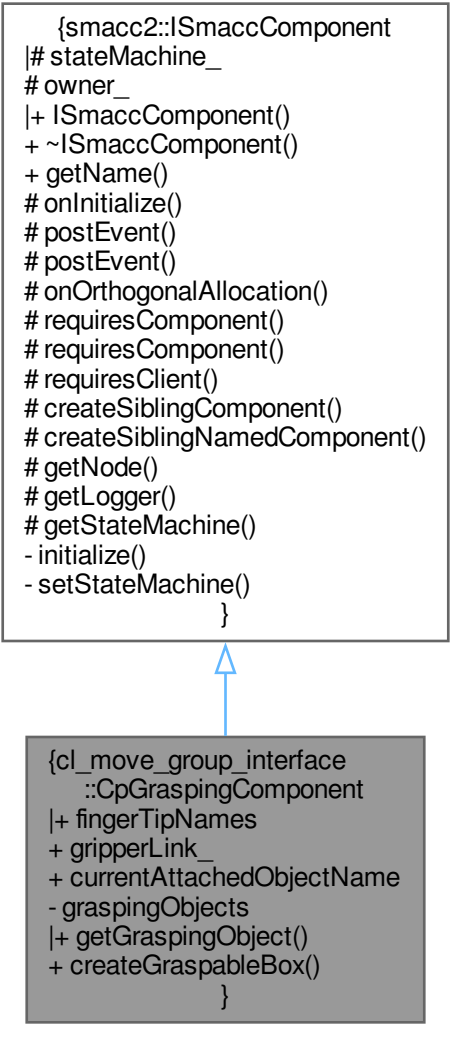
{smacc2::ISmaccComponent
|# stateMachine_
owner_
|+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
- setStateMachine()
}
{cl_move_group_interface
::CpGraspingComponent
|+ fingerTipNames
+ gripperLink_
+ currentAttachedObjectName
- graspingObjects
|+ getGraspingObject()
+ createGraspableBox()
}