

smacc::ISmaccStateMachine

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

+ 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()  
+ notifyOnStateEntryStart()  
+ notifyOnStateEntryEnd()  
+ notifyOnStateExit()  
+ getCurrentStateCounter()  
+ getCurrentState()  
+ getStateMachineInfo()  
+ buildStateMachineInfo()  
# checkStateMachineConsistence()  
# onInitializing()  
# onInitialized()  
# createOrthogonal()  
# getParam()  
# setParam()  
# param()  
- lockStateMachine()  
- unlockStateMachine()  
- propagateEventToStateReactors()

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

smacc::SmaccStateMachine  
Base< DerivedStateMachine,  
InitialStateType >

+ SmaccStateMachineBase()  
+ ~SmaccStateMachineBase()  
+ Reset()  
+ Stop()  
+ EStop()  
+ initiate\_impl()

< SmDanceBot, MsDanceBot  
RunMode >

< SmDanceBot2, StNavigate  
ToWaypointsX >

< SmAtomic, State1 >

< SmThreeSome, MsRun >

< SmViewerSim, MsRunMode >

smacc::SmaccStateMachine  
Base< SmDanceBot, MsDanceBot  
RunMode >

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smacc::SmaccStateMachine  
Base< SmDanceBot2, StNavigate  
ToWaypointsX >

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smacc::SmaccStateMachine  
Base< SmAtomic, State1 >

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smacc::SmaccStateMachine  
Base< SmThreeSome, MsRun >

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smacc::SmaccStateMachine  
Base< SmViewerSim, MsRunMode >

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sm\_dance\_bot::SmDanceBot

+ counter\_1  
+ rt\_ready\_flag

+ onInitialize()

sm\_dance\_bot\_2::SmDanceBot2

+ onInitialize()

sm\_atomic::SmAtomic

+ onInitialize()

sm\_three\_some::SmThreeSome

+ onInitialize()

sm\_viewer\_sim::SmViewerSim

+ onInitialize()  
+ unconsumed\_event()