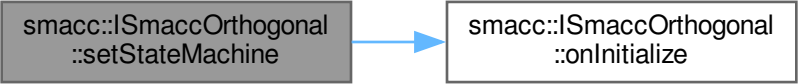


smacc::ISmaccOrthogonal
::setStateMachine



```
graph LR; A[smacc::ISmaccOrthogonal::setStateMachine] --> B[smacc::ISmaccOrthogonal::onInitialize]
```

smacc::ISmaccOrthogonal
::onInitialize