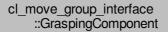
```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requires Component()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
- initialize()
```



- setStateMachine()

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