## 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\_ smacc2::ISmaccUpdatable + onOrthogonalAllocation() - periodDuration\_ + ~SmaccAsyncClientBehavior() - lastUpdate\_ + onSuccess() + ISmaccUpdatable() + onFinished() + ISmaccUpdatable() + onFailure() + executeUpdate() + requestForceFinish() + setUpdatePeriod() + executeOnEntry() # update() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent()



+ allowInitialTrajectoryState JointDiscontinuity\_

# dispose()

# isShutdownRequested() waitFutureIfNotFinished()

- # endEffectorTrajectory\_
- # movegroupClient\_ # beahiorMarkers\_
- markersPub
- markersInitialized
- iksrv\_
- m\_mutex\_ postJointDiscontinuityEvent
- Event postMotionExecutionFailure
- **Events**

postIncorrectInitialState

- + CbMoveEndEffectorTrajectory()
- + CbMoveEndEffectorTrajectory() + onOrthogonalAllocation()
- + onEntry()

- autocleanmarkers

- + onExit()
- + update()
- # computeJointSpaceTrajectory()
- # executeJointSpaceTrajectory() # generateTrajectory()
- # createMarkers() # getCurrentEndEffectorPose()
- initializeROS()

## backIndex\_

cl\_moveit2z::CbUndoLastTrajectory

- trajectory
- reversed
- CbUndoLastTrajectory()
- CbUndoLastTrajectory()
- ~CbUndoLastTrajectory() +
- onEntry() + generateTrajectory()