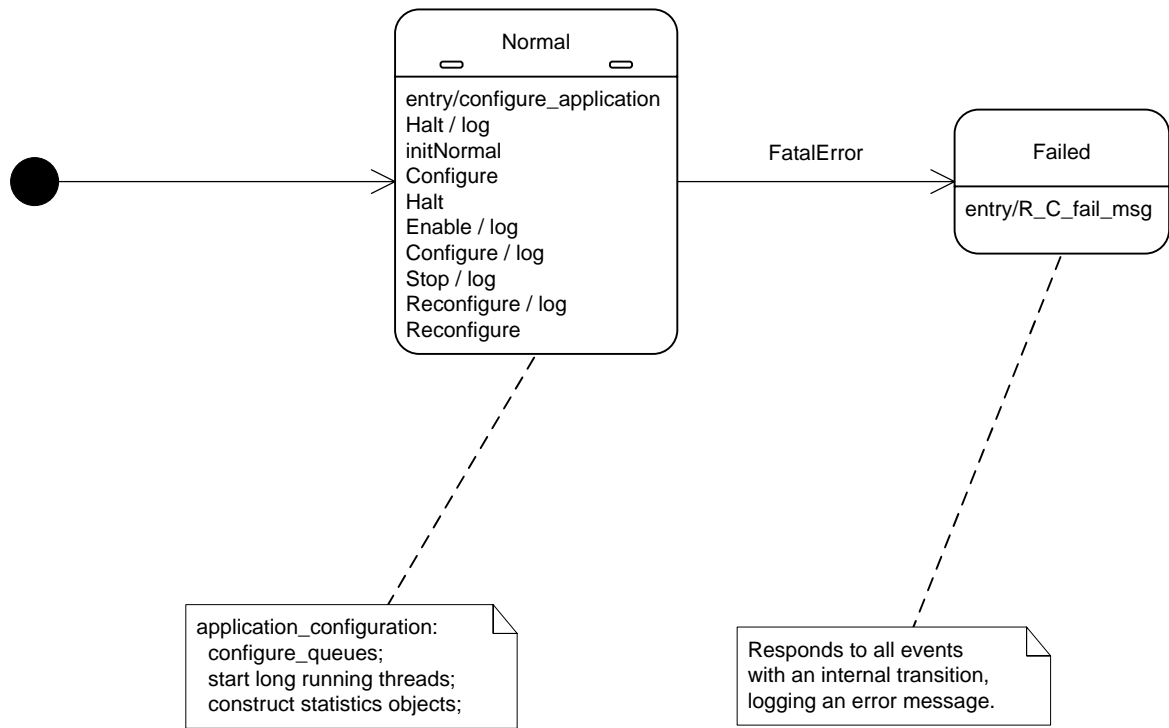
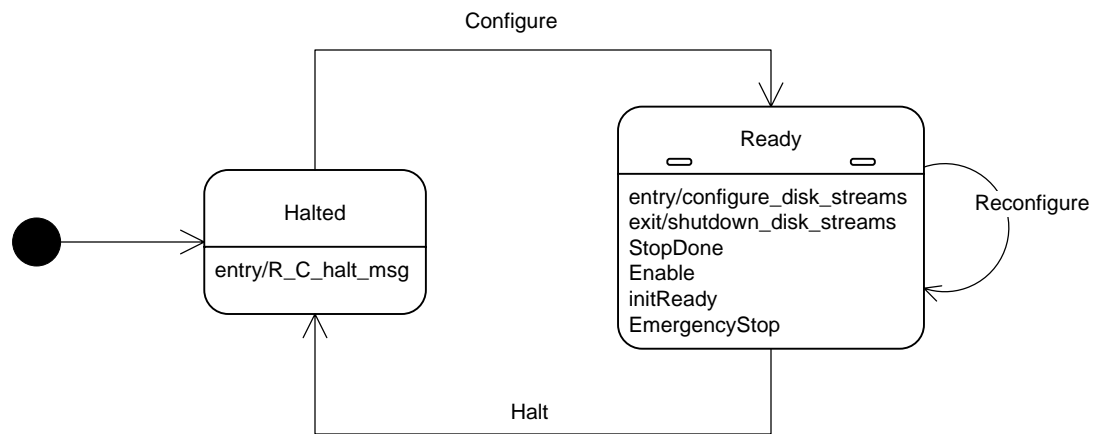


