smacc::ISmaccComponent

stateMachine # owner

+ ISmaccComponent()

+ ~ISmaccComponent() + getName()

initialize()

setStateMachine() # postEvent()

postEvent()

onOrthogonalAllocation()

requires Component()

requiresClient() # onInitialize()

createSiblingComponent()

createSiblingNamedComponent()

sm dance bot strikes back::cl lidar::CpLidarSensorData

+ lastMessage + forwardObstacleDistance

+ SECURITY DISTANCE

+ onInitialize()

+ MessageCallbackStoreDistance ToWall()