

smacc2::ISmaccOrthogonal  
::setStateMachine



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

smacc2::ISmaccOrthogonal  
::initializeClients

smacc2::ISmaccOrthogonal  
::onInitialize