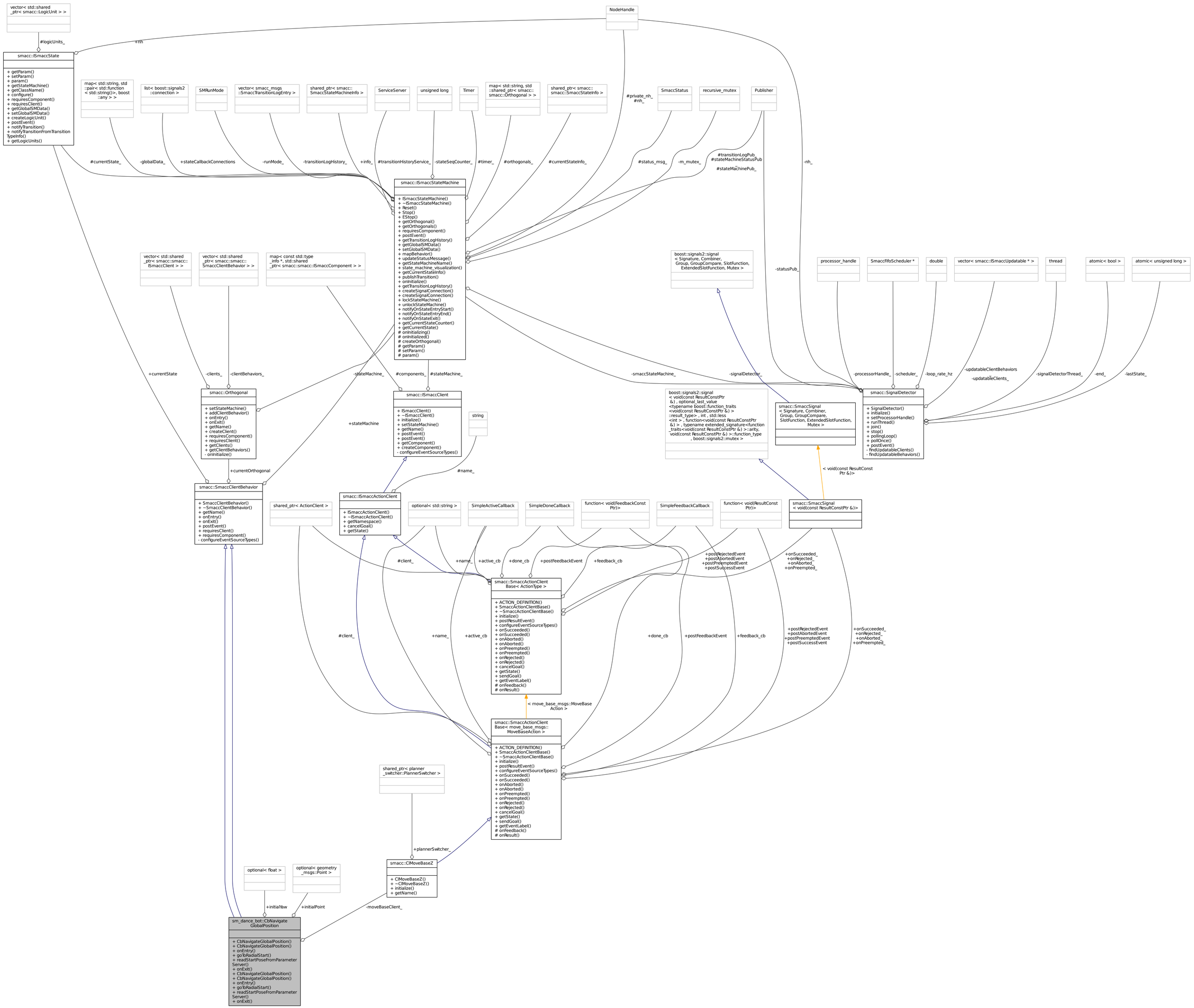
vector< std::shared _ptr< smacc::LogicUnit > >
#logicUnits_
NodeHandle
+nh
smacc::ISmaccState
+ getParam()
+ setParam()
+ param()
+ getStateMachine()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createLogicUnit()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getLogicUnits()
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
list< boost::signals2 ::connection >
SMRunMode
vector< smacc_msgs ::SmaccTransitionLogEntry >
shared_ptr< smacc:: SmaccStateMachineInfo >
ServiceServer
unsigned long
Timer
map< std::string, std ::shared_ptr< smacc:: smacc::Orthogonal > >
shared_ptr< smacc:: smacc::SmaccStateInfo >
#private_nh_
#nh_
SmaccStatus
recursive_mutex
Publisher
#currentState_
-globalData_
+stateCallbackConnections
-runMode_
-transitionLogHistory_
+info_
#transitionHistoryService_
-stateSeqCounter_
#timer_
#orthogonals_
#currentStateInfo_
#status_msg_
-m_mutex_
#transitionLogPub_
#stateMachineStatusPub
#stateMachinePub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ 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()
vector< std::shared _ptr< smacc::smacc:: ISmaccClient > >
vector< std::shared _ptr< smacc::smacc:: SmaccClientBehavior > >
map< const std::type _info *, std::shared _ptr< smacc::smacc::ISmaccComponent > >
boost::signals2::signal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
+currentState
-clients_
-clientBehaviors_
-stateMachine_
#components_
#stateMachine_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
smacc::Orthogonal
+ setStateMachine()
+ addClientBehavior()
+ onEntry()
+ onExit()
+ getName()
+ createClient()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
- onInitialize()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ createComponent()
- configureEventSourceTypes()
+stateMachine
string
#name_
boost::signals2::signal < void(const ResultConstPtr &) , optional_last_value <typename boost::function_traits <void(const ResultConstPtr &) > ::result_type> , int , std::less <int > , function<void(const ResultConstPtr &) > , typename extended_signature<function _traits<void(const ResultConstPtr &) >::arity, void(const ResultConstPtr &) >::function_type , boost::signals2::mutex >
smacc::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
+currentOrthogonal
< void(const ResultConst Ptr &)>
smacc::SmaccClientBehavior
+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getName()
+ onEntry()
+ onExit()
+ postEvent()
+ requiresClient()
+ requiresComponent()
- configureEventSourceTypes()
shared_ptr< ActionClient >
smacc::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
optional< std::string >
SimpleActiveCallback
SimpleDoneCallback
function< void(FeedbackConst Ptr)>
SimpleFeedbackCallback
function< void(ResultConst Ptr)>
smacc::SmaccSignal < void(const ResultConstPtr &)>
#client_
+name_
+active_cb
+done_cb
+postFeedbackEvent
+feedback_cb
+postRejectedEvent
+postAbortedEvent
+postPreemptedEvent
+postSuccessEvent
+onSucceeded_
+onRejected_
+onAborted_
+onPreempted_
smacc::SmaccActionClient Base< ActionType >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
< move_base_msgs::MoveBase Action >
smacc::SmaccActionClient Base< move_base_msgs:: MoveBaseAction >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
shared_ptr< planner _switcher::PlannerSwitcher >
+plannerSwitcher_
smacc::CIMoveBaseZ
+ CIMoveBaseZ()
+ ~CIMoveBaseZ()
+ initialize()
+ getName()
optional< float >
optional< geometry _msgs::Point >
+initialYaw
+initialPoint
-moveBaseClient_
sm_dance_bot::CbNavigate GlobalPosition
+ CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
+ onEntry()
+ goToRadialStart()
+ readStartPoseFromParameter Server()
+ onExit()
+ CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
+ onEntry()
+ goToRadialStart()
+ readStartPoseFromParameter Server()
+ onExit()