

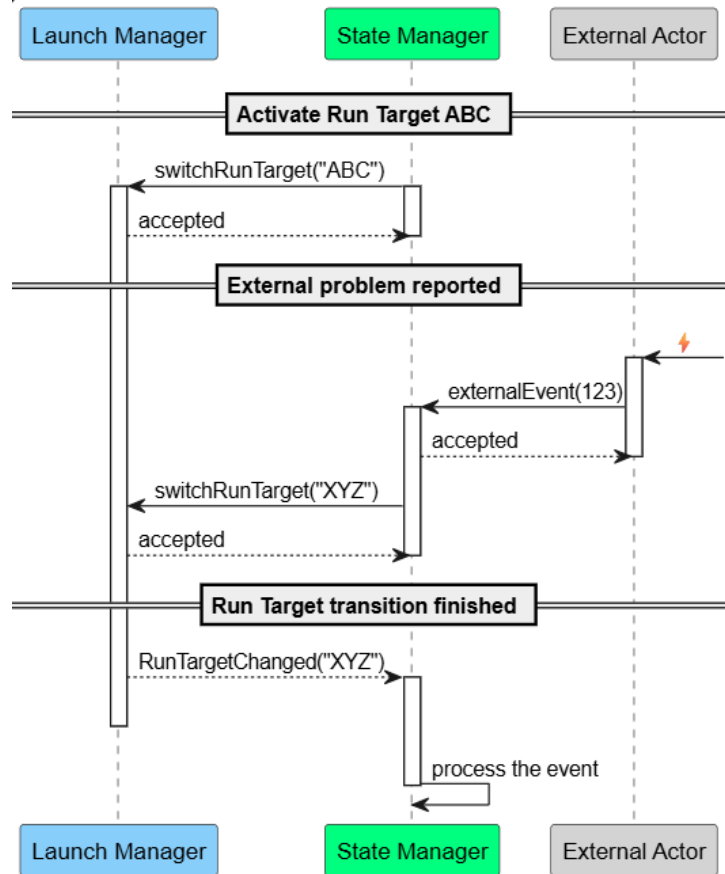
# Control API

Shape and usage from SM point of view

- There should be at most a single active transition, at any given point in time.
  - It is irrelevant if that transition originated from SM or from an error reaction.
  - It is still a transition, from LCM point of view.
- The switchRuntarget() is accepted/rejected based on ongoing transition finished state
  - New requests are not queued
- A force flag is cancelling ongoing transition

