smacc::ISmaccComponent

- # stateMachine_ # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # initialize()
- # setStateMachine()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requires Component()
- # requiresClient()
- # onInitialize()
- # createSiblingComponent()
- # createSiblingNamedComponent()

smacc::ISmaccUpdatable

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

sm_fetch_six_table
_pick_n_sort_1::cl_move
_group_interface::CpConstraint
LateralWorkspace

- planningSceneInterface_
- movegroupclient_
- referenceFrame_lateralDistance
- offset
- size
- enabled
- alreadyRemoved_
- + enable()
- + disable()
- + CpConstraintLateralWorkspace()
- + onInitialize()
- + update()
- + createCollisionBox()
- + createVirtualCollisionWalls()