smacc2::ISmaccComponent

- # stateMachine
- # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # onInitialize()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requires Component()
- # requiresClient()
- # createSiblingComponent()
- # createSiblingNamedComponent()
- # getNode()
- # getLogger()
- initialize()
- setStateMachine()

smacc2::ISmaccUpdatable

- periodDuration
- İastUpdate
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

cl_move_base_z::Pose

- + isInitialized
- -pose_
- poseFrameName_
- referenceFrame_
- m_mutex_
- tfBuffer_
- -tfListener
- listenerMutex_
- + Pose()
- + Pose()
- + onInitialize()
- + update()
- + waitTransformUpdate()
- + toPoseMsg()
- + toPoseStampedMsg()
- + getReferenceFrame()
- + getFrameId()