

```
{smacc2::ISmaccClientBehavior
|- stateMachine_
- currentState_
- currentOrthogonal_
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
```

```
{smacc2::SmaccAsyncClient
  Behavior
|- onEntryThread_
- onExitThread_
- postFinishEventFn_
- postSuccessEventFn_
- postFailureEventFn_
- onFinished_
- onSuccess_
- onFailure_
- isShutdownRequested_
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
}
```

```
{smacc2::ISmaccUpdatable
|- periodDuration_
- lastUpdate_
|+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
}
```

```
{cl_moveit2z::CbMoveEndEffector
  Trajectory
|+ group_
+ tipLink_
+ allowInitialTrajectoryState
JointDiscontinuity_
# endEffectorTrajectory_
# movegroupClient_
# beahiorMarkers_
- markersPub_
- markersInitialized_
- iksrv_
- m_mutex_
- postJointDiscontinuityEvent
- postIncorrectInitialState
Event
- postMotionExecutionFailure
Events
- autocleanmarkers
|+ CbMoveEndEffectorTrajectory()
+ CbMoveEndEffectorTrajectory()
+ onOrthogonalAllocation()
+ onEntry()
+ onExit()
+ update()
# computeJointSpaceTrajectory()
# executeJointSpaceTrajectory()
# generateTrajectory()
# createMarkers()
# getCurrentEndEffectorPose()
- initializeROS()
}
```

```
{cl_moveit2z::CbCircularPivot
  Motion
|+ angularSpeed_rad_s_
+ linearSpeed_m_s_
+ relativeInitialPose_
# planePivotPose_
# deltaRadians_
|+ CbCircularPivotMotion()
+ CbCircularPivotMotion()
+ CbCircularPivotMotion()
+ generateTrajectory()
+ createMarkers()
- computeCurrentEndEffector
PoseRelativeToPivot()
}
```

```
{cl_moveit2z::CbCircularPouring
  Motion
|+ angularSpeed_rad_s_
+ linearSpeed_m_s_
+ directionVector_
+ pointerRelativePose_
# relativePivotPoint_
# deltaHeight_
# pointerTrajectory_
- globalFrame_
|+ CbCircularPouringMotion()
+ generateTrajectory()
+ createMarkers()
- computeCurrentEndEffector
PoseRelativeToPivot()
}
```

```
{cl_moveit2z::CbExecuteLast
  Trajectory
||+ CbExecuteLastTrajectory()
+ ~CbExecuteLastTrajectory()
+ generateTrajectory()
+ onEntry()
}
```

```
{cl_moveit2z::CbMoveCartesian
  Relative2
|+ offset_
+ linearSpeed_m_s_
- globalFrame_
|+ CbMoveCartesianRelative2()
+ CbMoveCartesianRelative2()
+ ~CbMoveCartesianRelative2()
+ generateTrajectory()
}
```

```
{cl_moveit2z::CbUndoLastTrajectory
|- backIndex_
- trajectory
- reversed
|+ CbUndoLastTrajectory()
+ CbUndoLastTrajectory()
+ ~CbUndoLastTrajectory()
+ onEntry()
+ generateTrajectory()
}
```

```
{cl_moveit2z::CbEndEffector
  Rotate
|+ tipLink
|+ CbEndEffectorRotate()
+ ~CbEndEffectorRotate()
+ onEntry()
}
```