```
{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()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
#getParam()
# setParam()
# param()
lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
updateStatusMessage()
                 }
```

{sc::asynchronous_state _machine< DerivedStateMachine, InitialStateType, SmaccFifoScheduler, SmaccAllocator > ||}

{smacc::SmaccStateMachine Base< DerivedStateMachine, InitialStateType > ||+ SmaccStateMachineBase() + ~SmaccStateMachineBase() + reset() + stop() + eStop() + initiate_impl() }