

smacc::ISmaccState

logicUnits_
nh
parentState_

+ getStateMachine()
+ getParentState()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMDData()
+ setGlobalSMDData()
+ createLogicUnit()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ 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< SsFPattern1 >, sc
::has_deep_history >

smacc::SmaccState<
SsFPattern1, MsDanceBotRun
Mode, SsrFPatternStartLoop
< SsFPattern1 > >

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sm_dance_bot::SS4::
SsFPattern1

+ iteration_count

+ onInitialize()
+ ray_lenght_meters()
+ pitch_lenght_meters()
+ total_iterations()
+ direction()
+ onDefinition()

< SsFPattern1, MsDanceBot
RunMode, SsrFPatternStartLoop
< SsFPattern1 > >