

```

    {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()
}

```

