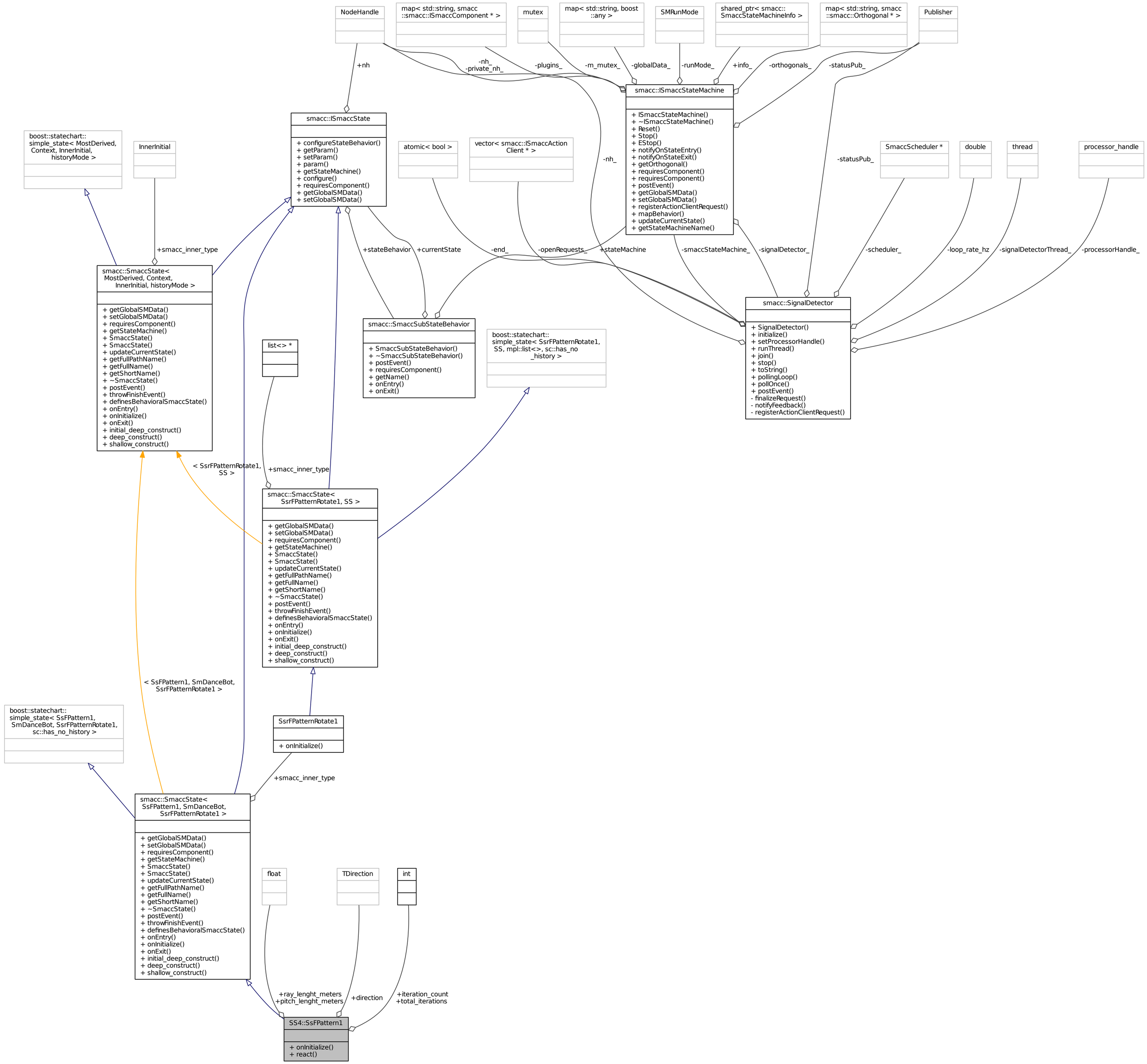
NodeHandle
map< std::string, smacc ::smacc::ISmaccComponent * >
mutex
map< std::string, boost ::any >
SMRunMode
shared_ptr< smacc:: SmaccStateMachineInfo >
map< std::string, smacc ::smacc::Orthogonal * >
Publisher
+nh
-nh_
-private_nh_
-plugins_
-m_mutex_
-globalData_
-runMode_
+info_
-orthogonals_
-statusPub_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ notifyOnStateEntry()
+ notifyOnStateExit()
+ getOrthogonal()
+ requiresComponent()
+ requiresComponent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ registerActionClientRequest()
+ mapBehavior()
+ updateCurrentState()
+ getStateMachineName()
smacc::ISmaccState
+ configureStateBehavior()
+ getParam()
+ setParam()
+ param()
+ getStateMachine()
+ configure()
+ requiresComponent()
+ getGlobalSMData()
+ setGlobalSMData()
boost::statechart:: simple_state< MostDerived, Context, InnerInitial, historyMode >
InnerInitial
atomic< bool >
vector< smacc::ISmaccAction Client * >
-nh_
-statusPub_
SmaccScheduler *
double
thread
processor_handle
+smacc_inner_type
+stateBehavior
+currentState
-end_
-openRequests_
+stateMachine
-smaccStateMachine_
-signalDetector_
-scheduler_
-loop_rate_hz
-signalDetectorThread_
-processorHandle_
smacc::SmaccState< MostDerived, Context, InnerInitial, historyMode >
+ getGlobalSMData()
+ setGlobalSMData()
+ requiresComponent()
+ getStateMachine()
+ SmaccState()
+ SmaccState()
+ updateCurrentState()
+ getFullPathName()
+ getFullName()
+ getShortName()
+ ~SmaccState()
+ postEvent()
+ throwFinishEvent()
+ definesBehavioralSmaccState()
+ onEntry()
+ onInitialize()
+ onExit()
+ initial_deep_construct()
