smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # 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()
- + toPoseStampedMsg()
- + getYaw()
- + getX()
- + getY()
- + qetZ()
- + getReferenceFrame()
- + getFrameId()