smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() lastUpdate # postEvent() # postEvent() # onOrthogonalAllocation() + executeUpdate() # requiresComponent() # requiresClient() # createSiblingComponent() # update() # createSiblingNamedComponent() # aetNode() # getLogger() - initialize() - setStateMachine()

smacc2::ISmaccUpdatable

- periodDuration
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + setUpdatePeriod()

cl move base z::CpTFListener

- m mutex
- poseTracks
- tfListener
- listenerMutex
- + CpTFListener()
- + update()
- + getLastTransform()
- + waitForNextTransform()