

smacc::ISmaccStateMachine

+ info\_  
 # nh\_  
 # private\_nh\_  
 # timer\_  
 # stateMachinePub\_  
 # stateMachineStatusPub\_  
 # transitionLogPub\_  
 # currentState\_  
 # currentStateInfo\_  
 # status\_msg\_  
 # orthogonals\_  
 - m\_mutex\_  
 - plugins\_  
 - globalData\_  
 - transitionLogHistory\_  
 - runMode\_  
 - signalDetector\_

+ ISmaccStateMachine()  
 + ~ISmaccStateMachine()  
 + Reset()  
 + Stop()  
 + EStop()  
 + notifyOnStateEntry()  
 + notifyOnStateExit()  
 + getOrthogonal()  
 + getOrthogonals()  
 + requiresComponent()  
 + postEvent()  
 + getGlobalSMDData()  
 + setGlobalSMDData()  
 + mapBehavior()  
 + updateCurrentState()  
 + updateStatusMessage()  
 + getStateMachineName()  
 + state\_machine\_visualization()  
 + getCurrentState()  
 + getCurrentStateInfo()  
 + publishTransition()  
 + onInitialize()  
 # onInitializing()  
 # onInitialized()  
 # createOrthogonal()  
 # getParam()  
 # setParam()  
 # param()

boost::statechart::asynchronous\_state\_machine

< DerivedStateMachine, InitialState

Type, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachine

Base< DerivedStateMachine,

InitialStateType >

+ SmaccStateMachineBase()  
 + ~SmaccStateMachineBase()  
 + Reset()  
 + Stop()  
 + EStop()  
 + initiate\_impl()

boost::statechart::asynchronous\_state\_machine

< TimerStateMachine, TimerState,

SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachine

Base< TimerStateMachine,

TimerState >

+ SmaccStateMachineBase()  
 + ~SmaccStateMachineBase()  
 + Reset()  
 + Stop()  
 + EStop()  
 + initiate\_impl()

TimerStateMachine

+ TimerStateMachine()

