

smacc::ISmaccStateMachine

+ stateCallbackConnections
+ info_
nh_
private_nh_
timer_
stateMachinePub_
stateMachineStatusPub_
transitionLogPub_
transitionHistoryService_
currentState_
currentStateInfo_
status_msg_
orthogonal_
- m_mutex_
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_

+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMDData()
+ setGlobalSMDData()
+ 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()

boost::statechart::
asynchronous_state_machine
< DerivedStateMachine, InitialState
Type, SmaccFifoScheduler, SmaccAllocator >

smacc::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

smacc::SmaccStateMachine
Base< SmDanceBot, MsDanceBot
RunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

smacc::SmaccStateMachine
Base< SmAtomic, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

smacc::SmaccStateMachine
Base< SmThreeSome, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

smacc::SmaccStateMachine
Base< SmViewerSim, MsRunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

smacc::SmaccStateMachine
Base< SmDanceBot2, SS1
::SsRadialPattern1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()

sm_dance_bot::SmDanceBot

+ counter_1
+ rt_ready_flag

+ onInitialize()

sm_atomic::SmAtomic

+ onInitialize()

sm_three_some::SmThreeSome

+ onInitialize()

sm_viewer_sim::SmViewerSim

+ onInitialize()
+ unconsumed_event()

sm_dance_bot_2::SmDanceBot2

+ onInitialize()