

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()

# 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< SmDanceBot2, MsDanceBotRunMode, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachineBase< SmDanceBot2, MsDanceBotRunMode >

+ SmaccStateMachineBase()

+ ~SmaccStateMachineBase()

+ reset()

+ stop()

+ eStop()

+ initiate\_impl()

sm\_dance\_bot\_2::SmDanceBot2

+ counter\_1

+ rt\_ready\_flag

+ onInitialize()

< SmDanceBot2, MsDanceBotRunMode >