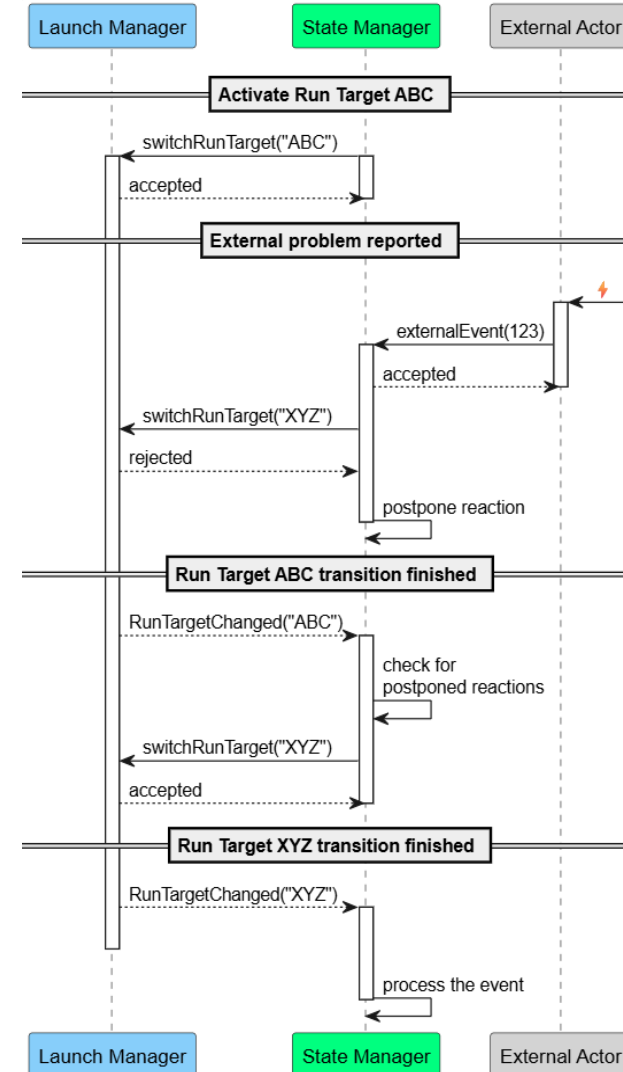
# Always accept vs reject if busy

Old requests are cancelled

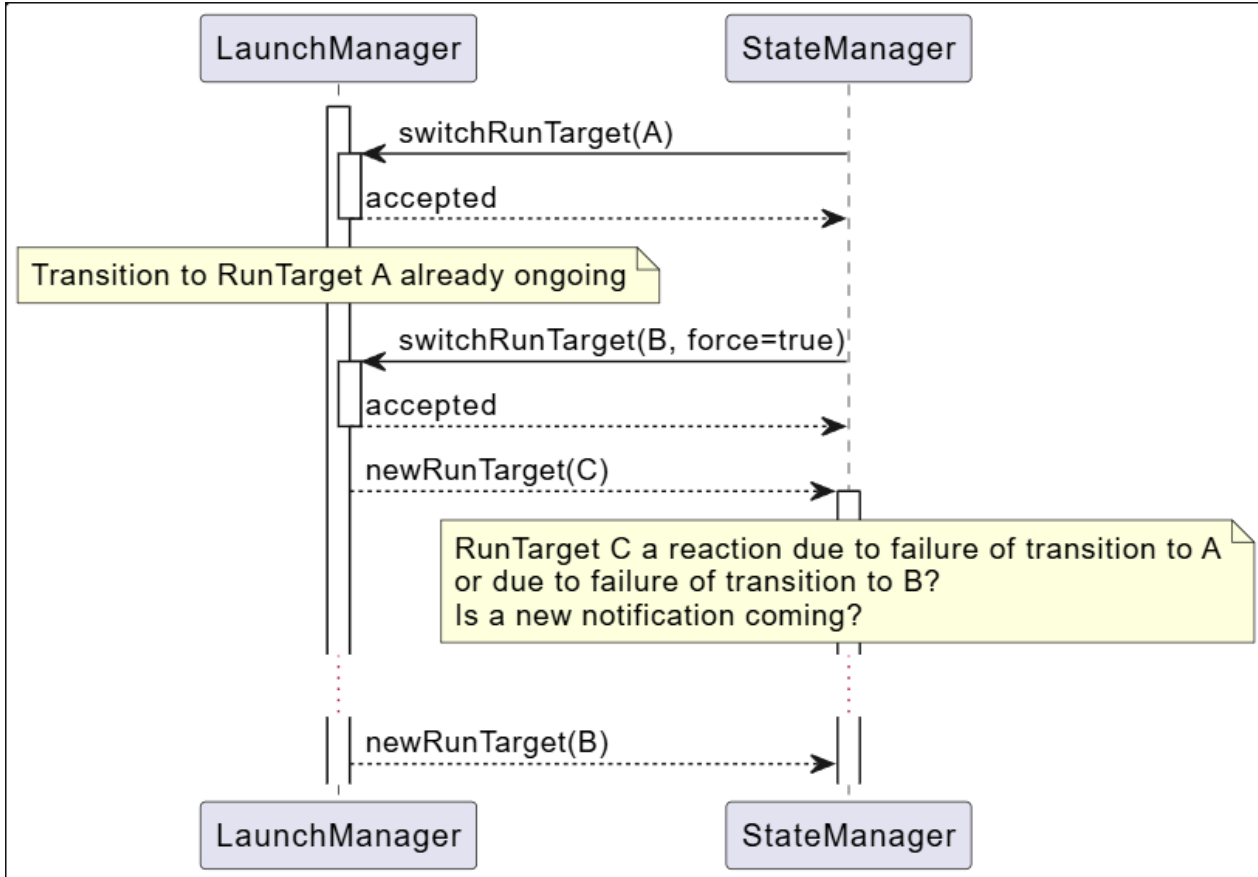


VS

New requests are rejected



# Associate request to the activated RunTarget?



- Additional API `getActiveRun_target()`
  - SM not necessarily aware of the initial run-target might need to acquire current state
  - Return type `std::variant` can contain the name of the target or ongoing state

Thank you