

```

    {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()
}

```

