```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# on Initialize()
# createSiblingComponent()
# createSiblingNamedComponent()
```

sm fetch two table whiskey pour::cl perception system::CpSimulatedGazeboPerception

startTime

- readDelay - lastUpdateStamp

updatePeriod

tableCollision

 cubeCollision tfListener

tfBroadcaster

gazeboStateSubscriber

+ onInitialize()

+ simulatedLinkStateCallback()

+ identifyCubeColorsByNames()

+ propagateLinkStatesToTf()