

smacc2::client bases

+ name_

+ lastRequest

+ onSucceeded

+ goalHandle

+ onAborted

+ done cb

client

+ feedback_cb

+ getClientBase()

+ onSucceeded()

+ onSucceeded()

+ onAborted()

+ onAborted()

+ onCancelled()

+ onCancelled()

+ cancelGoal()

onFeedback()

+ CILED()

+ getName()

+ ~CILED()

+ getEventLabel()

sm dance bot strikes

back::cl led::ClLED

+ sendGoal()

onResult()

+ postResultEvent()

+ onInitialize()

+ onCancelled

+ postSuccessEvent + postAbortedEvent

+ postCancelledEvent

+ postFeedbackEvent

::SmaccActionClientBase

< sm dance bot strikes