

smacc2::ISmaccOrthogonal  
::setStateMachine



```
graph LR; A[smacc2::ISmaccOrthogonal::setStateMachine] --> B[smacc2::ISmaccOrthogonal::initializeClients]; A --> C[smacc2::ISmaccOrthogonal::onInitialize];
```

The diagram illustrates a call from the `smacc2::ISmaccOrthogonal::setStateMachine` method to two other methods. The source method is in a grey box on the left, and the two target methods are in white boxes on the right. Blue arrows point from the source to each of the targets.

smacc2::ISmaccOrthogonal  
::initializeClients

smacc2::ISmaccOrthogonal  
::onInitialize