::components ::CpTopicPublisher< MessageType > + queueSize + durability + reliability - pub initialized topicName + CpTopicPublisher() + ~CpTopicPublisher() + publish() + onInitialize() < geometry_msgs::msg < geometry msgs::msg < std msgs::msg::Int8 > ::PoseWithCovarianceStamped > ::PoseStamped > smacc2::components smacc2::components smacc2::components ::CpTopicPublisher< ::CpTopicPublisher< ::CpTopicPublisher< geometry msgs::msg:: geometry_msgs::msg:: std msgs::msg::Int8 > PoseWithCovarianceStamped > PoseStamped > + queueSize + queueSize + queueSize + durability + durability + durability + reliability + reliability + reliability - pub - pub - pub initialized initialized initialized topicName topicName topicName + CpTopicPublisher() + CpTopicPublisher() + CpTopicPublisher() + ~CpTopicPublisher() + ~CpTopicPublisher() + ~CpTopicPublisher() + publish() + publish() + publish() + onInitialize() + onInitialize() + onInitialize()