## smacc2::ISmaccStateMachine # nh # timer\_ # stateMachinePub # stateMachineStatusPub # transitionLogPub\_ # transitionHistoryService\_ # currentState\_ # currentStateInfo\_ # status\_msg\_ # orthogonals\_ # longLivedSignalConnections\_ # stateMachineInfo\_ - m mutex eventQueueMutex - stateMachineCurrentAction stateCallbackConnections globalData\_ - transitionLogHistory\_ runMode\_ signalDetector\_ stateSeqCounter\_ + ISmaccStateMachine() + ~ISmaccStateMachine() + reset() + stop() + eStop() + getOrthogonal() + getClientBehavior() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getGlobalSMData() + setGlobalSMData() + mapBehavior() + getStateMachineName() + state\_machine\_visualization() + getCurrentStateInfo() + publishTransition() + onInitialize() + getTransitionLogHistory() + createSignalConnection() + disconnectSmaccSignalObject() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExitting() + notifyOnStateExited() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() + getLogger() + getMutex() # checkStateMachineConsistence() # initializeROS() # onInitialized() # createOrthogonal() - lockStateMachine() unlockStateMachine() propagateEventToStateReactors()

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

smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

- + SmaccStateMachineBase()
- + ~SmaccStateMachineBase() + reset()

updateStatusMessage()

- + stop()
- + eStop()
- + initiate\_impl()