

```
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::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
< SmSubscriber, State1 >
```

```
smacc::SmaccStateMachine
Base< SmSubscriber, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_subscriber::SmSubscriber

+ onInitialize()
```

```
< SmCalendarWeek, MsWorkweek >
```

```
smacc::SmaccStateMachine
Base< SmCalendarWeek,
MsWorkweek >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_calendar_week::SmCalendarWeek

+ onInitialize()
```

```
< SmAtomicCB, State1 >
```

```
smacc::SmaccStateMachine
Base< SmAtomicCB, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_atomic_cb::SmAtomicCB

+ onInitialize()
```

```
< SmUpdateLoop, State1 >
```

```
smacc::SmaccStateMachine
Base< SmUpdateLoop, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_update_loop::SmUpdateLoop

+ onInitialize()
```

```
< SmFetchTwoTablePickNPlace1,
StInitialPosture >
```

```
smacc::SmaccStateMachine
Base< SmFetchTwoTablePickNPlace1,
StInitialPosture >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_fetch_two_table_pick_n_place_1::SmFetchTwoTablePickNPlace1

+ onInitialize()
```

```
< SmDanceBot, MsDanceBot
RunMode >
```

```
smacc::SmaccStateMachine
Base< SmDanceBot, MsDanceBot
RunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_dance_bot::SmDanceBot

+ counter_1
+ rt_ready_flag
+ onInitialize()
```

```
< SmDanceBotStrikesBack,
MsDanceBotRunMode >
```

```
smacc::SmaccStateMachine
Base< SmDanceBotStrikesBack,
MsDanceBotRunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_dance_bot_strikes_back::SmDanceBotStrikesBack

+ counter_1
+ rt_ready_flag
+ onInitialize()
```

```
< SmStarcraftAI, MsRun >
```

```
smacc::SmaccStateMachine
Base< SmStarcraftAI, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_starcraft_ai::SmStarcraftAI

+ onInitialize()
```

```
< SmAtomic, State1 >
```

```
smacc::SmaccStateMachine
Base< SmAtomic, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_atomic::SmAtomic

+ onInitialize()
```

```
< SmThreeSome, MsRun >
```

```
smacc::SmaccStateMachine
Base< SmThreeSome, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_three_some::SmThreeSome

+ onInitialize()
```

```
< SmRidgebackBarrelSearch1,
StNavigateToWaypointX >
```

```
smacc::SmaccStateMachine
Base< SmRidgebackBarrelSearch1,
StNavigateToWaypointX >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_ridgeback_barrel_search_1::SmRidgebackBarrelSearch1

+ onInitialize()
```

```
< SmRidgebackBarrelSearch2,
StNavigateToWaypointX >
```

```
smacc::SmaccStateMachine
Base< SmRidgebackBarrelSearch2,
StNavigateToWaypointX >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_ridgeback_barrel_search_2::SmRidgebackBarrelSearch2

+ onInitialize()
```

```
< SmViewerSim, MsRunMode >
```

```
smacc::SmaccStateMachine
Base< SmViewerSim, MsRunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_viewer_sim::SmViewerSim

+ onInitialize()
+ unconsumed_event()
```

```
< SmFetchSixTablePickNSort1,
StInitialPosture >
```

```
smacc::SmaccStateMachine
Base< SmFetchSixTablePickNSort1,
StInitialPosture >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_fetch_six_table_pick_n_sort_1::SmFetchSixTablePickNSort1

+ onInitialize()
```

```
< SmFerrari, MsRun >
```

```
smacc::SmaccStateMachine
Base< SmFerrari, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_ferrari::SmFerrari

+ onInitialize()
```

```
< SmFetchTwoTableWhiskey
Pour, StNavigateToSourceTable >
```

```
smacc::SmaccStateMachine
Base< SmFetchTwoTableWhiskey
Pour, StNavigateToSourceTable >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_fetch_two_table_whiskey_pour::SmFetchTwoTableWhiskeyPour

+ onInitialize()
```

```
< SmDanceBot2, MsDanceBot
RunMode >
```

```
smacc::SmaccStateMachine
Base< SmDanceBot2, MsDanceBot
RunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_dance_bot_2::SmDanceBot2

+ counter_1
+ rt_ready_flag
+ onInitialize()
```

```
< SmPackML, MsRun >
```

```
smacc::SmaccStateMachine
Base< SmPackML, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_packml::SmPackML

+ onInitialize()
```

```
< SmRespira1, MsRun >
```

```
smacc::SmaccStateMachine
Base< SmRespira1, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_respira_1::SmRespira1

+ onInitialize()
```

```
< SmFetchScrewLoop1,
StInitialPosture >
```

```
smacc::SmaccStateMachine
Base< SmFetchScrewLoop1,
StInitialPosture >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
```

```
sm_fetch_screw_loop_1::SmFetchScrewLoop1

+ onInitialize()
```