vector< std::shared NodeHandle \_ptr< smacc::LogicUnit > > \_ #logicUnits\_ smacc::ISmaccState + getStateMachine() + getParentState() + getClassName() + configure() map< std::string, std + requiresComponent() map< std::string, std vector< smacc\_msgs ::pair< std::function list< boost::signals2 shared\_ptr< smacc:: shared\_ptr< smacc:: Timer SMRunMode Publisher + requiresClient() unsigned long ::shared\_ptr< smacc:: SmaccStatus recursive\_mutex ServiceServer ::SmaccTransitionLogEntry > smacc::SmaccStateInfo > SmaccStateMachineInfo > < std::string()>, boost ::connection > + getGlobalSMData() smacc::Orthogonal > > #private\_nh #parentState ::any > > + setGlobalSMData() + createLogicUnit() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getLogicUnits() + getParam() + setParam() + param() + getROSNode() #transitionLogPub\_ #stateMachineStatusPub #currentStateInfo -stateSeqCounter\_ / -globalData\_ +stateCallbackConnections -runMode\_ +info\_ #transitionHistoryService #currentState\_ -transitionLogHistory\_ #timer\_ #orthogonals\_ \ #status\_msg\_ | -m\_mutex\_ #stateMachinePub smacc::ISmaccStateMachine + ISmaccStateMachine() + ~ISmaccStateMachine() + Reset() + Stop() + EStop() + getOrthogonal() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getTransitionLogHistory() + getGlobalSMData() + setGlobalSMData() + mapBehavior() map< const std::type \_info \*, std::shared + updateStatusMessage() SmaccFifoScheduler \* vector< smacc::ISmaccUpdatable \* > processor\_handle atomic< bool > atomic< unsigned long > + getStateMachineName() \_ptr< smacc::smacc::lSmaccComponent > > + state\_machine\_visualization() -statusPub\_ #nh\_ + getCurrentStateInfo() + publishTransition() + onInitialize() + getTransitionLogHistory()
+ createSignalConnection()
+ createSignalConnection() + lockStateMachine() + unlockStateMachine() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnStateExit() + getCurrentStateCounter() + getCurrentState() # onInitializing() # onInitialized() # createOrthogonal() # getParam() # param() propagateEventToLogicUnits() -updatableClientBehaviors -signalDetectorThread\_ #components\_ ( #stateMachine\_ -smaccStateMachine\_ -lastState\_ -signalDetector\_ -loop\_rate\_hz \ -end\_ -processorHandle\_ -scheduler\_ -updatableClients\_ smacc::SignalDetector smacc::ISmaccClient + SignalDetector() + ISmaccClient() signal< void(const + initialize() function< void(const bool + ~ISmaccClient() Subscriber optional< int > optional< std::string > + setProcessorHandle() MessageType &)> MessageType &)> + initialize() + runThread() + setStateMachine() + join() + stop() + getName() + postEvent() + pollingLoop() + postEvent() + pollOnce() + getComponent() + postEvent() + createComponent() findUpdatableClients()findUpdatableBehaviors() configureEventSourceTypes() +postInitialMessageEvent +onFirstMessageReceived / +postMessageEvent +onMessageReceived / -initialized\_ +topicName +queueSize -firstMessage\_ smacc::SmaccSubscriberClient < MessageType > function< void(const signal< void(const std\_msgs::UInt16 &)> std\_msgs::UInt16 &)> -initialized -sub\_ + SmaccSubscriberClient() + ~SmaccSubscriberClient() + configureEventSourceTypes() +queueSize +topicName -firstMessage\_ + initialize() messageCallback() +postInitialMessageEvent +postMessageEvent +onFirstMessageReceived +onMessageReceived -initialized\_ < std\_msgs::UInt16 > smacc::SmaccSubscriberClient < std\_msgs::UInt16 > function< void(std signal< void(char keypress)> scoped\_connection \_msgs::UInt16)> + SmaccSubscriberClient() + ~SmaccSubscriberClient() + configureEventSourceTypes() + initialïze() messageCallback() /+OnKeyPress +postEventKeyPress sm\_three\_some::ClKeyboard + ClKeyboard() + ~ClKeyboard() + initialize() + configureEventSourceTypes()
+ onKeyboardMessage() + postKeyEvent()