smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresClient() # createSiblingComponent() # createSiblingNamedComponent() # getNode() # getLogger() # getStateMachine() - initialize() setStateMachine() cl move group interface ::CpGraspingComponent

- + fingerTipNames + gripperLink_ + currentAttachedObjectName - graspingObjects + getGraspingObject()
- + createGraspableBox()