smacc2::ISmaccComponent

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

smacc2::ISmaccUpdatable

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

cl_nav2z::Pose

- + isInitialized
- pose
- poseFrameName
- referenceFrame
- m mutex
- tfBuffer
- tfListener
- listenerMutex
- + Pose()
- + Pose()
- + onInitialize()
- + update()
- + waitTransformUpdate()
- + toPoseMsg()
- + toPoseStampedMsq()
- + getYaw()
- + getX()
- + getY()
- + getZ()
- + getReferenceFrame()
- + getFrameId()