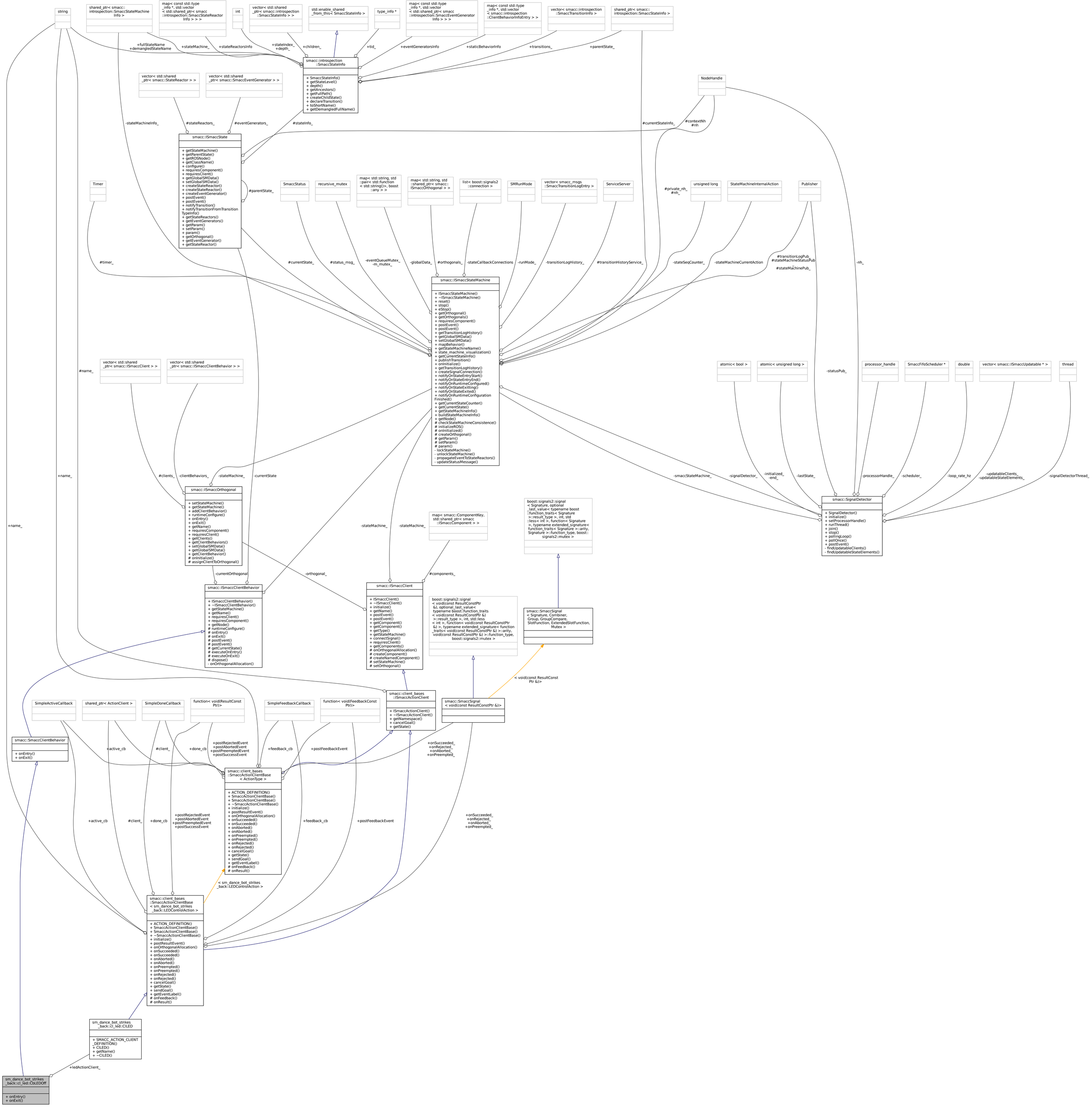
string
shared_ptr< smacc::
introspection::SmaccStateMachine
Info >
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc
::introspection::SmaccStateReactor
Info > > >
int
vector< std::shared
_ptr< smacc::introspection
::SmaccStateInfo > >
std::enable_shared
_from_this< SmaccStateInfo >
type_info *
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc
::introspection::SmaccEventGenerator
Info > > >
map< const std::type
_info *, std::vector
< smacc::introspection
::ClientBehaviorInfoEntry > >
vector< smacc::introspection
::SmaccTransitionInfo >
shared_ptr< smacc::
introspection::SmaccStateInfo >
+fullStateName
+demangledStateName
+stateMachine_
+stateReactorsInfo
+stateIndex_
+depth_
+children_
+tid_
+eventGeneratorsInfo
+staticBehaviorInfo
+transitions_
+parentState_
smacc::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared
_ptr< smacc::StateReactor > >
vector< std::shared
_ptr< smacc::SmaccEventGenerator > >
NodeHandle
-stateMachineInfo_
#stateReactors_
#eventGenerators_
#stateInfo_
#currentStateInfo_
#contextNh
#nh
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
Timer
SmaccStatus
recursive_mutex
map< std::string, std
::pair< std::function
< std::string()>, boost
::any > >
map< std::string, std
::shared_ptr< smacc::
ISmaccOrthogonal > >
list< boost::signals2
::connection >
SMRunMode
vector< smacc_msgs
::SmaccTransitionLogEntry >
ServiceServer
#private_nh_
#nh_
unsigned long
StateMachineInternalAction
Publisher
#timer_
#currentState_
#status_msg_
-eventQueueMutex_
-m_mutex_
-globalData_
#orthogonals_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
-stateSeqCounter_
-stateMachineCurrentAction
#transitionLogPub_
#stateMachineStatusPub
#stateMachinePub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::shared
_ptr< smacc::ISmaccClient > >
vector< std::shared
_ptr< smacc::ISmaccClientBehavior > >
#name_
atomic< bool >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
-statusPub_
