

```
smacc::ISmaccStateMachine  
::Reset
```



```
graph LR; A["smacc::SmaccStateMachine  
Base< SmAtomicStateMachine,  
State1 >::Reset"] --> B["smacc::ISmaccStateMachine  
::Reset"]
```

```
smacc::SmaccStateMachine  
Base< SmAtomicStateMachine,  
State1 >::Reset
```