```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
    sm fetch screw loop
     1::cl perception system
         ::CpSceneState
    + cubeInfos
```

+ tablesInfo

+ CpSceneState()

+ onOrthogonalAllocation()