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() + getClientBehavior() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getGlobalSMData() + setGlobalSMData() + mapBehavior() + getStateMachineName() + state machine visualization() + getCurrentStateInfo()

+ publishTransition() + onInitialize()

Signals()

Finished()

+ getNode() + getLogger() + getMutex()

initializeROS() # onInitialized() # createOrthogonal()

+ getTransitionLogHistory() + createSignalConnection() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExitting() + notifyOnStateExited() + disposeStateAndDisconnect

+ notifyOnRuntimeConfiguration

checkStateMachineConsistence()

propagateEventToStateReactors()

updateStatusMessage()

+ getCurrentStateCounter()

+ getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() sc::asynchronous_state machine < Derived State Machine, InitialStateType, SmaccFifoScheduler, SmaccAllocator >

smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

- + SmaccStateMachineBase()
- + ~SmaccStateMachineBase()
- + reset() + stop()
- + eStop()
- + initiate_impl()