```
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()
  updateStatusMessage()
   smacc2::SmaccStateMachine
   Base< DerivedStateMachine,
         InitialStateType >
  + SmaccStateMachineBase()
  + ~SmaccStateMachineBase()
  + reset()
  + stop()
```

+ eStop()

+ initiate_impl()