

smacc2::ISmaccOrthogonal
::setStateMachine



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

The diagram illustrates a call from the `smacc2::ISmaccOrthogonal::setStateMachine` method to two other methods: `smacc2::ISmaccOrthogonal::initializeClients` and `smacc2::ISmaccOrthogonal::onInitialize`. The source method is highlighted in a grey box, while the target methods are in white boxes. Blue arrows indicate the direction of the call.

smacc2::ISmaccOrthogonal
::initializeClients

smacc2::ISmaccOrthogonal
::onInitialize