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

Events

- postIncorrectInitialState EventpostMotionExecutionFailure
- autocleanmarkersCbMoveEndEffectorTrajectory()
- + onOrthogonalAllocation()+ onEntry()

+ CbMoveEndEffectorTrajectory()

- + onExit() + update()
- # computeJointSpaceTrajectory()
 # executeJointSpaceTrajectory()
- # generateTrajectory()
 # createMarkers()
- initializeROS()

getCurrentEndEffectorPose()

cl_moveit2z::CbCircularPivot Motion

planePivotPose_ # deltaRadians_

+ CbCircularPivotMotion()+ CbCircularPivotMotion()

+ angularSpeed_rad_s_+ linearSpeed_m_s_+ relativeInitialPose_

- + CbCircularPivotMotion()
- + generateTrajectory()+ createMarkers()

computeCurrentEndEffector

PoseRelativeToPivot()

cl_moveit2z::CbEndEffector Rotate

- + tipLink
- + CbEndEffectorRotate()+ ~CbEndEffectorRotate()
- + ~CbEndEf+ onEntry()