+ deep_construct()
+ shallow_construct()
smacc::SmaccSubStateBehavior
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ toString()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- finalizeRequest()
- notifyFeedback()
- registerActionClientRequest()
list<> *
boost::statechart:: simple_state< SsrFPatternRotate1, SS, mpl::list<>, sc::has_no _history >
< SsrFPatternRotate1, SS >
+smacc_inner_type
smacc::SmaccState< SsrFPatternRotate1, SS >
+ getGlobalSMData()
+ setGlobalSMData()
+ requiresComponent()
+ getStateMachine()
+ SmaccState()
+ SmaccState()
+ updateCurrentState()
+ getFullPathName()
+ getFullName()
+ getShortName()
+ ~SmaccState()
+ postEvent()
+ throwFinishEvent()
+ definesBehavioralSmaccState()
+ onEntry()
+ onInitialize()
+ onExit()
+ initial_deep_construct()
+ deep_construct()
+ shallow_construct()
< SsFPattern1, SmDanceBot, SsrFPatternRotate1 >
boost::statechart:: simple_state< SsFPattern1, SmDanceBot, SsrFPatternRotate1, sc::has_no_history >
SsrFPatternRotate1
+ onInitialize()
+smacc_inner_type
smacc::SmaccState< SsFPattern1, SmDanceBot, SsrFPatternRotate1 >
+ getGlobalSMData()
+ setGlobalSMData()
+ requiresComponent()
+ getStateMachine()
+ SmaccState()
+ SmaccState()
+ updateCurrentState()
+ getFullPathName()
+ getFullName()
+ getShortName()
+ ~SmaccState()
+ postEvent()
+ throwFinishEvent()
+ definesBehavioralSmaccState()
+ onEntry()
+ onInitialize()
+ onExit()
+ initial_deep_construct()
+ deep_construct()
+ shallow_construct()
float
TDirection
int
+ray_lenght_meters
+pitch_lenght_meters
+direction
+iteration_count
+total_iterations
SS4::SsFPattern1
+ onInitialize()
+ react()