

smacc::ISmaccStateMachine

# nh\_# private\_nh\_# timer\_# stateMachinePub\_# stateMachineStatusPub\_# transitionLogPub\_# transitionHistoryService\_# currentState\_# currentStateInfo\_# status\_msg\_# orthogonals\_- m\_mutex\_- eventQueueMutex\_- stateMachineCurrentAction\_- stateCallbackConnections\_- globalData\_- transitionLogHistory\_- runMode\_- signalDetector\_- stateSeqCounter\_- stateMachineInfo\_

+ ISmaccStateMachine() + ~ISmaccStateMachine() + reset() + stop() + eStop() + getOrthogonal() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getTransitionLogHistory() + getGlobalSMDData() + setGlobalSMDData() + mapBehavior() + getStateMachineName() + state\_machine\_visualization() + getCurrentStateInfo() + publishTransition() + onInitialize() + getTransitionLogHistory() + createSignalConnection() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExiting() + notifyOnStateExited() + notifyOnRuntimeConfigurationFinished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() # checkStateMachineConsistence() # initializeROS() # onInitialized() # createOrthogonal() # getParam() # setParam() # param() - lockStateMachine() - unlockStateMachine() - propagateEventToStateReactors() - updateStatusMessage()

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

smacc::SmaccStateMachineBase< DerivedStateMachine, InitialStateType >

+ SmaccStateMachineBase() + ~SmaccStateMachineBase() + reset() + stop() + eStop() + initiate\_impl()

boost::statechart::asynchronous\_state\_machine< SmPackML, MsRun, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachineBase< SmPackML, MsRun >

+ SmaccStateMachineBase() + ~SmaccStateMachineBase() + reset() + stop() + eStop() + initiate\_impl()

< SmPackML, MsRun >

sm\_packml::SmPackML

+ onInitialize()