## smacc2::ISmaccStateMachine # nh\_ # timer\_ # stateMachinePub\_ # stateMachineStatusPub\_

- # transitionLogPub\_ # transitionHistoryService\_
- # currentState\_
- # currentStateInfo\_
- # status\_msg\_
- # orthogonals\_
- # stateMachineInfo
- m\_mutex\_
- eventQueueMutex
- stateMachineCurrentAction
- stateCallbackConnections
- globalData
- transitionLogHistory\_
- runMode
- signalDetector
- stateSeqCounter\_
- + ISmaccStateMachine()
- + ~ISmaccStateMachine()
- + reset()
- + stop()
- + eStop()
- + getOrthogonal()
- + getOrthogonals()
- + requiresComponent()
- + postEvent()
- + postEvent()
- + getGlobalSMData()
- + setGlobalSMData()
- + mapBehavior()
- + getStateMachineName()
- + state\_machine\_visualization()
- + getCurrentStateInfo()
- + publishTransition()
- + onInitialize()
- + getTransitionLogHistory()
- + createSignalConnection()
- + notifyOnŠtateEntryStart()
- + notifyOnStateEntryEnd()
- + notifyOnRuntimeConfigured()
- + notifyOnStateExitting()
- + notifyOnStateExited()
- + disposeStateAndDisconnect

Signals()

- + notifyOnRuntimeConfiguration
- Finished()
- + getCurrentStateCounter()
- + getCurrentState()
- + getStateMachineInfo()
- + buildStateMachineInfo()
- + getNode()
- + getLogger()
- + getMutex()
- # checkStateMachineConsistence()
- # initializeROS()
- # onInitialized()
- # createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()

sc::asynchronous\_state
\_machine< DerivedStateMachine,
InitialStateType, SmaccFifoScheduler,
SmaccAllocator >

smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

- + SmaccStateMachineBase()
- + ~SmaccStateMachineBase()
- + reset()
- + stop()
- + eStop()
- + initiate\_impl()