

State machine

The state machine has been extended by a monitor feature. This feature can be enabled by the CMake flag: `FEATSTD_STATEMACHINE_MONITOR_ENABLED`. This feature adds events on different locations to track changes within the state machine. Depending on the type of change a `MonitorEvent` or a `TransitionMonitorEvent` will be sent. To receive this events, an event listener has to be attached to `Candera::Internal::StateMachineBehaviorData::State::GetMonitorEventSource()`.

Revision #1

Created 2023-03-02 00:37:18 UTC by Kanai Tomoaki

Updated 2023-03-02 00:37:30 UTC by Kanai Tomoaki