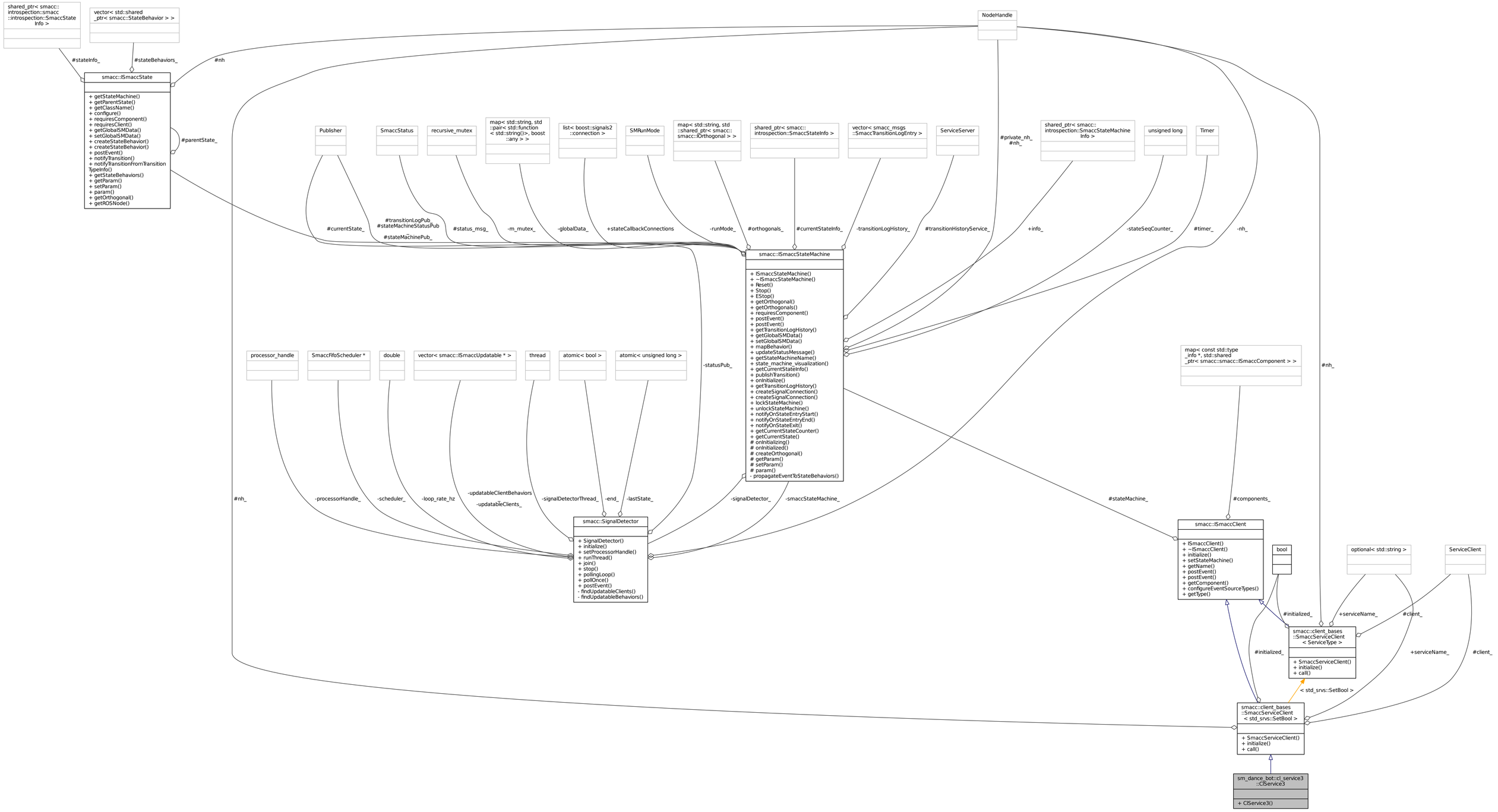
shared_ptr< smacc::introspection::SmaccStateInfo >
vector< std::shared_ptr< smacc::StateBehavior > >
NodeHandle
#stateInfo_
#stateBehaviors_
#nh
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateBehavior()
+ createStateBehavior()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateBehaviors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getROSNode()
#parentState_
Publisher
SmaccStatus
recursive_mutex
map< std::string, std::pair< std::function< std::string()>, boost::any > >
list< boost::signals2::connection >
SMRunMode
map< std::string, std::shared_ptr< smacc::smacc::IOrthogonal > >
shared_ptr< smacc::introspection::SmaccStateInfo >
vector< smacc_msgs::SmaccTransitionLogEntry >
ServiceServer
#private_nh_
#nh_
shared_ptr< smacc::introspection::SmaccStateMachineInfo >
unsigned long
Timer
#currentState_
#transitionLogPub
#stateMachinePub
#stateMachinePub_
#status_msg_
-m_mutex_
-globalData_
+stateCallbackConnections
-runMode_
#orthogonals_
#currentStateInfo_
-transitionLogHistory_
#transitionHistoryService_
+info_
-stateSeqCounter_
#timer_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ Reset()
+ Stop()
+ EStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ 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()
- propagateEventToStateBehaviors()
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
map< const std::type_info *, std::shared_ptr< smacc::smacc::ISmaccComponent > >
#nh_
#nh_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
-signalDetector_
-smaccStateMachine_
#stateMachine_
#components_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
bool
optional< std::string >
ServiceClient
#initialized_
+serviceName_
#client_
smacc::client_bases::SmaccServiceClient< ServiceType >
+ SmaccServiceClient()
+ initialize()
+ call()
#initialized_
+serviceName_
#client_
< std_srvs::SetBool >
smacc::client_bases::SmaccServiceClient< std_srvs::SetBool >
+ SmaccServiceClient()
+ initialize()
+ call()
sm_dance_bot::cl_service3::ClService3
+ ClService3()