## smacc2::ISmaccComponent

## # stateMachine\_

- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()

# owner

- # onInitialize()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requiresComponent()
- # requiresComponent()
- # requiresClient()
- # createSiblingComponent()
- # createSiblingNamedComponent()
- # getNode()
- # getLogger()
- # getStateMachine()
- initialize()
- setStateMachine()

## smacc2::ISmaccUpdatable

- periodDuration
- lastUpdate\_
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

## cl\_move\_base\_z::CpTFListener

- m mutex
- poseTracks\_
- tfListener
- listenerMutex
- + CpTFListener()
- + update()
- + getLastTransform()
- + waitForNextTransform()