

```
smacc::ISmaccStateMachine
# nh
# private_nh_
# timer_
# stateMachinePub_
# stateMachineStatusPub_
# transitionLogPub_
# transitionHistoryService_
# currentState_
# currentStateInfo_
# status_msg_
# orthogonal_
# m_mutex_
# eventQueueMutex_
# stateMachineCurrentAction_
# stateCallbackConnections_
# globalData_
# transitionLogHistory_
# runMode_
# signalDetector_
# stateSeqCounter_
# stateMachineInfo_

+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalISMData()
+ setGlobalISMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ get currentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfigurationFinished()
+ get currentStateCounter()
+ get currentState()
+ get stateMachineInfo()
+ build stateMachineInfo()
+ 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()
```

