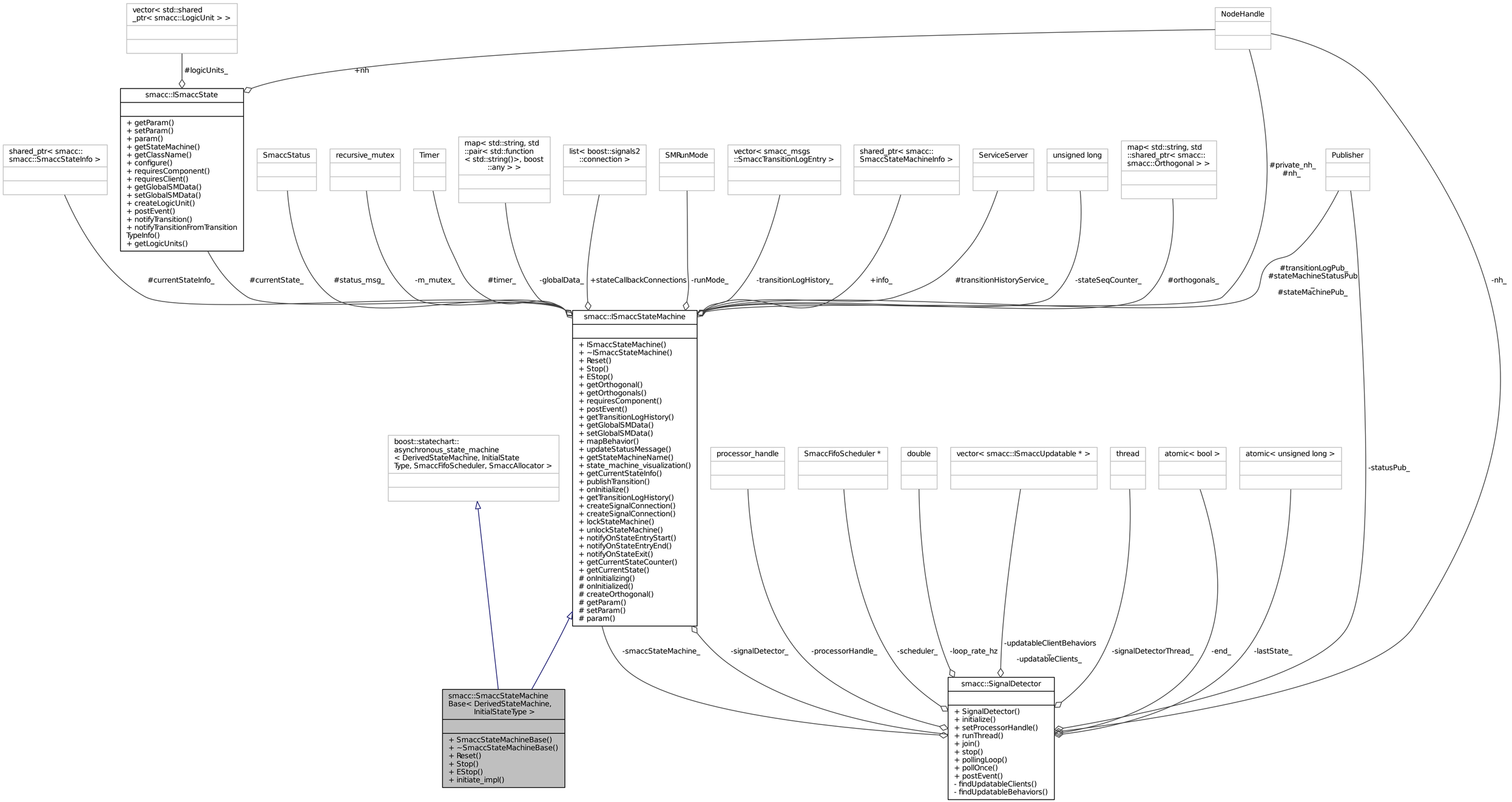
vector< std::shared _ptr< smacc::LogicUnit > >
#logicUnits_
+nh
NodeHandle
smacc::ISmaccState
+ getParam()
+ setParam()
+ param()
+ getStateMachine()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createLogicUnit()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getLogicUnits()
shared_ptr< smacc:: smacc::SmaccStateInfo >
SmaccStatus
recursive_mutex
Timer
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
list< boost::signals2 ::connection >
SMRunMode
vector< smacc_msgs ::SmaccTransitionLogEntry >
shared_ptr< smacc:: SmaccStateMachineInfo >
ServiceServer
unsigned long
map< std::string, std ::shared_ptr< smacc:: smacc::Orthogonal > >
Publisher
#private_nh_ #nh_
#currentStateInfo_
#currentState_
#status_msg_
-m_mutex_
#timer_
-globalData_
+stateCallbackConnections
-runMode_
-transitionLogHistory_
+info_
#transitionHistoryService_
-stateSeqCounter_
#orthogonals_
#transitionLogPub_ #stateMachineStatusPub_
#stateMachinePub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ 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()
boost::statechart:: asynchronous_state_machine < DerivedStateMachine, InitialState Type, SmaccFifoScheduler, SmaccAllocator >
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors_
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
smacc::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()