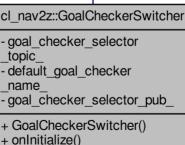
## smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # getNode() # getLogger()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



+ ~GoalCheckerSwitcher() + setDefaultGoalChecker() + setGoalCheckerId()