

```

    {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()
    + 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()
}

```

