## smacc2::ISmaccComponent

- # stateMachine\_ # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # onInitialize()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requires Component()
- # requiresClient()
- # createSiblingComponent()
- # createSiblingNamedComponent()
- # getNode()
- # getLogger()
- initialize()
- setStateMachine()

## smacc2::ISmaccUpdatable

- periodDuration
- İastUpdate
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
  + setUpdatePeriod()
- # update()

## cl\_move\_base\_z::Pose

- + isInitialized
- pose\_
- poseFrameName\_
- referenceFrame\_
- m\_mutex\_
- tfBuffer
- tfListener\_
- listenerMutex\_
- + Pose()
- + onInitialize()
- + update()
- + waitTransformUpdate()
- + toPoseMsg()
- + toPoseStampedMsg()
- + getReferenceFrame()
- + getFrameId()