```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
- initialize()
setStateMachine()
cl move base z::CpSlamToolbox
- state
+ CpSlamToolbox()
+ ~CpSlamToolbox()
+ getState()
+ toogleState()
```