

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()

