smacc2::ISmaccComponent # stateMachine # owner + ISmaccComponent() + ~ISmaccComponent() smacc2::ISmaccUpdatable + getName() periodDuration # onInitialize() lastUpdate # postEvent() # postEvent() + ISmaccUpdatable() # onOrthogonalAllocation() + ISmaccUpdatable() # requires Component() + executeUpdate() # requiresClient() + setUpdatePeriod() # createSiblingComponent() # update() # createSiblingNamedComponent() # getNode() # aetLogaer() # getStateMachine() - initialize() - setStateMachine() cl move base z::CpTFListener - m mutex - poseTracks - tfListener - listenerMutex + CpTFListener() + update()

+ getLastTransform() + waitForNextTransform()