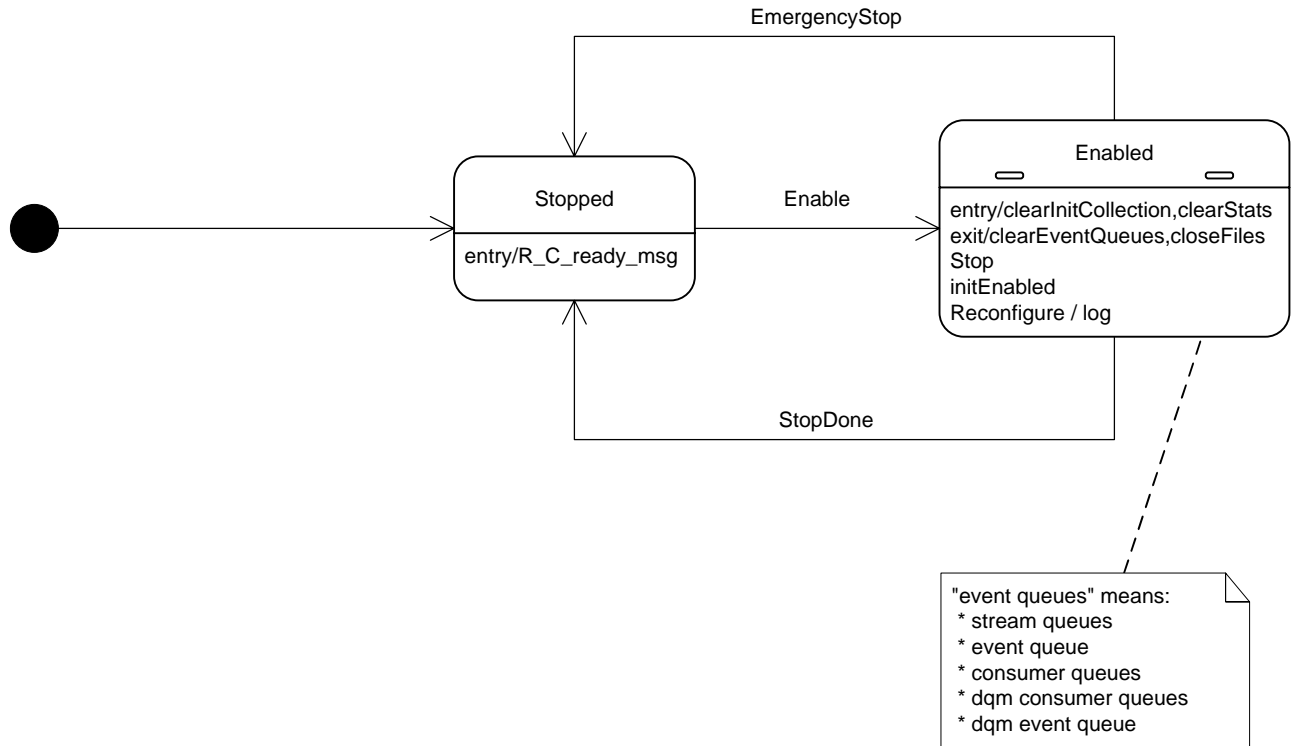
# Top-level states



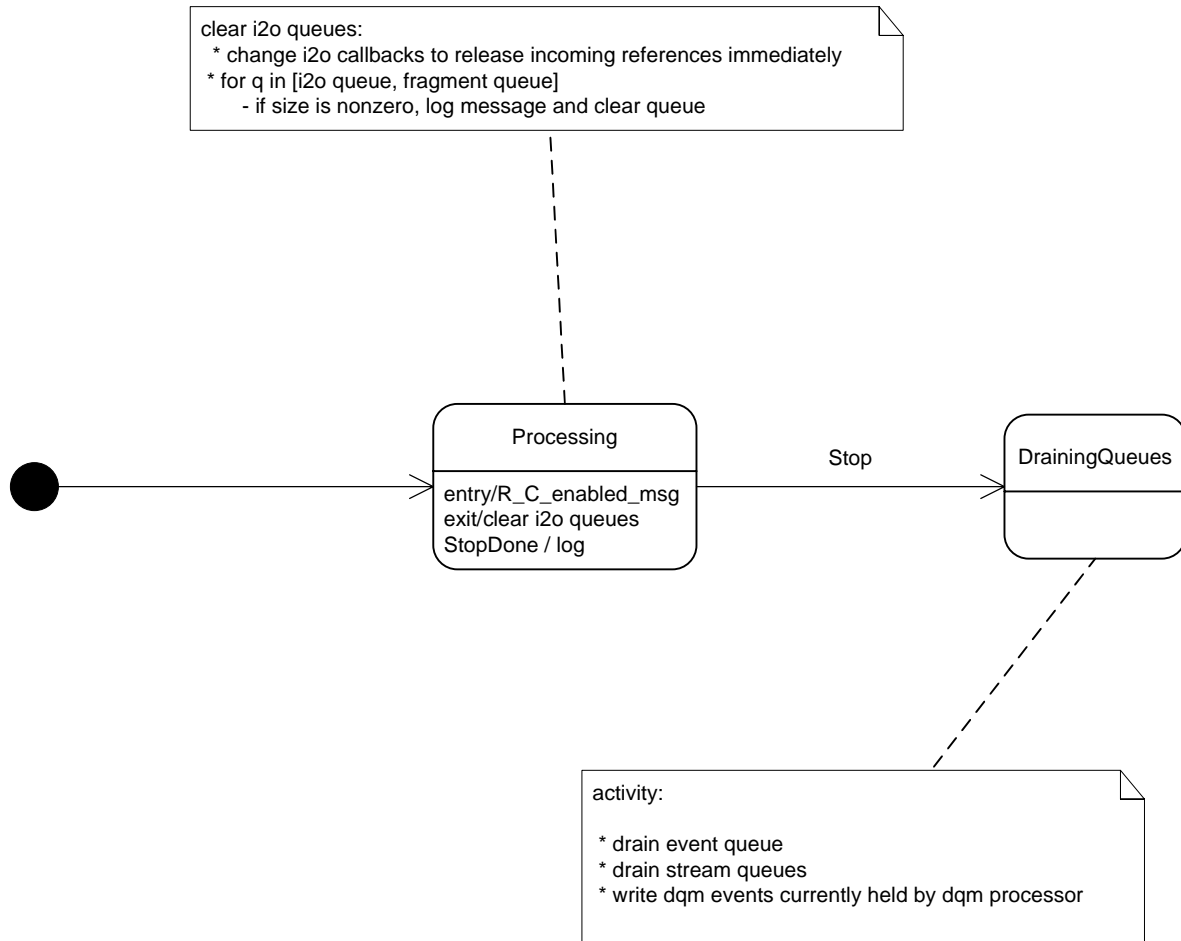
Substates for *Normal* state.

