

smacc::ISmaccStateMachine

+ info\_  
- m\_mutex\_  
- plugins\_  
- globalData\_  
- orthogonalS\_  
- statusPub\_  
- nh\_  
- private\_nh\_  
- runMode\_  
- signalDetector\_

+ ISmaccStateMachine()  
+ ~ISmaccStateMachine()  
+ Reset()  
+ Stop()  
+ EStop()  
+ notifyOnStateEntry()  
+ notifyOnStateExit()  
+ getOrthogonal()  
+ requiresComponent()  
+ postEvent()  
+ getGlobalSMDData()  
+ setGlobalSMDData()  
+ registerActionClientRequest()  
+ mapBehavior()  
+ updateCurrentState()  
+ getStateMachineName()  
# createOrthogonal()

boost::statechart::  
asynchronous\_state\_machine  
< DerivedStateMachine, InitialState  
Type, SmaccScheduler, SmaccAllocator >

smacc::SmaccStateMachine  
Base< DerivedStateMachine,  
InitialStateType >

+ nh  
+ timer\_  
+ stateMachineStructurePub\_  
+ stateMachineStatePub\_

+ Reset()  
+ Stop()  
+ EStop()  
+ SmaccStateMachineBase()  
+ ~SmaccStateMachineBase()  
+ initiate\_impl()  
+ getParam()  
+ setParam()  
+ param()  
+ createStructureMessage()  
+ recursivePublishStatus()  
+ state\_machine\_visualization()

boost::statechart::  
asynchronous\_state\_machine  
< TimerStateMachine, TimerState,  
SmaccScheduler, SmaccAllocator >

smacc::SmaccStateMachine  
Base< TimerStateMachine,  
TimerState >

+ nh  
+ timer\_  
+ stateMachineStructurePub\_  
+ stateMachineStatePub\_

+ Reset()  
+ Stop()  
+ EStop()  
+ SmaccStateMachineBase()  
+ ~SmaccStateMachineBase()  
+ initiate\_impl()  
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+ setParam()  
+ param()  
+ createStructureMessage()  
+ recursivePublishStatus()  
+ state\_machine\_visualization()

< TimerStateMachine,  
TimerState >

TimerStateMachine

+ TimerStateMachine()