

# **TinyFSM**

TinyFSM is a simple finite state machine library for C++, designed for optimal performance and low memory footprint. This makes it ideal for real-time operating systems. The concept is very simple, allowing the programmer to fully understand what is happening behind the scenes. It provides a straightforward way of mapping your state machine charts into source code.

TinyFSM basically wraps event dispatching into method calls, making event dispatching equally fast to calling (or even inlining) a function. Even in the worst case, dispatching leads to nothing more than a single vtable lookup and function call!

Key Features:

- Entry/exit actions
- Event actions
- Transition functions
- Transition conditions
- Event payload (classes)
- Inheritance of states and action functions

TinyFSM benefits from the C++11 template metaprogramming features like variadic templates, and does not depend on RTTI, exceptions or any external library.

Official home page: http://www.digint.ch/tinyfsm

Current version: 0.10

## **DOCUMENTATION**

You can find the main documentation in the doc/ directory of the TinyFSM project. The latest version is also available [online] (http://www.digint.ch/tinyfsm/doc/introduction.html).

#### **INSTALLATION**

TinyFSM is a header-only library, no special installation steps are needed. Just point your compiler to the "include" directory.

## **DEVELOPMENT**

The source code for TinyFSM is managed using Git. Check out the source repository like this:

git clone git://dev.tty0.ch/tinyfsm.git

If you would like to contribute, you might want to visit the [TinyFSM project page on GitHub] (http://github.com/digint/tinyfsm).

## **SUPPORT**

If you need further information or find bugs, please contact the author.

## **AUTHOR**

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