## smacc2::ISmaccComponent # stateMachine\_ # owner\_

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



## cl\_move\_base\_z::Waypoint Navigator

- + waypointsEventDispatcher
- + client\_ + currentWaypoint
- waypoints\_
- waypointsNames\_- succeddedConnection
- + WaypointNavigator()
- + onInitialize()
- + onOrthogonalAllocation() + loadWayPointsFromFile()
- + loadWayPointsFromFile2()
- + setWaypoints()
- + setWaypoints()
- + sendNextGoal()+ getWaypoints()
- + getCurrentWaypointIndex()
- + rewind()
- insertWaypoint()removeWaypoint()
- removevvaypom() - onGoalReached()