```
smacc2::ISmaccStateMachine
# 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()
+ notifyOnStateExitting()
+ 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()