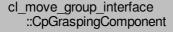
```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# aetNode()
# getLogger()
initialize()
setStateMachine()
```



- + fingerTipNames
- + gripperLink\_
- + currentAttachedObjectName graspingObjects
- + getGraspingObject()
- + createGraspableBox()