smacc2::ISmaccClientBehavior stateMachine_ currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() getName() + requiresClient() + requiresComponent() + onEntry() onExit() + executeOnEntry() + executeOnExit() # runtimeConfigure() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() onOrthogonalAllocation() smacc2::SmaccAsyncClient Behavior onEntryThread_ onExitThread_ - postFinishEventFn_ postSuccessEventFn_ - postFailureEventFn_ onFinished - onSuccess onFailure_ - isShutdownRequested smacc2::ISmaccUpdatable + onOrthogonalAllocation() periodDuration_ + ~SmaccAsyncClientBehavior() lastUpdate_ + onSuccess() + ISmaccUpdatable() + onFinished() + ISmaccUpdatable() + onFailure() + executeUpdate() + requestForceFinish() setUpdatePeriod() + executeOnEntry() # update() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() # isShutdownRequested() waitFutureIfNotFinished() cl_moveit2z::CbMoveEndEffector Trajectory + group_ + tipLink_ allowInitialTrajectoryState JointDiscontinuity_ # endEffectorTrajectory_ # movegroupClient_ # beahiorMarkers_ markersPub_

- markersInitialized_
- iksrv_
- m_mutex_ postJointDiscontinuityEvent

Event

- postMotionExecutionFailure **Events**

postIncorrectInitialState

 autocleanmarkers + CbMoveEndEffectorTrajectory()

+ CbMoveEndEffectorTrajectory()

computeJointSpaceTrajectory()

- + onOrthogonalAllocation() + onEntry()
- + onExit() + update()
- # executeJointSpaceTrajectory() # generateTrajectory()

createMarkers()

- # getCurrentEndEffectorPose() initializeROS()
- cl_moveit2z::CbCircularPivot Motion
 - # planePivotPose_

+ angularSpeed_rad_s_ + linearSpeed_m_s_ + relativeInitialPose_

- # deltaRadians + CbCircularPivotMotion()
- + CbCircularPivotMotion() + CbCircularPivotMotion()
- + generateTrajectory() + createMarkers()
- computeCurrentEndEffector PoseRelativeToPivot()

cl_moveit2z::CbEndEffector Rotate

+ tipLink + CbEndEffectorRotate()

+ ~CbEndEffectorRotate() + onEntry()