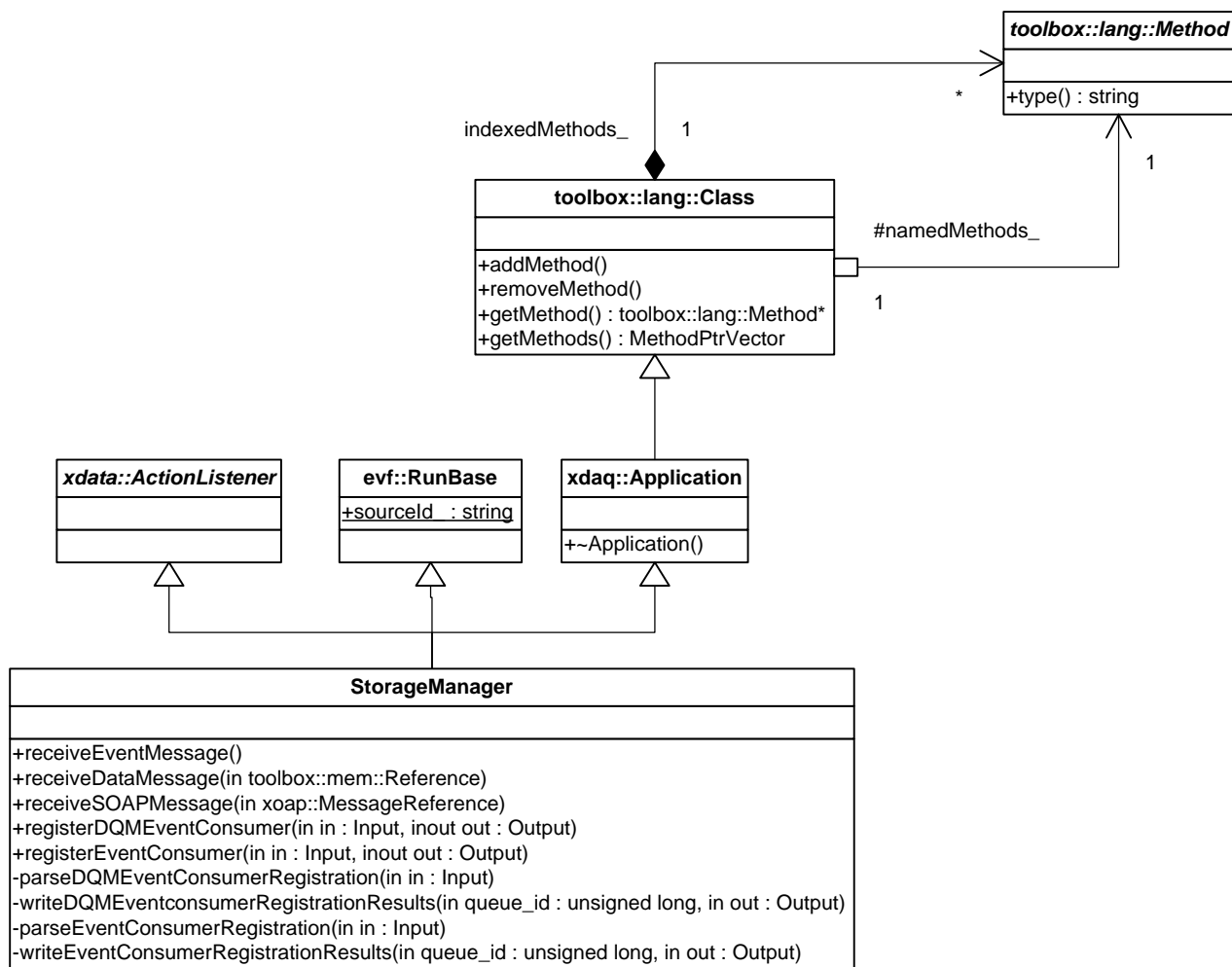


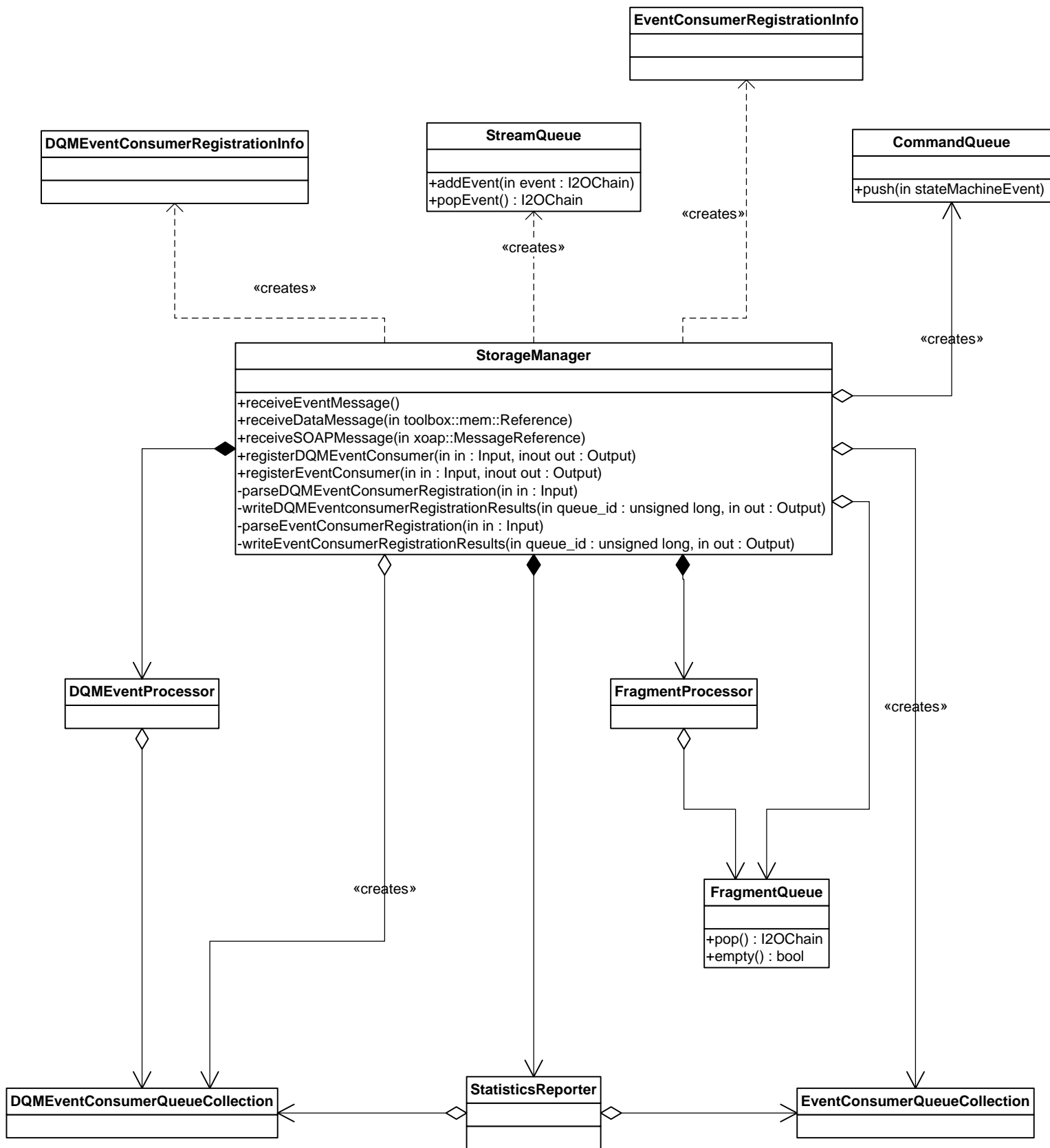
## Substates for *Ready* state

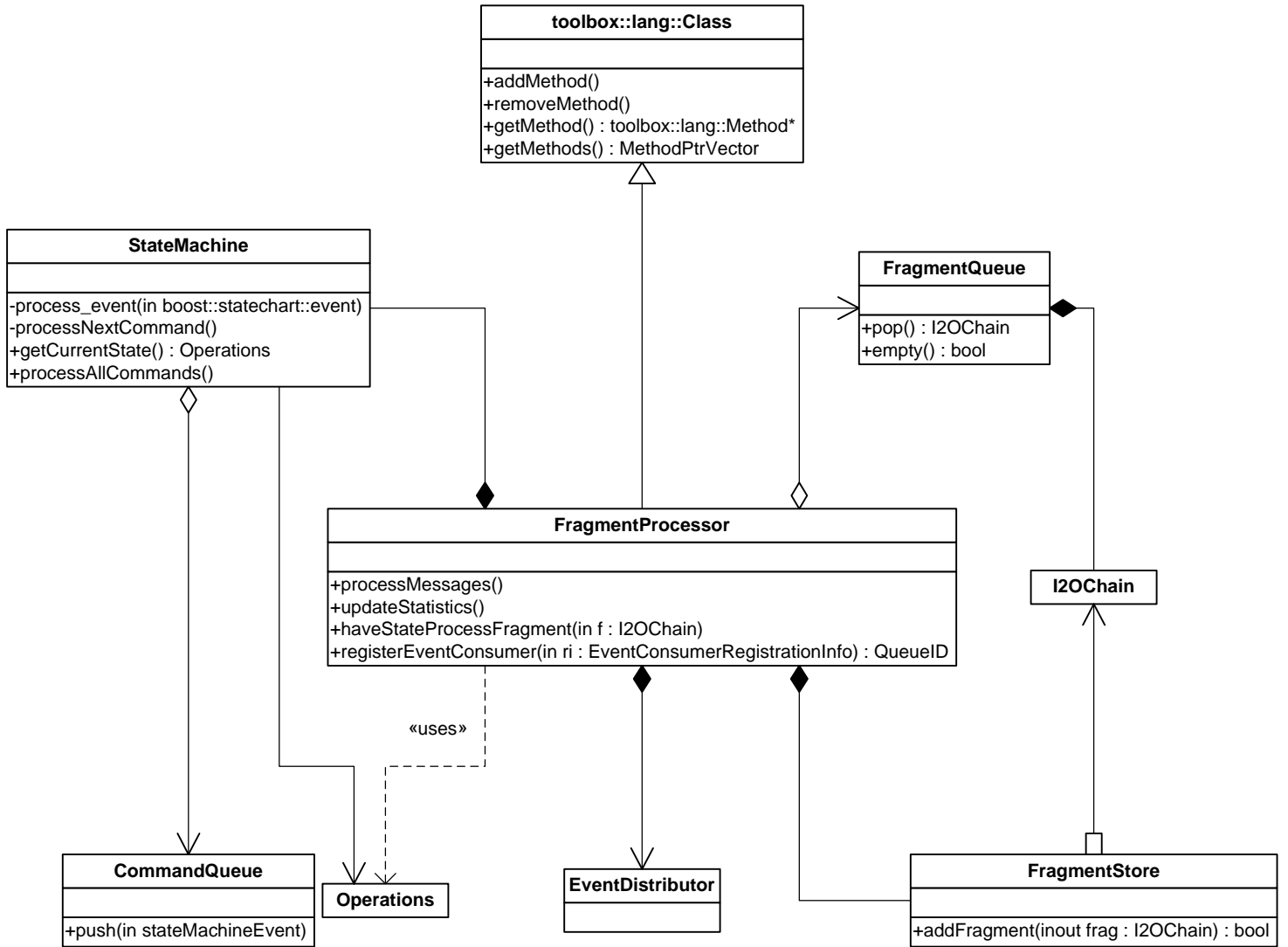


