

smacc2::ISmaccComponent
# stateMachine_ # owner_
+ ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # getNode() # getLogger() # getStateMachine() - initialize() - setStateMachine()



cl_moveit2z::CpGraspingComponent
+ fingerTipNames + gripperLink_ + currentAttachedObjectName - graspingObjects
+ getGraspingObject() + createGraspableBox()