

smacc2::ISmaccStateMachine

#nh  
#timer  
#stateMachinePub  
#stateMachineStatusPub\_  
#transitionLogPub  
#transitionHistoryService\_  
#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()  
+ getGlobalSMDData()  
+ setGlobalSMDData()  
+ mapBehavior()  
+ getStateMachineName()  
+ state\_machine\_visualization()  
+ getCurrentStateInfo()  
+ publishTransition()  
+ onInitialize()  
+ getTransitionLogHistory()  
+ createSignalConnection()  
+ notifyOnStateEntryStart()  
+ notifyOnStateEntryEnd()  
+ notifyOnRuntimeConfigured()  
+ notifyOnStateExiting()  
+ notifyOnStateExited()  
+ notifyOnRuntimeConfigurationFinished()  
+ getCurrentStateCounter()  
+ getCurrentState()  
+ getStateMachineInfo()  
+ buildStateMachineInfo()  
+ getNode()  
+ getLogger()  
# checkStateMachineConsistence()  
# initializeROS()  
# onInitialized()  
# createOrthogonal()  
- lockStateMachine()  
- unlockStateMachine()  
- propagateEventToStateReactors()  
- updateStatusMessage()

boost::statechart::  
asynchronous\_state\_machine  
< DerivedStateMachine, InitialState  
Type, SmaccFifoScheduler, SmaccAllocator >

smacc2::SmaccStateMachine  
Base< DerivedStateMachine,  
InitialStateType >

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

