smacc2::ISmaccStateMachine # nh # timer # stateMachinePub_ # stateMachineStatusPub # transitionLogPub_ # transitionHistoryService_ # currentState_ # currentStateInfo_

- # status_msg_
- # orthogonals
- # IongLivedSignalConnections_
- # 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()
- + disconnectSmaccSignalObject()
- + notifyOnStateEntryStart()
- + notifyOnStateEntryEnd()
- + notifyOnRuntimeConfigured()
- + notifyOnStateExitting()
- + notifyOnStateExited()
- + notifyOnRuntimeConfiguration Finished()
- + getCurrentStateCounter()
- + getCurrentState()
- + getStateMachineInfo()
- + buildStateMachineInfo()
- + getNode()
- + getLogger()
- + getMutex()
- # checkStateMachineConsistence()
- # initializeROS()
- # onInitialized()
- # createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()

sc::asvnchronous state _machine< DerivedStateMachine, InitialStateType, SmaccFifoScheduler, SmaccAllocator >

smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

- + SmaccStateMachineBase()
- + ~SmaccStateMachineBase()
- + reset()
- + stop()
- + eStop()
- + initiate_impl()