

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

smacc2::ISmaccUpdatable
- periodDuration_ - lastUpdate_
+ ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update()

cl_nav2z::Pose
+ isInitialized + frozenReferenceFrameTime - pose_ - poseFrameName_ - referenceFrame_ - m_mutex_ - tfBuffer_ - tfListener_ - listenerMutex_
+ Pose() + Pose() + onInitialize() + update() + waitTransformUpdate() + toPoseMsg() + toPoseStampedMsg() + getYaw() + getX() + getY() + getZ() + setReferenceFrame() + getReferenceFrame() + getFrameId() + freezeReferenceFrame() + unfreezeReferenceFrame()

