## 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() # dispose() # isShutdownRequested() waitFutureIfNotFinished() cl\_moveit2z::CbMoveEndEffector rajectory + group\_ + tipLink + allowInitialTrajectoryState JointDiscontinuity\_ # endEffectorTrajectory\_ # movegroupClient\_ # beahiorMarkers markersPub markersInitialized\_ iksrv\_ - m\_mutex\_ postJointDiscontinuityEvent postIncorrectInitialState Event postMotionExecutionFailure **Events** - autocleanmarkers + CbMoveEndEffectorTrajectory() + CbMoveEndEffectorTrajectory()

+ onOrthogonalAllocation()

+ onEntry()

- + onExit()
- + update() # computeJointSpaceTrajectory()
- # executeJointSpaceTrajectory()
- # generateTrajectory()

# createMarkers()

# getCurrentEndEffectorPose() initializeROS()

cl\_moveit2z::CbCircularPivot Motion

## + relativeInitialPose\_ # planePivotPose\_

+ linearSpeed\_m\_s\_

+ angularSpeed\_rad\_s\_

- + CbCircularPivotMotion() + CbCircularPivotMotion()

# deltaRadians

- + CbCircularPivotMotion() + generateTrajectory()
- + createMarkers() computeCurrentEndEffector
  - PoseRelativeToPivot()
- cl\_moveit2z::CbEndEffector Rotate + tipLink
  - + CbEndEffectorRotate()
- + ~CbEndEffectorRotate() + onEntry()