

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
< KeyboardStateMachine,
KeyboardState, SmaccFifoScheduler,
SmaccAllocator >

smacc::SmaccStateMachine
Base< KeyboardStateMachine,
KeyboardState >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

KeyboardStateMachine

+ KeyboardStateMachine()

< KeyboardStateMachine,
KeyboardState >