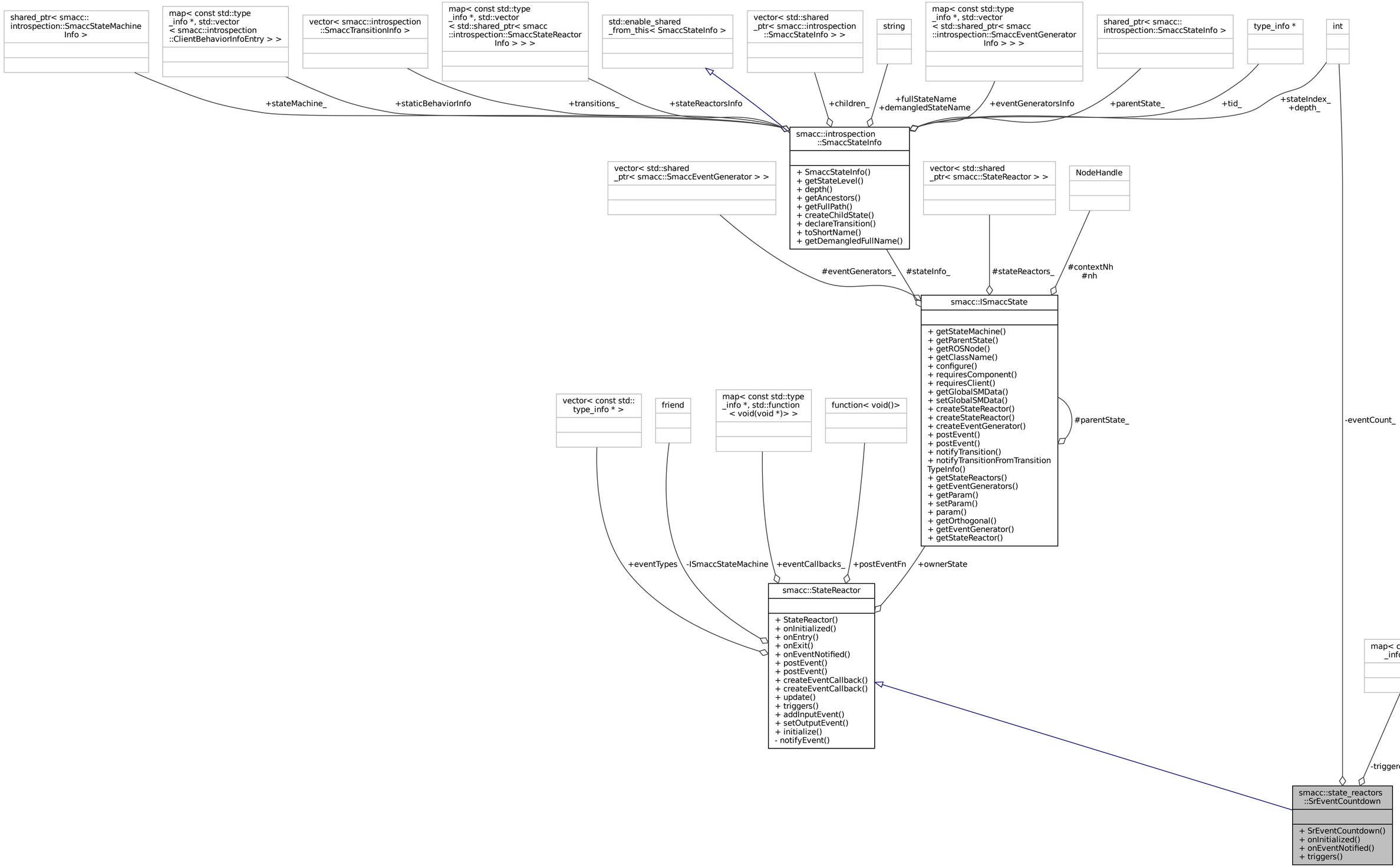
shared_ptr< smacc::
introspection::SmaccStateMachine
Info >
map< const std::type
_info *, std::vector
< smacc::introspection
::ClientBehaviorInfoEntry > >
vector< smacc::introspection
::SmaccTransitionInfo >
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc
::introspection::SmaccStateReactor
Info > > >
std::enable_shared
_from_this< SmaccStateInfo >
vector< std::shared
_ptr< smacc::introspection
::SmaccStateInfo > >
string
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc
::introspection::SmaccEventGenerator
Info > > >
shared_ptr< smacc::
introspection::SmaccStateInfo >
type_info *
int
+stateMachine_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+children_
+fullStateName
+demangledStateName
+eventGeneratorsInfo
+parentState_
+tid_
+stateIndex_
+depth_
smacc::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared
_ptr< smacc::SmaccEventGenerator > >
vector< std::shared
_ptr< smacc::StateReactor > >
NodeHandle
#eventGenerators_
#stateInfo_
#stateReactors_
#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_
-eventCount_
vector< const std::
type_info * >
friend
map< const std::type
_info *, std::function
< void(void *)> >
function< void()>
+eventTypes
-ISmaccStateMachine
+eventCallbacks_
+postEventFn
+ownerState
smacc::StateReactor
+ StateReactor()
+ onInitialized()
+ onEntry()
+ onExit()
+ onEventNotified()
+ postEvent()
+ postEvent()
+ createEventCallback()
+ createEventCallback()
+ update()
+ triggers()
+ addInputEvent()
+ setOutputEvent()
+ initialize()
- notifyEvent()
map< const std::type
_info *, bool >
-triggeredEvents
smacc::state_reactors
::SrEventCountdown
+ SrEventCountdown()
+ onInitialized()
+ onEventNotified()
+ triggers()