smacc::ISmaccComponent

stateMachine_
owner_

+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()

smacc::ISmaccUpdatable

- periodDuration_
- lastUpdate_

+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()

sm_fetch_screw_loop _1::cl_move_group_interface ::CpConstraintVirtualSideWall

- planningSceneInterface_
- movegroupclient_
- referenceFrame_
- offset_
- size_
- enabled_
- alreadyRemoved_

+ enable()
+ disable()
+ CpConstraintVirtualSideWall()
+ onInitialize()
+ update()
+ createCollisionBox()
+ createVirtualCollisionWalls()