

smacc2::ISmaccStateMachine

```
# nh_
# timer
# stateMachinePub_
# stateMachineStatusPub_
# transitionLogPub_
# transitionHistoryService_
# currentState_
# currentStateInfo_
# status_msg_
# orthogonal_
# 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()
+ eStop_impl()
```

