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 six table pick n sort 1::cl move group interface::CpConstraint **TableWorkspaces**

- planningSceneInterface
- sceneState
- safeTableHeightOffsetFor CubeCollisions
- + setBigTableCollisionVolume()
- + setSmallTableCollisionVolume()
- + disableTableCollisionVolume()
- + onInitialize()
- + update()