

```

{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()
+ getGlobalSMDData()
+ setGlobalSMDData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}

```

```

{sc::asynchronous_state
_machine< DerivedStateMachine,
InitialStateType, SmaccFifoScheduler,
SmaccAllocator >
||}

```

```

{smacc2::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >
||+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
}

```

