```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
   cl move base z::Waypoint
            Navigator
   + waypoints Event Dispatcher
   + client
   + currentWaypoint

    waypoints

    succeddedConnection

   + WaypointNavigator()
   + onInitialize()
   + insertWaypoint()
   + removeWaypoint()
   + loadWayPointsFromFile()
   + setWaypoints()
   + setWaypoints()
   + sendNextGoal()
   + getWaypoints()
```

+ getCurrentWaypointIndex()+ onOrthogonalAllocation()

- onGoalReached()