smacc2::ISmaccClientBehavior stateMachine - currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + onEntry() + onExit() + executeOnEntry() + executeOnExit() # runtimeConfigure() # postEvent() # postEvent() # getCurrentState() # dispose() #getNode() # getLogger() - onOrthogonalAllocation() Δ smacc2::SmaccAsyncClient Behavior - onEntryThread_ - onExitThread postFinishEventFn - postSuccessEventFn postFailureEventFn onFinished_ -onSuccess_ - onFailure smacc2::ISmaccUpdatable isShutdownRequested_ periodDuration_ + onOrthogonalAllocation() lastUpdate_ + ~SmaccAsyncClientBehavior() + ISmaccUpdatable() + onSuccess() + ISmaccUpdatable() + onFinished() + onFailure() + executeUpdate() + requestForceFinish() + setUpdatePeriod() + executeOnEntry() # update() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() #isShutdownRequested() \cdot waitFutureIfNotFinished() cl_move_group_interface ::CbMoveEndEffectorTrajectory + 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_move_group_interface ::CbCircularPivotMotion + angularSpeed rad s + linearSpeed_m_s_ + relativeInitialPose_ # planePivotPose_ # deltaRadians + CbCircularPivotMotion() + CbCircularPivotMotion() + CbCircularPivotMotion() + generateTrajectory()

+ createMarkers()

+ tipLink

+ onEntry()

- computeCurrentEndEffectorPoseRelativeToPivot()

cl_move_group_interface ::CbEndEffectorRotate

+ CbEndEffectorRotate() + ~CbEndEffectorRotate()