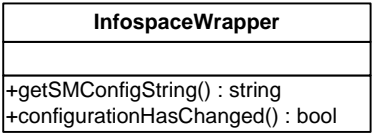
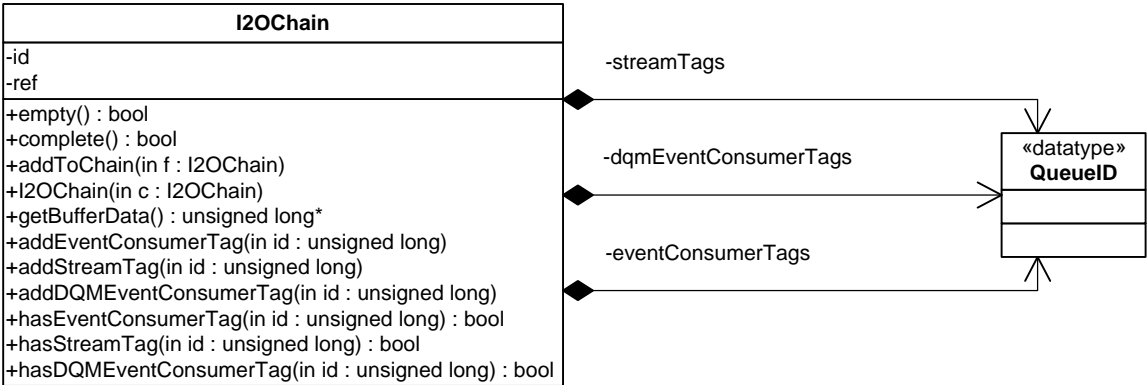
## Substates for *Enabled* State



