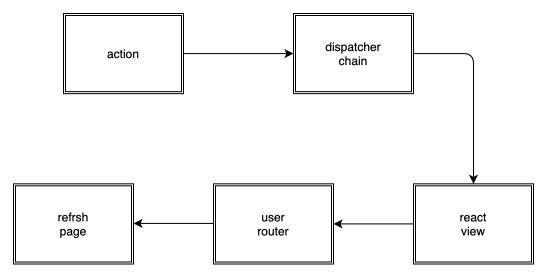
SyriusApplet架构实现

架构不变式:

view = Observe(action)

单向数据示意图:



变化侦测篇:

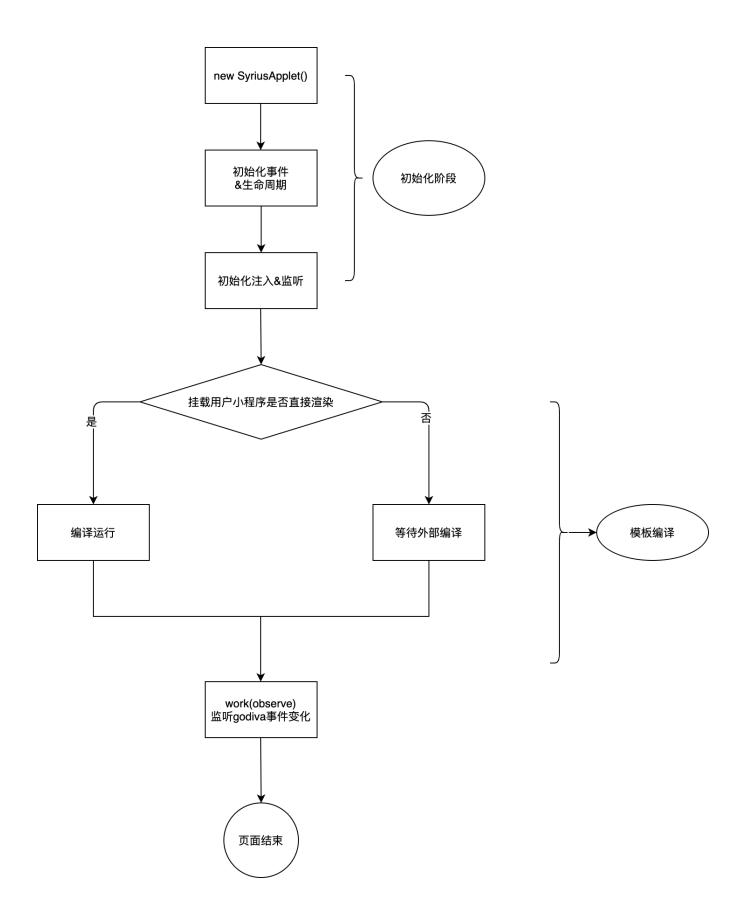
```
function observe(state, $setCurrentActionInfo,$getLastActionInfo) {
   let $_NEW_CURRENT_ACTION_INFO = {};
   // Listen to GODIVA events
   window.actionRequestCallback = (actionRequestJson) => {
       // Read the last action info
       let $_LAST_ACTION_INFO = $getLastActionInfo();
// Save the new action info of GODIVA
       $_NEW_CURRENT_ACTION_INFO = $setCurrentActionInfo(evalActionReqToObj(actionRequestJson));
       // OBSERVE CHAIN
       let chain = moveToPackBindRegion
           .after(bindPack)
           .after(moveToPickingProduct)
           .after(pickingProduct)
           .after(packageRegion)
           .after(moveToHoldRegion)
           .after(moveToPackageRegion)
           .after(moveToException)
           .after(moveToBindCarrier)
           .after(bindNewCarrier)
           .after(waitNewTask)
           .after(exceptionRegion)
           .after(moveToShelfStorageRegion)
           .after(onShelf)
           .after(onShelfOver)
           .after(moveToWormholeRegion)
           .after(waitingForWormhole);
       let actionReq = JSON.parse(nextActionInfo);
           let nextAction = evalActionReqToObj(actionReq);
           console.log(" nextAction", nextAction);
           chain(evalActionReqToObj(actionRequestJson), state, nextAction, $_LAST_ACTION_INFO);
       } catch (error) {
           chain(evalActionReqToObj(actionRequestJson), state, {}, $_LAST_ACTION_INFO);
   }
```

