```
{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()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
 - disposeStateAndDisconnect
Signals()
 notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
 getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
updateStatusMessage()
                  }
                  Δ
   {smacc2::SmaccStateMachine
  Base< DerivedStateMachine,
          InitialStateType >
  ||+ SmaccStateMachineBase()
  + ~SmaccStateMachineBase()
  + reset()
  + stop()
  + eStop()
  + initiate_impl()
```