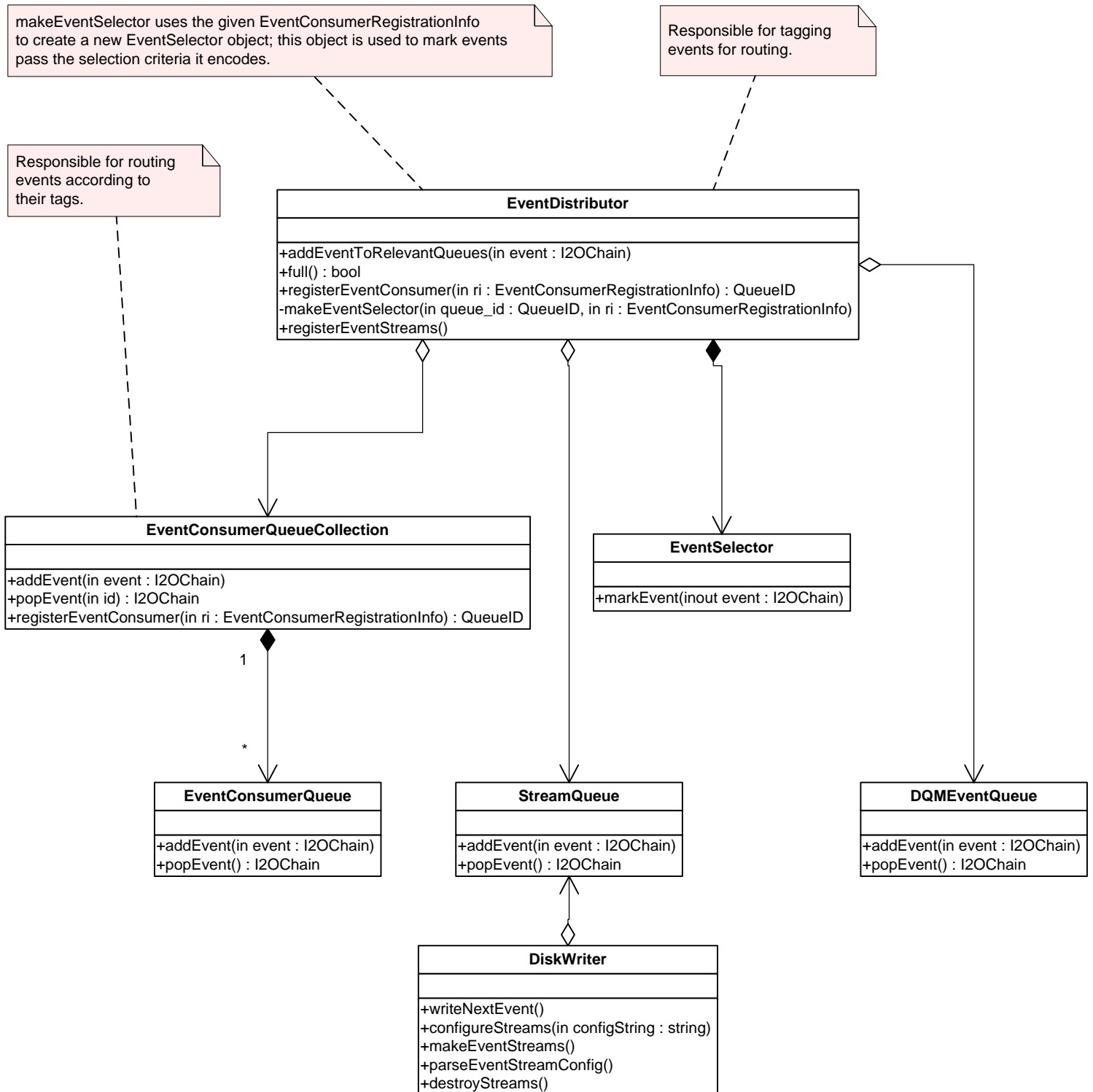


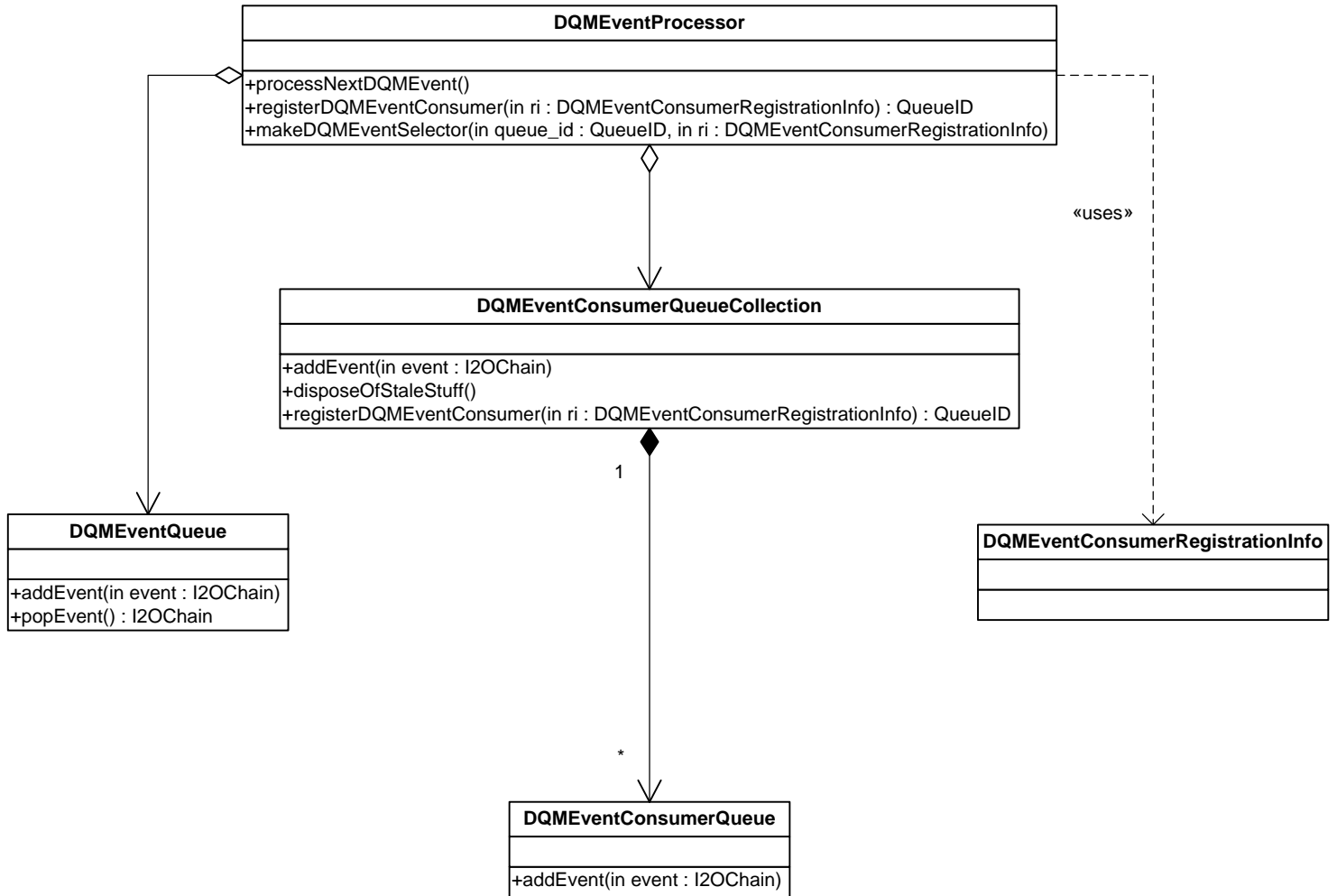




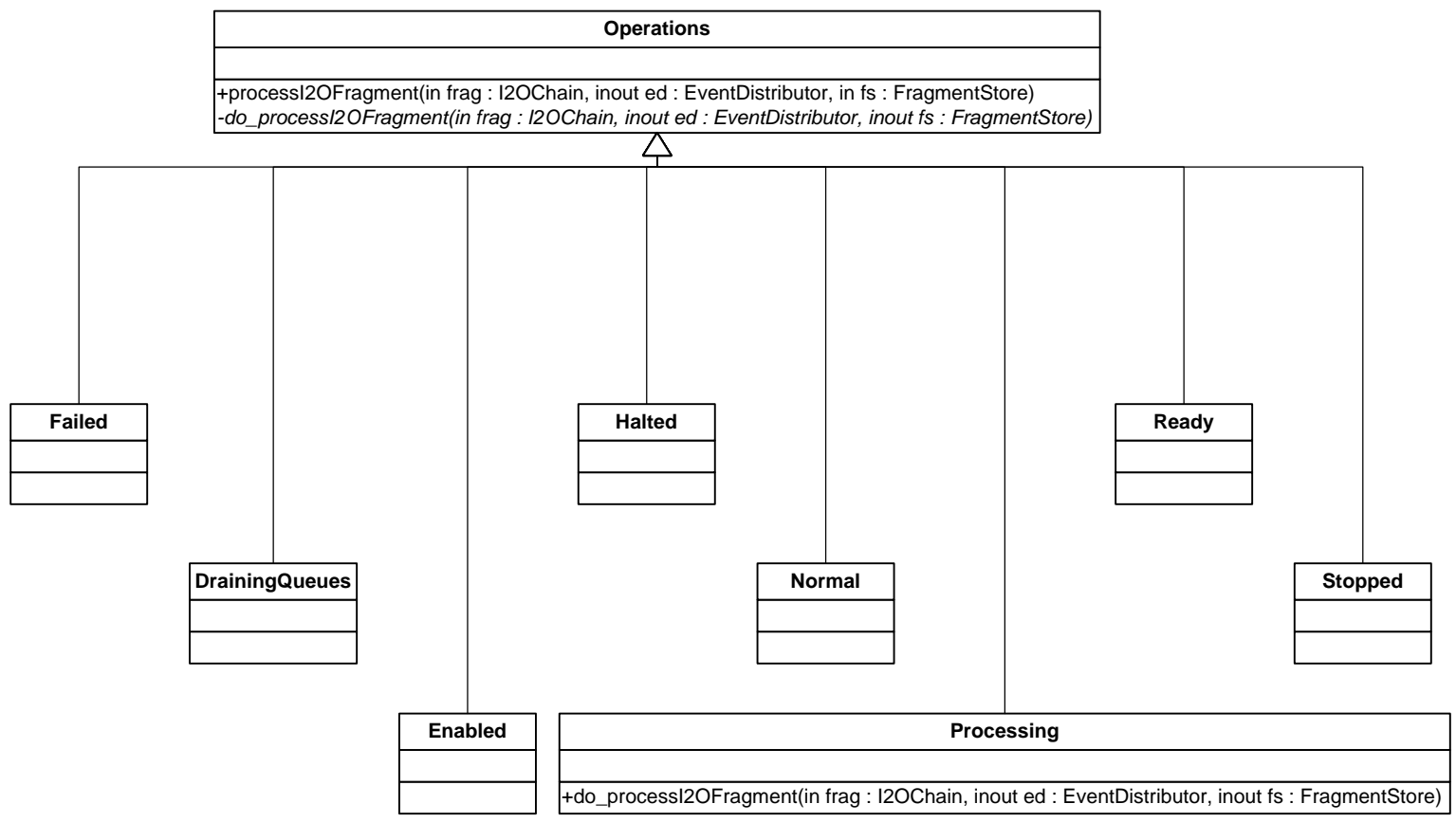


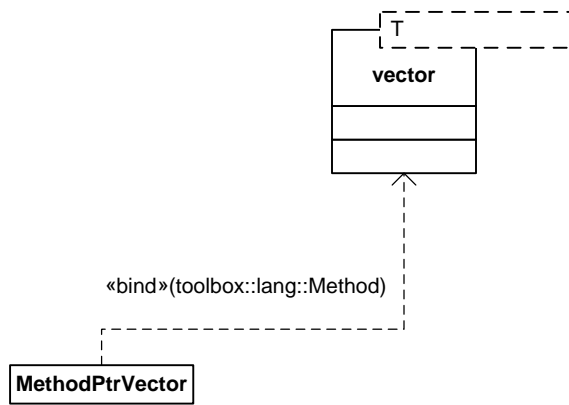






State classes show only the inheritance from Operations, not the inheritance from the Boost Statechart classes.