模板编译篇:

```
let syriusApplet = new SyriusApplet({
    applet: <YOUR_APP>,
state: {
        MOVE_TO_PACK_BIND_REGION: function () {
        },
WAIT_NEW_TASK: function () {
         MOVE_TO_BIND_CARRIER_REGION: function () {
         },
MOVE_TO_SHELF_BIND_REGION: function () {
        },
MOVE_TO_HOLD_REGION: function () {
         MOVE_TO_EXCEPTION_REGION: function () {
         },
DEAL_EXCEPTION: function () {
        },
BIND_PAYLOAD: function () {
        },
BIND_SHELF_PAYLOAD: function () {
         },
         TEAR_DOWN_OLD_PAYLOAD: function () {
        },
BIND_NEW_CARRIER: function () {
        },
MOVE_TO_PICK_PRODUCT: function (nextAction) {
        },
PICKING_PRODUCT: function () {
        },
EMERGENCY_STOP: function () {
         MOVE_TO_SHELF_STORAGE_REGION: function (nextAction) {
        },
ON_SHELF: function () {
        },
ON_SHELF_OVER: function () {
        },
MOVE_TO_WORMHOLE_REGION: function () {
         WAITING_FOR_WORMHOLE: function () {
    work: function (observe) {
        return observe(this.$state, this.$setCurrentActionInfo,this.$getLastActionInfo);
});
```

生命周期篇:

综述:



```
function SyriusApplet(options) {
    this._init(options);
initMixin(SyriusApplet);
初始化阶段 (initMixin)
function initMixin(SyriusApplet) {
    SyriusApplet.prototype._init = function (options) {
        const vm = this;
        vm.$options = options;
        vm._self = vm;
        this.$applet = vm.$options.applet;
        this.$state = vm.$options.state;
        this.$work = vm.$options.work || {};
        this.$setCurrentActionInfo = (actionJson) => {
            vm.$currentActionInfo = actionJson;
            return vm.$currentActionInfo;
        this.$getLastActionInfo = () => {
            return vm.$currentActionInfo
        /**
         * Function
           init function.prototype
        init();
        /**
         * init event
        initEvent(vm);
        /**
         * init state(observe)
        if (this.$applet && typeof this.$work === "function") {
            this.$work(observe);
初始化阶段 (init)
function init(){
    Function.prototype.after = function(fn) {
        let self = this;
        return async function() {
            let ret = await self.apply(this, arguments);
            if (ret === "nextSuccessor") {
                return fn.apply(this,arguments);
            return ret;
        }
    };
初始化阶段 (initEvent)
let eventListenersInterface = window.EventListenersInterface;
initGodivaEvent(vm);
initVoiceLightEvent(vm, eventListenersInterface);
initScannerEvent(vm, eventListenersInterface);
initMoveManager(vm, eventListenersInterface);
initPoseEvent(vm, eventListenersInterface);
initEquipmentStatusEvent(vm, eventListenersInterface);
initKnowledgeBaseEvent(vm);
initCommonEvent(vm);
initLaunchEvent(vm);
initBaroEvent(vm, eventListenersInterface);
实例方法篇:
数据相关
    vm.$options :options
    vm.$applet :$appletvuesyriusApplet
```

