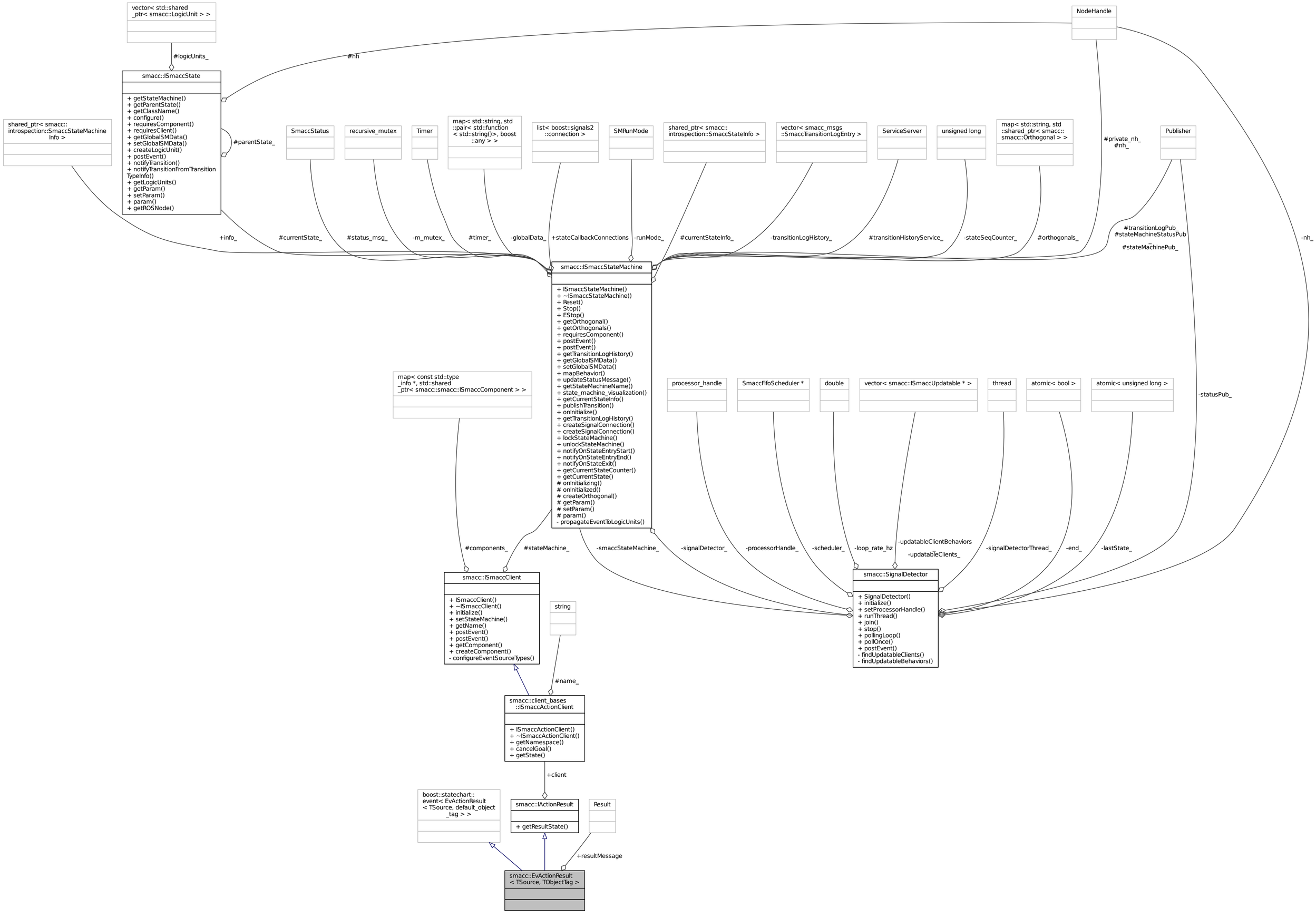
vector< std::shared _ptr< smacc::LogicUnit > >
#logicUnits_
NodeHandle
#nh
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createLogicUnit()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getLogicUnits()
+ getParam()
+ setParam()
+ param()
+ getROSNode()
#parentState_
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
+info_
SmaccStatus
#currentState_
recursive_mutex
#status_msg_
Timer
-m_mutex_
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
#timer_
list< boost::signals2 ::connection >
-globalData_
SMRunMode
+stateCallbackConnections
shared_ptr< smacc:: introspection::SmaccStateInfo >
-runMode_
vector< smacc_msgs ::SmaccTransitionLogEntry >
#currentStateInfo_
ServiceServer
-transitionLogHistory_
unsigned long
#transitionHistoryService_
map< std::string, std ::shared_ptr< smacc:: smacc::Orthogonal > >
-stateSeqCounter_
#orthogonals_
#private_nh_
#nh_
Publisher
#transitionLogPub_
#stateMachineStatusPub_
#stateMachinePub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ updateStatusMessage()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ createSignalConnection()
+ lockStateMachine()
+ unlockStateMachine()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnStateExit()
+ getCurrentStateCounter()
+ getCurrentState()
# onInitializing()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- propagateEventToLogicUnits()
map< const std::type _info *, std::shared _ptr< smacc::smacc::ISmaccComponent > >
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
#components_
#stateMachine_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors_
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ createComponent()
- configureEventSourceTypes()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
string
#name_
smacc::client_bases ::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
+client
boost::statechart:: event< EvActionResult < TSource, default_object _tag > >
smacc::IActionResult
+ getResultState()
Result
+resultMessage
smacc::EvActionResult < TSource, TObjectTag >