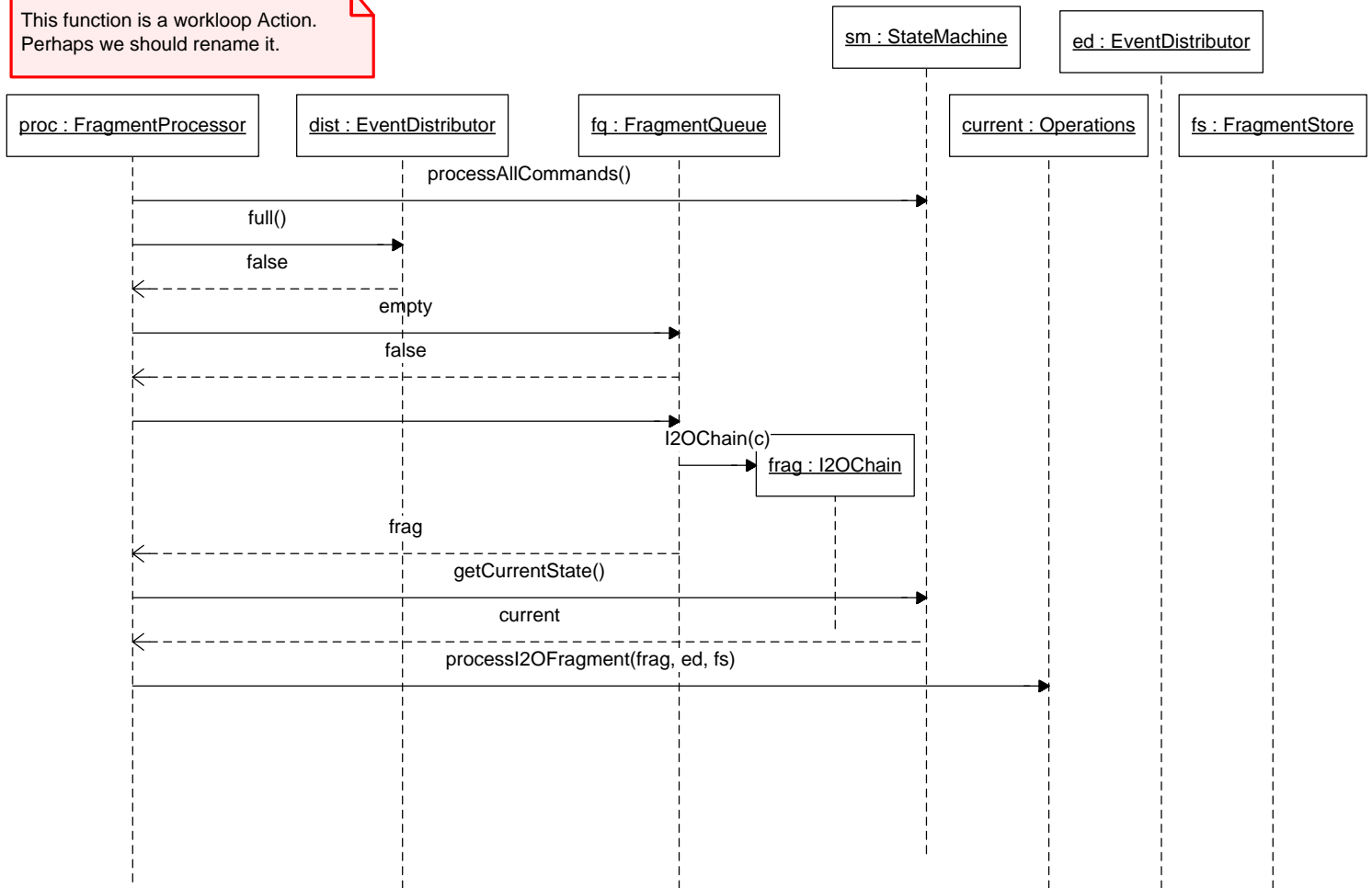


Input

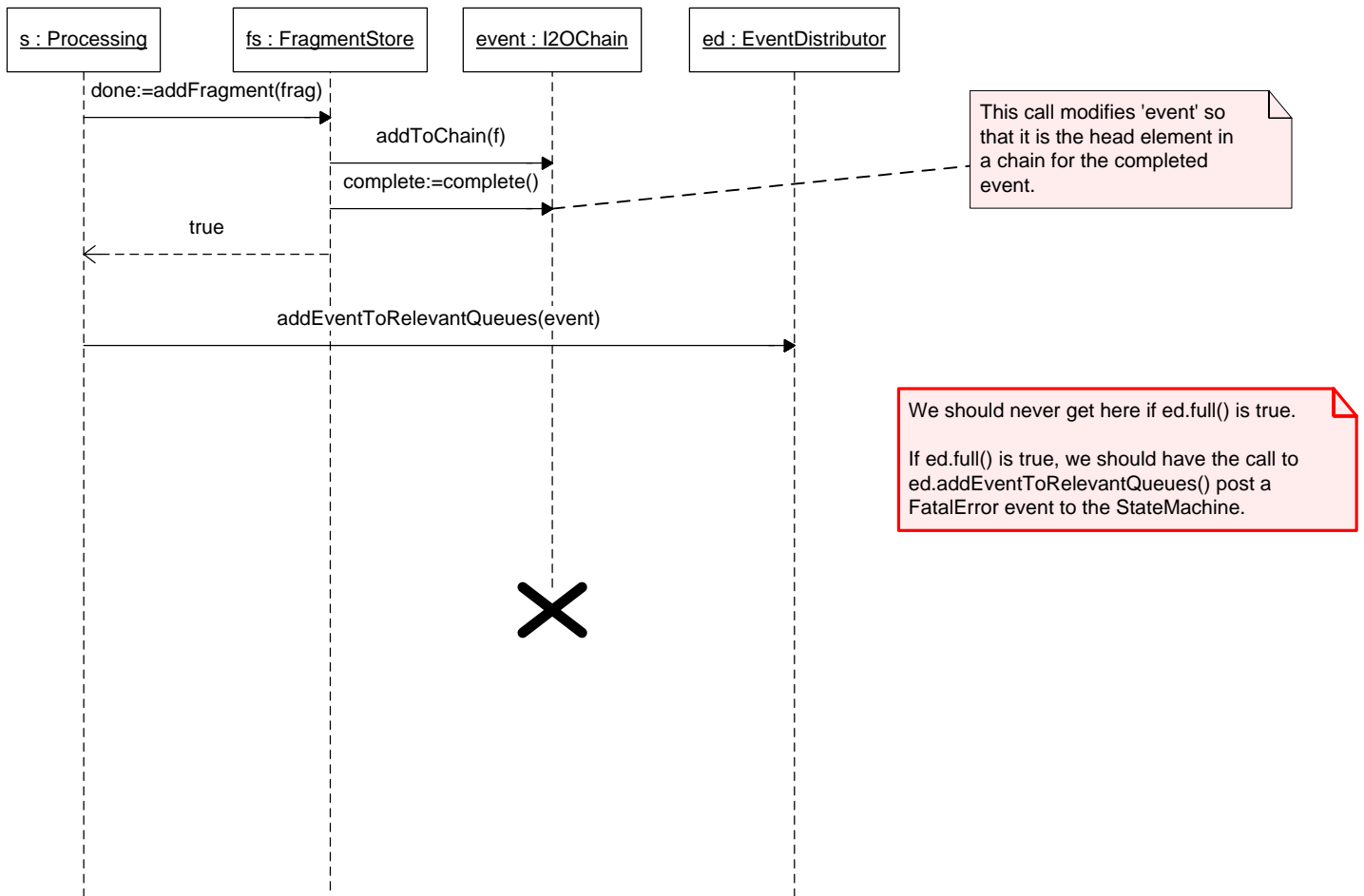
Output

# FragmentProcessor::processMessages

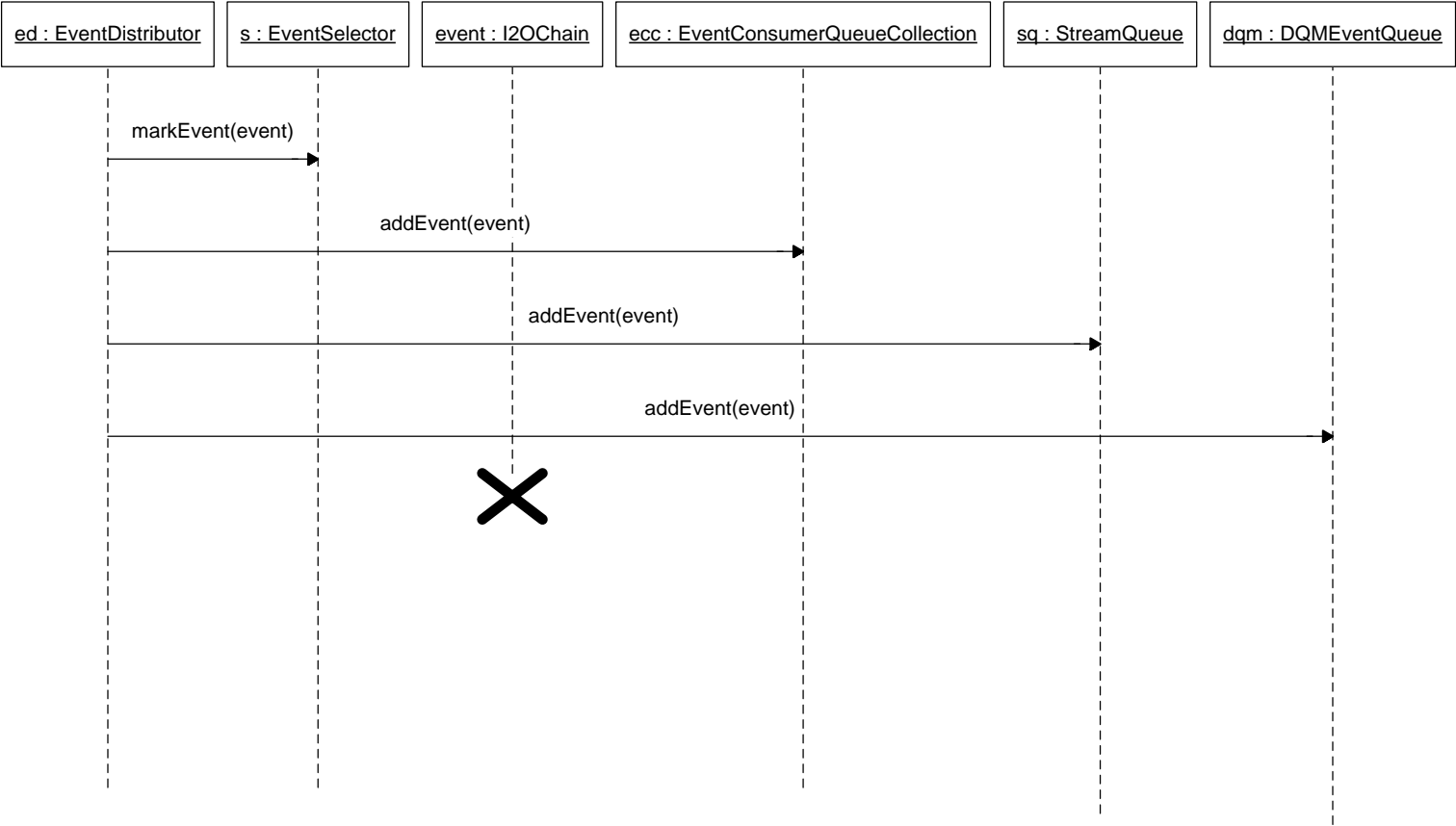
This function is a workloop Action.  
Perhaps we should rename it.



