

smacc::ISmaccStateMachine

+ info\_  
# nh\_  
# private\_nh\_  
# timer  
# stateMachinePub\_  
# stateMachineStatusPub\_  
# transitionLogPub\_  
# currentState\_  
# currentStateInfo\_  
# status\_msg\_  
# orthogonal\_  
- 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  
< SmAtomicStateMachine,  
State1, SmaccFifoScheduler,  
SmaccAllocator >

smacc::SmaccStateMachine  
Base< SmAtomicStateMachine,  
State1 >

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

sm\_atomic::SmAtomicState  
Machine

+ onInitialize()

< SmAtomicStateMachine,  
State1 >