+name_
#clients_
-clientBehaviors_
-stateMachine_
-currentState
-smaccStateMachine_
-signalDetector_
-initialized_
-end_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClients_
-updatableStateElements_
-signalDetectorThread_
smacc::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableStateElements()
boost::signals2::signal
< Signature, optional
_last_value< typename boost
::function_traits< Signature
>::result_type >, int, std
::less< int >, function< Signature
>, typename extended_signature<
function_traits< Signature >::arity,
Signature >::function_type, boost::
signals2::mutex >
map< smacc::ComponentKey,
std::shared_ptr< smacc
::ISmaccComponent > >
-stateMachine_
-stateMachine_
+name_
-currentOrthogonal
-orthogonal_
#components_
smacc::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ getNode()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
- onOrthogonalAllocation()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
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 >
< void(const ResultConst
Ptr &)>
SimpleActiveCallback
shared_ptr< ActionClient >
SimpleDoneCallback
function< void(ResultConst
Ptr)>
SimpleFeedbackCallback
function< void(FeedbackConst
Ptr)>
smacc::client_bases
::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
+active_cb
#client_
+done_cb
+postRejectedEvent
+postAbortedEvent
+postPreemptedEvent
+postSuccessEvent
+feedback_cb
+postFeedbackEvent
+onSucceeded_
+onRejected_
+onAborted_
+onPreempted_
smacc::client_bases
::SmaccActionClientBase
< ActionType >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
< sm_dance_bot_strikes
_back::LEDControlAction >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot_strikes
_back::LEDControlAction >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
sm_dance_bot_strikes
_back::cl_led::CILED
+ SMACC_ACTION_CLIENT
_DEFINITION()
+ CILED()
+ getName()
+ ~CILED()
+ledActionClient_
sm_dance_bot_strikes
_back::cl_led::CbLEDOff
+ onEntry()
+ onExit()