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()

sc::asynchronous_state machine< DerivedStateMachine, InitialStateType, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >

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