

smacc::ISmaccState
# logicUnits_ # nh # parentState_
+ getStateMachine() + getParentState() + getClassName() + configure() + requiresComponent() + requiresClient() + getGlobalSMDData() + setGlobalSMDData() + createLogicUnit() + postEvent() + notifyTransition() + notifyTransitionFromTransitionTypeInfo() + getLogicUnits() + getParam() + setParam() + param() + getROSNode()

boost::statechart:: simple_state< MostDerived, Context, InnerInitial, historyMode >

smacc::SmaccState< MostDerived, Context, InnerInitial, historyMode >
+ finishStateThrown + smacc_inner_type
+ SmaccState() + getParentState() + SmaccState() + getFullPathName() + getFullName() + getShortName() + ~SmaccState() + throwFinishEvent() + onInitialize() + onEntry() + onExit() + getGlobalSMDData() + setGlobalSMDData() + requiresComponent() + getStateMachine() + throwLoopEventFromCondition() + static_configure() + iterateLogicUnitEventTypes() + static_createLogicUnit() + initial_deep_construct() + deep_construct() + shallow_construct()

boost::statechart:: simple_state< SsFPattern1, MsDanceBotRunMode, SsrFPattern StartLoop, sc::has_deep_history >

smacc::SmaccState< SsFPattern1, MsDanceBotRun Mode, SsrFPatternStartLoop >
+ finishStateThrown + smacc_inner_type
+ SmaccState() + SmaccState() + getParentState() + getFullPathName() + getFullName() + getShortName() + ~SmaccState() + throwFinishEvent() + onInitialize() + onEntry() + onExit() + getGlobalSMDData() + setGlobalSMDData() + requiresComponent() + getStateMachine() + throwLoopEventFromCondition() + static_configure() + iterateLogicUnitEventTypes() + static_createLogicUnit() + initial_deep_construct() + deep_construct() + shallow_construct()

sm_dance_bot::SS4:: SsFPattern1
+ iteration_count
+ onInitialize() + ray_lenght_meters() + pitch_lenght_meters() + total_iterations() + direction() + onDefinition()

< SsFPattern1, MsDanceBot  
RunMode, SsrFPatternStartLoop >