smacc::ISmaccComponent

```
# stateMachine_
# owner
```

- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName() # initialize()
- # setStateMachine()
- # postEvent()
- # postEvent()
 # onOrthogonalAllocation()
- # requiresComponent()
- # requiresClient()
- # onInitialize()
- # createSiblingComponent()
 - # createSiblingNamedComponent()

1

sm_fetch_screw_loop 1::cl_perception_system

- _1::cl_perception_system ::CpSimulatedGazeboPerception
- startTime - readDelay
- lastUpdateStamp
- updatePeriod_
- tableCollision_cubeCollision
- tfListener
- tfBroadcaster
- gazeboStateSubscriber_
- + onInitialize()
- + simulatedLinkStateCallback() + identifyCubeColorsByNames()
- + propagateLinkStatesToTf()