

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()  
+getOrthogonals()  
+requiresComponent()  
+postEvent()  
+postEvent()  
+getGlobalSMDData()  
+setGlobalSMDData()  
+mapBehavior()  
+getStateMachineName()  
+state\_machine\_visualization()  
+getCurrentStateInfo()  
+publishTransition()  
+onInitialize()  
+getTransitionLogHistory()  
+createSignalConnection()  
+notifyOnStateEntryStart()  
+notifyOnStateEntryEnd()  
+notifyOnRuntimeConfigured()  
+notifyOnStateExiting()  
+notifyOnStateExited()  
+disposeStateAndDisconnectSignals()  
+notifyOnRuntimeConfigurationFinished()  
+getCurrentStateCounter()  
+getCurrentState()  
+getStateMachineInfo()  
+buildStateMachineInfo()  
+getNode()  
+getLogger()  
+getMutex()  
#checkStateMachineConsistence()  
#initializeROS()  
#onInitialized()  
#createOrthogonal()  
+propagateEventToStateReactors()  
+updateStatusMessage()

boost::statechart::  
asynchronous\_state\_machine  
< DerivedStateMachine, InitialState  
Type, SmaccFifoScheduler, SmaccAllocator >

smacc2::SmaccStateMachine  
Base< DerivedStateMachine,  
InitialStateType >

+ SmaccStateMachineBase()  
+ ~SmaccStateMachineBase()  
+ reset()  
+ stop()  
+ eStop()  
+ initiate\_impl()

