smacc2::ISmaccComponent

stateMachine_ # owner

- + ISmaccComponent()
- + ~ISmaccComponent() + getName()
- # onInitialize() # postEvent()
- # postEvent()
- # onOrthogonalAllocation() # requiresComponent()
- # requires Client()
- # createSiblingComponent()
 # createSiblingNamedComponent()
- # getNode()
- # getLogger()
 initialize()
 - setStateMachine()

sm_dance_bot_strikes

_back::cl_lidar::CpLidarSensorData

- + lastMessage_+ forwardObstacleDistance
- + SECURITY DISTANCE
- + onInitialize()
- + MessageCallbackStoreDistance ToWall()