# Processing State processing a fragment: last fragment case (do\_processI2OFragment)

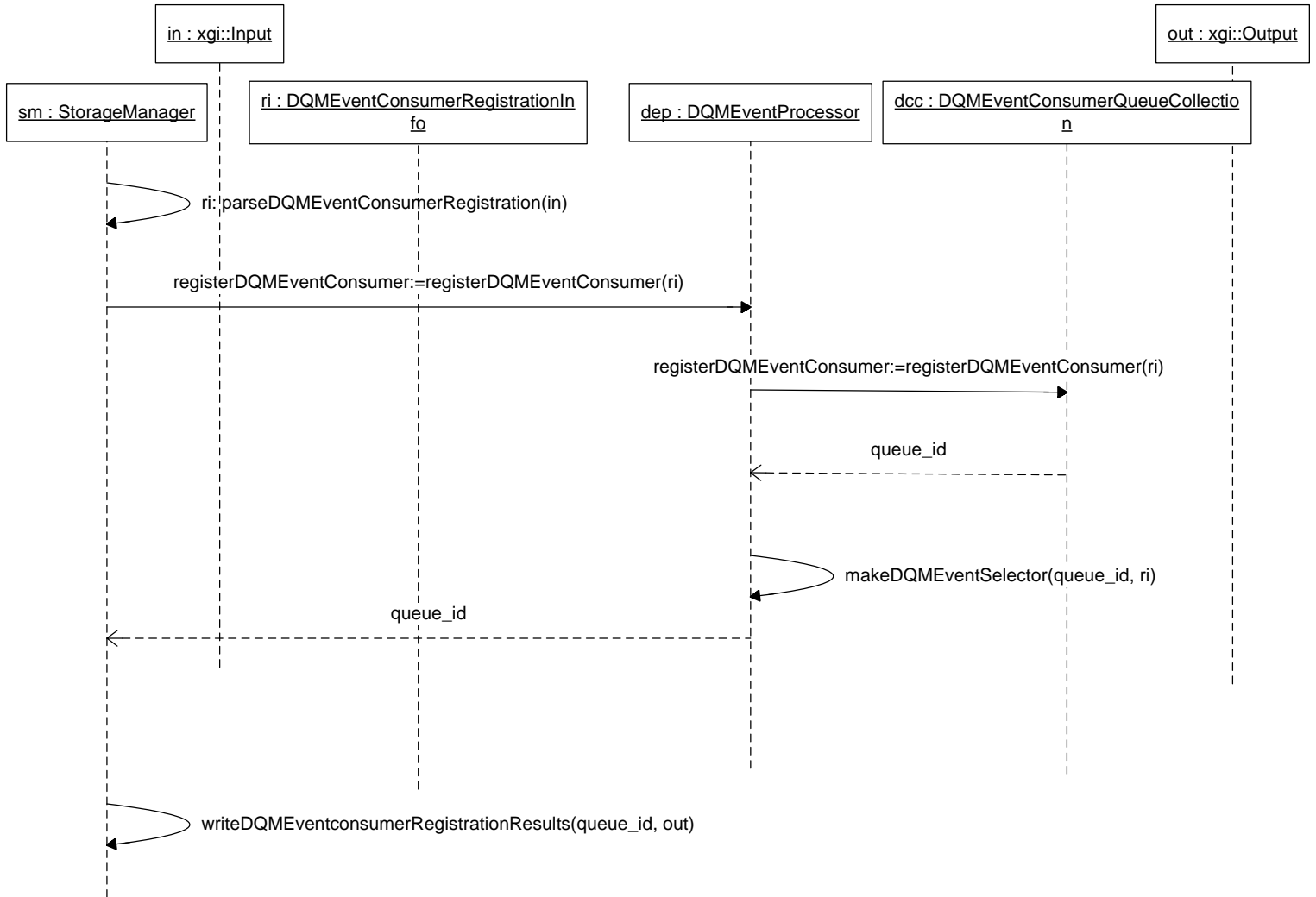


# EventDistributor::addEventToRelevantQueues

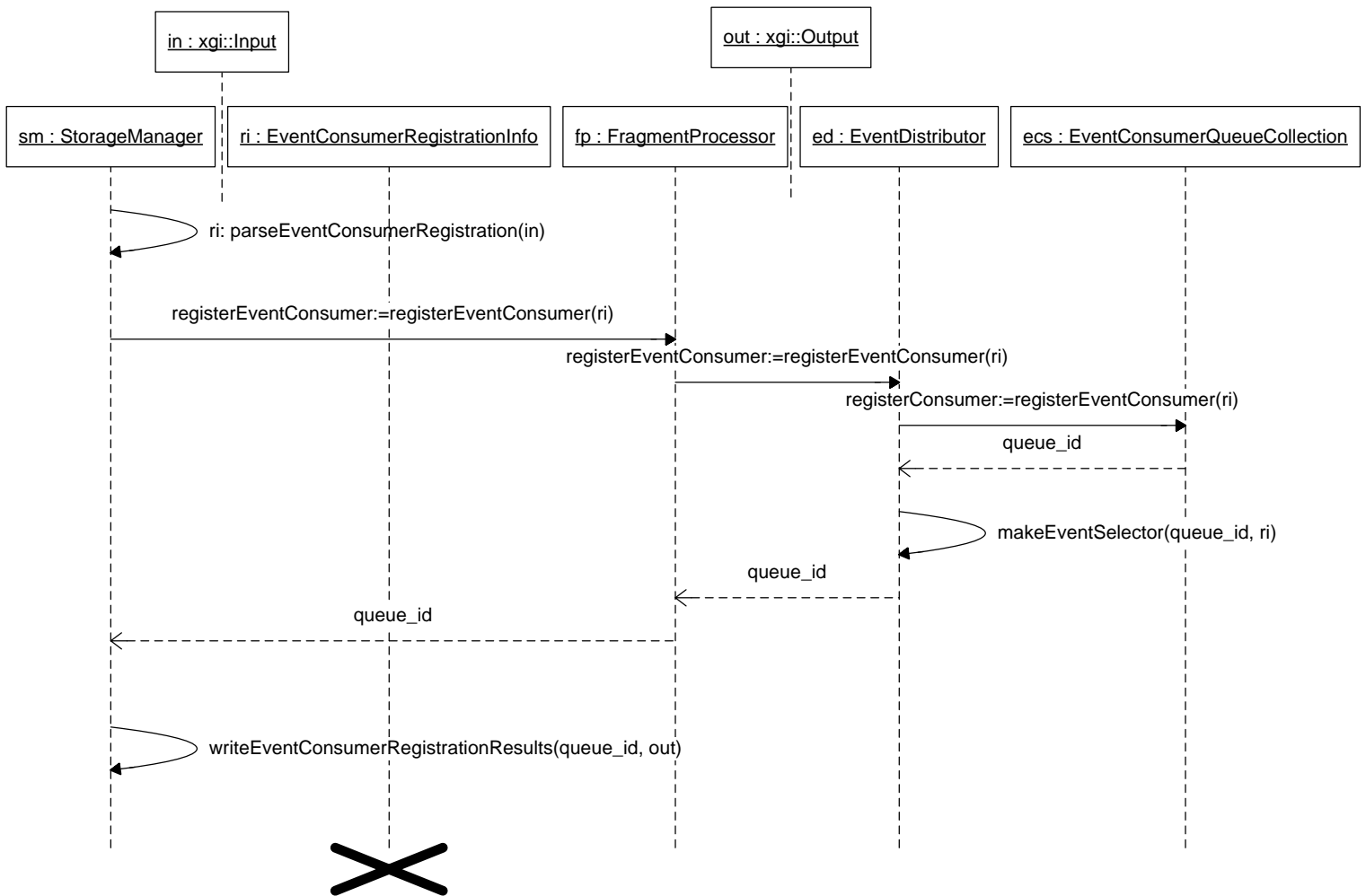




# DQMEvent consumer registration (StorageManager::registerDQMEventConsumer)

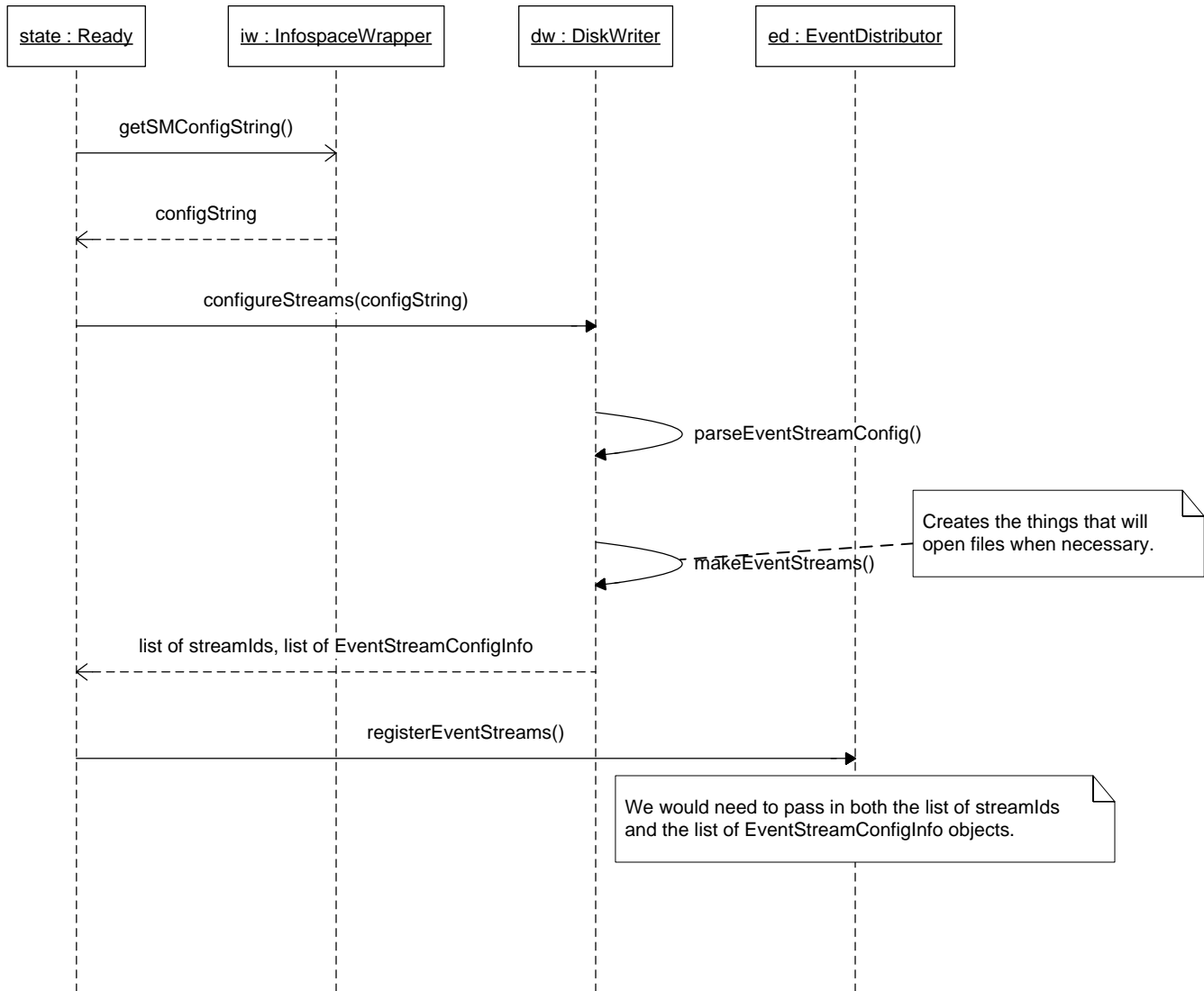


# Event consumer registration (StorageManager::registerEventConsumer)



We still need to determine how timeouts for deregistration are handled.

# Event stream configuration (Ready entry action)



Should we move the parsing of the config string into the EventDistributor, move that operation to an early part of the sequence, and pass the list of EventStreamConfigInfo objects to the DiskWriter?

We need to figure out how to make the Ready state aware of the other objects that it needs (the InfospaceWrapper, the DiskWriter, and possibly the EventDistributor).

## SM callback for Enable SOAP command