指令篇:

```
通用事件 (initCommonEvent)
设备状态事件 (initEquipmentStatusEvent)
function initEquipmentStatusEvent(vm, eventListenersInterface){
    let equipmentStatus = new EquipmentStatus(eventListenersInterface);
    vm.onceCheckCameraStatus = async function(){
        let status = await equipmentStatus.onceCheckCameraStatus();
        console.log(status);
        return status
    }
}
godiya消息事件 (initGodiyaEvent)
function initGodivaEvent(vm) {
    let godivaReportEvent = new GodivaReportEvent();
    let godivaTeleportEvent = new GodivaTeleportEvent();
    let godivaTaskEvent = new GodivaTaskEvent();
    let godivaInitEvent = new GodivaInitEvent()
    /**
     * godiva
     * report data to godiva
     * @param currentAction
    vm.reportEvent = function(currentAction) {
        godivaReportEvent.reportEvent(currentAction);
    vm.onNotifyListen = function(resCallbackObj){
        godivaReportEvent.onNotifyListen(resCallbackObj);
    /**
    * godiva calculate witch floor can arrive result
    * godiva
     * @param startNode
     * @returns {*}
    vm.getOutGoingNodesForTeleport = function(startNode){
        return godivaTeleportEvent.getOutGoingNodesForTeleport(startNode);
    vm.onCancelTask = function(){
       return godivaTaskEvent.onCancelTask();
    };
    vm.onPauseTask = function(){
        console.log("pauseTask");
        return godivaTaskEvent.onPauseTask();
    };
    vm.onResumeTask = function(){
        return godivaTaskEvent.onResumeTask();
    vm.onGetAllTask = function(){
        return godivaTaskEvent.onGetAllTask();
    vm.onGetAllTaskInPool = function(){
        return godivaTaskEvent.onGetAllTaskInPool();
    vm.godivaConfig = function(){
        return godivaInitEvent.godivaConfig();
}
知识库事件 (initKnowledgeBaseEvent)
启动事件 (initLaunchEvent)
移动事件 (initMoveManager)
```

```
function initMoveManager(vm, eventListenersInterface) {
    let move = new Move(eventListenersInterface);
    vm.safeInitNavigation = function (callback) {
       return move.safeInitNavigation(callback);
    vm.safePauseMove = function (callback) {
        return move.safePauseMove(callback);
    vm.safeResumeMove = function (callback) {
        return move.safeResumeMove(callback)
    vm.isPauseMove = async function(){
       return await move.isPauseMove();
    vm.getLastMoveStatus = function(){
       return move.lastMoveStatus;
}
位姿事件 (initPoseEvent)
对外暴露的API部分
function initPoseEvent(vm, eventListenersInterface) {
    let pose = new Pose(eventListenersInterface);
    vm.safeSwitchMapByChangeLayer = function(mapLayerName, loadingCallback){
       return pose.safeSwitchMapByChangeLayer(mapLayerName, loadingCallback);
    };
    vm.listenRobotPose = function(callback){
       pose.listenRobotPose(callback);
    vm.unbindListenRobotPose = function(){
       pose.unbindListenRobotPose();
    };
    vm.listenLayerPose = function(callback){
       pose.listenLayerPose(callback);
    };
    vm.unbindListenLayerPose = function(){
       pose.unbindListenLayerPose();
    vm.safeManualPose = function(wormhole, loadingCallback){
       return pose.safeManualPose(wormhole, loadingCallback);
    };
扫码枪事件 (initScannerEvent)
对外暴露的API部分
function initScannerEvent(vm, eventListenersInterface) {
    let scanner = new Scanner(eventListenersInterface);
    vm.unbindScan = function () {
        scanner.unbindScan();
    vm.scanCode = function (resCallbackObj = {
        success: function () {
        }, fail: function () {
    }) {
        scanner.onScan(resCallbackObj);
initVoiceLightEvent
safeRetry
全局API篇:
```

init.js

```
function init(){
   Function.prototype.after = function(fn) {
    let self = this;
    return async function() {
      let ret = await self.apply(this, arguments);
      if (ret === "nextSuccessor") {
        return fn.apply(this,arguments);
      }
      return ret;
   }
}
```