

smacc::ISmaccStateMachine

+ stateCallbackConnections
 + info_
 # nh_
 # private_nh_
 # timer
 # stateMachinePub_
 # stateMachineStatusPub_
 # transitionLogPub_
 # transitionHistoryService_
 # currentState_
 # currentStateInfo_
 # status_msg_
 # orthogonals_
 - m_mutex_
 - globalData_
 - transitionLogHistory_
 - runMode_
 - signalDetector_
 - stateSeqCounter_

+ ISmaccStateMachine()
 + ~ISmaccStateMachine()
 + Reset()
 + Stop()
 + EStop()
 + getOrthogonal()
 + getOrthogonals()
 + requiresComponent()
 + postEvent()
 + postEvent()
 + getTransitionLogHistory()
 + getGlobalSMDData()
 + setGlobalSMDData()
 + mapBehavior()
 + updateStatusMessage()
 + getStateMachineName()
 + state_machine_visualization()
 + getCurrentStateInfo()
 + publishTransition()
 + onInitialize()
 + getTransitionLogHistory()
 + createSignalConnection()
 + createSignalConnection()
 + lockStateMachine()
 + unlockStateMachine()
 + notifyOnStateEntryStart()
 + notifyOnStateEntryEnd()
 + notifyOnStateExit()
 + getCurrentStateCounter()
 + getCurrentState()
 # onInitializing()
 # onInitialized()
 # createOrthogonal()
 # getParam()
 # setParam()
 # param()
 - propagateEventToLogicUnits()

boost::statechart::

asynchronous_state_machine

< DerivedStateMachine, InitialState

Type, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachine

Base< DerivedStateMachine,

InitialStateType >

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

sc::asynchronous_state

_machine< SmDanceBot ,

MsDanceBotRunMode , SmaccFifo

Scheduler, SmaccAllocator >

smacc::SmaccStateMachine

Base< SmDanceBot, MsDanceBot

RunMode >

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

sm_dance_bot::SmDanceBot

+ counter_1
 + rt_ready_flag

+ onInitialize()

< SmDanceBot, MsDanceBot
RunMode >