smacc2::ISmaccClient # components - stateMachine_ - orthogonal_ + ISmaccClient() + ~ISmaccClient() + onInitialize() + getName() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() + postEvent() + postEvent() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # getNode() # getLogger() - initialize() setStateMachine() setOrthogonal() smacc2::client_bases ::ISmaccActionClient # name + ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getClientBase() smacc2::client_bases ::SmaccActionClientBase < ActionType > + name_ + lastRequest_ + goalHandle_ + onSucceeded_ + onAborted + onCancelled + postSuccessEvent + postAbortedEvent + postCancelledEvent + postFeedbackEvent + done cb + feedback_cb # client_ + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + onInitialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback() # onResult() < nav2_msgs::action < sm_dance_bot_msgs ::NavigateToPose > ::action::LEDControl > smacc2::client bases smacc2::client bases ::SmaccActionClientBase ::SmaccActionClientBase < nav2_msgs::action::NavigateTo < sm_dance_bot_msgs::action Pose > ::LEDControl > + name_ + name_ + lastRequest + lastRequest_ + goalHandle + goalHandle_ + onSucceeded + onSucceeded_ + onAborted + onAborted + onCancelled + onCancelled + postSuccessEvent + postSuccessEvent + postAbortedEvent + postAbortedEvent + postCancelledEvent + postCancelledEvent + postFeedbackEvent + postFeedbackEvent + done cb + done cb + feedback_cb + feedback_cb # client_ # client + SmaccActionClientBase() + SmaccActionClientBase() + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + getClientBase() + onInitialize() + onInitialize() + postResultEvent() + postResultEvent() + onOrthogonalAllocation() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onAborted() + onAborted() + onCancelled() + onCancelled() + onCancelled() + onCancelled() + cancelGoal() + cancelGoal() + sendGoal() + sendGoal() + getEventLabel() + getEventLabel() # onFeedback() # onFeedback() # onResult() # onResult() sm_dance_bot_strikes sm_dance_bot::cl_led cl move base z::ClMoveBaseZ back::cl led::ClLED ::CILED + CIMoveBaseZ() + CILED() + CILED() + ~CIMoveBaseZ() + getName() + getName() + getName() + ~CILED() + ~CILED()