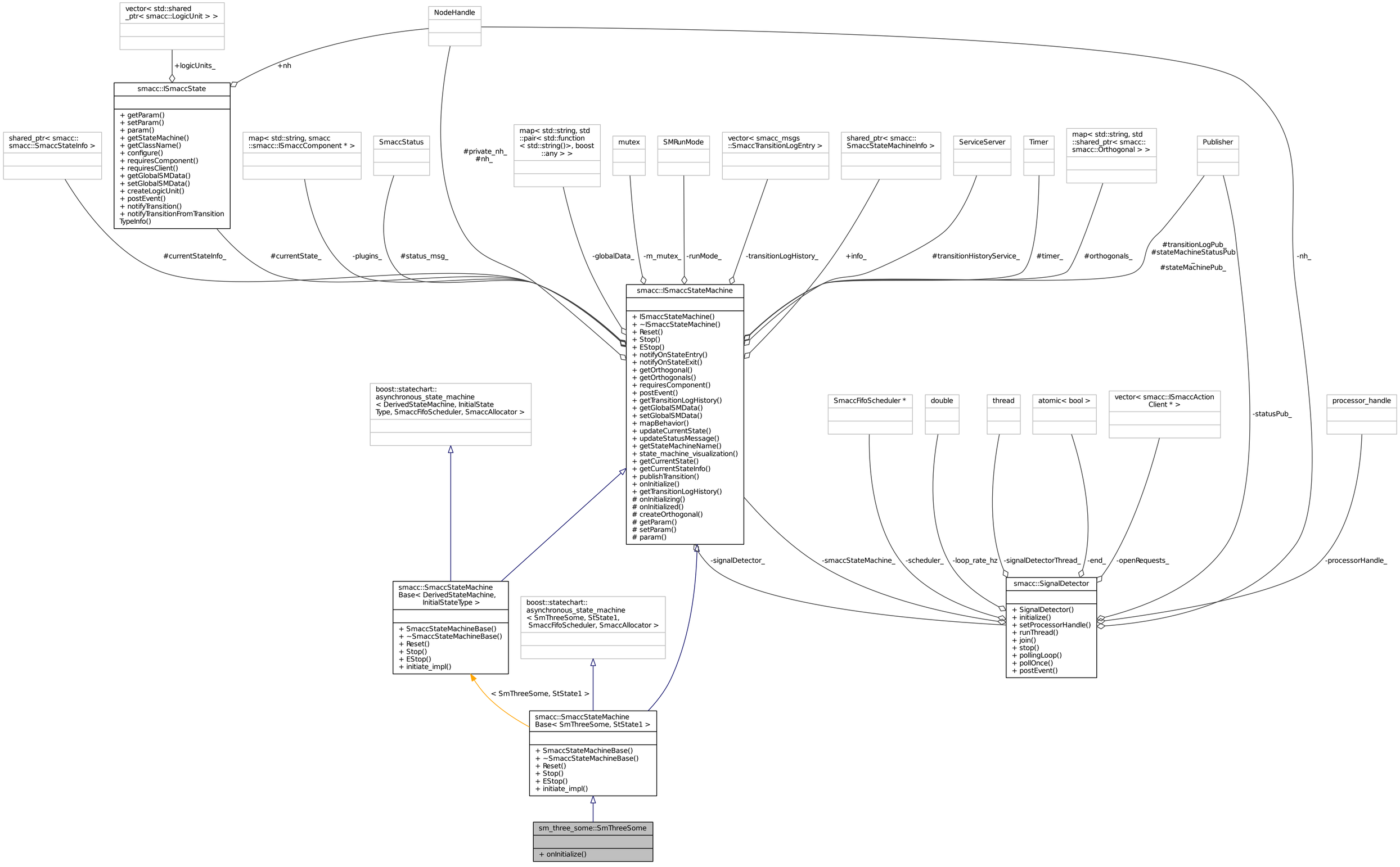
vector< std::shared _ptr< smacc::LogicUnit > >
+logicUnits_
NodeHandle
+nh
smacc::ISmaccState
+ getParam()
+ setParam()
+ param()
+ getStateMachine()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createLogicUnit()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
shared_ptr< smacc:: smacc::SmaccStateInfo >
#currentStateInfo_
map< std::string, smacc ::smacc::ISmaccComponent * >
#currentState_
SmaccStatus
-plugins_
#status_msg_
#private_nh_
#nh_
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
-globalData_
mutex
-m_mutex_
SMRunMode
-runMode_
vector< smacc_msgs ::SmaccTransitionLogEntry >
-transitionLogHistory_
shared_ptr< smacc:: SmaccStateMachineInfo >
+info_
ServiceServer
#transitionHistoryService_
Timer
#timer_
map< std::string, std ::shared_ptr< smacc:: smacc::Orthogonal > >
#orthogonals_
Publisher
#transitionLogPub_
#stateMachineStatusPub_
#stateMachinePub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ notifyOnStateEntry()
+ notifyOnStateExit()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ updateCurrentState()
+ updateStatusMessage()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentState()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
# onInitializing()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
boost::statechart:: asynchronous_state_machine < DerivedStateMachine, InitialState Type, SmaccFifoScheduler, SmaccAllocator >
SmaccFifoScheduler *
double
thread
atomic< bool >
vector< smacc::ISmaccAction Client * >
-statusPub_
processor_handle
-signalDetector_
-smaccStateMachine_
-scheduler_
-loop_rate_hz
-signalDetectorThread_
-end_
-openRequests_
-processorHandle_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
smacc::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()
boost::statechart:: asynchronous_state_machine < SmThreeSome, StState1, SmaccFifoScheduler, SmaccAllocator >
< SmThreeSome, StState1 >
smacc::SmaccStateMachine Base< SmThreeSome, StState1 >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ Reset()
+ Stop()
+ EStop()
+ initiate_impl()
sm_three_some::SmThreeSome
+ onInitialize()