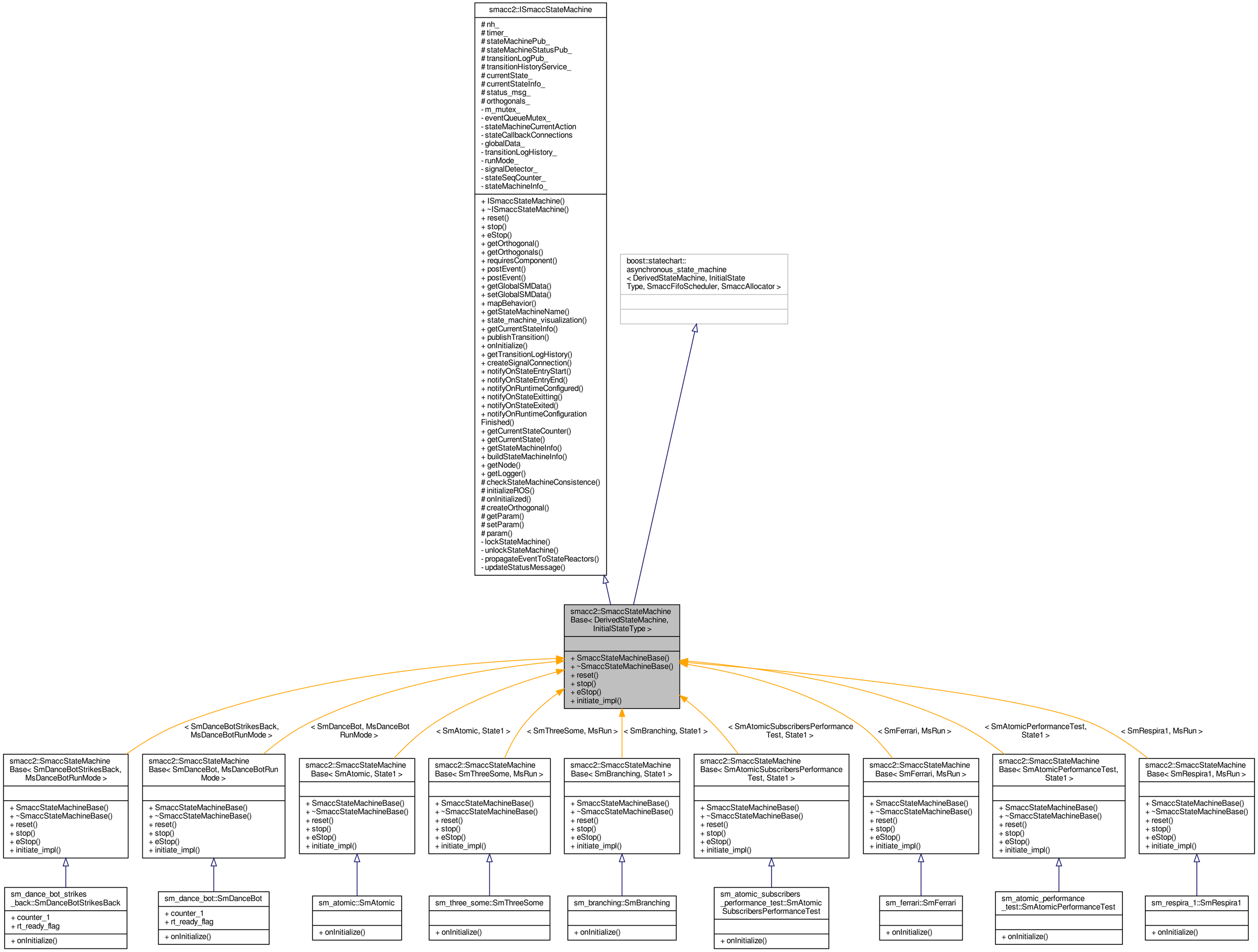
smacc2::ISmaccStateMachine
# nh_
# timer_
# stateMachinePub_
# stateMachineStatusPub_
# transitionLogPub_
# transitionHistoryService_
# currentState_
# currentStateInfo_
# status_msg_
# orthogonals_
- m_mutex_
- eventQueueMutex_
- stateMachineCurrentAction
- stateCallbackConnections
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_
- stateMachineInfo_
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
boost::statechart::
asynchronous_state_machine
< DerivedStateMachine, InitialState
Type, SmaccFifoScheduler, SmaccAllocator >
smacc2::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
< SmDanceBotStrikesBack,
MsDanceBotRunMode >
< SmDanceBot, MsDanceBot
RunMode >
< SmAtomic, State1 >
< SmThreeSome, MsRun >
< SmBranching, State1 >
< SmAtomicSubscribersPerformance
Test, State1 >
< SmFerrari, MsRun >
< SmAtomicPerformanceTest,
State1 >
< SmRespira1, MsRun >
smacc2::SmaccStateMachine
Base< SmDanceBotStrikesBack,
MsDanceBotRunMode >
smacc2::SmaccStateMachine
Base< SmDanceBot, MsDanceBotRun
Mode >
smacc2::SmaccStateMachine
Base< SmAtomic, State1 >
smacc2::SmaccStateMachine
Base< SmThreeSome, MsRun >
smacc2::SmaccStateMachine
Base< SmBranching, State1 >
smacc2::SmaccStateMachine
Base< SmAtomicSubscribersPerformance
Test, State1 >
smacc2::SmaccStateMachine
Base< SmFerrari, MsRun >
smacc2::SmaccStateMachine
Base< SmAtomicPerformanceTest,
State1 >
smacc2::SmaccStateMachine
Base< SmRespira1, MsRun >
sm_dance_bot_strikes
_back::SmDanceBotStrikesBack
+ counter_1
+ rt_ready_flag
+ onInitialize()
sm_dance_bot::SmDanceBot
+ counter_1
+ rt_ready_flag
+ onInitialize()
sm_atomic::SmAtomic
+ onInitialize()
sm_three_some::SmThreeSome
+ onInitialize()
sm_branching::SmBranching
+ onInitialize()
sm_atomic_subscribers
_performance_test::SmAtomic
SubscribersPerformanceTest
+ onInitialize()
sm_ferrari::SmFerrari
+ onInitialize()
sm_atomic_performance
_test::SmAtomicPerformanceTest
+ onInitialize()
sm_respira_1::SmRespira1
+ onInitialize()