smacc::ISmaccStateMachine

```
# nh_
# private_nh_
# timer_
# stateMachinePub_
# stateMachineStatusPub_
# transitionLogPub_
# transitionHistoryService_
# currentState_
# currentStateInfo_
# status_msg_
# orthogonals_
- m_mutex_
- eventQueueMutex_
- stateMachineCurrentAction
- stateCallbackConnections
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_
- stateMachineInfo_
```

```
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
```

smacc::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

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