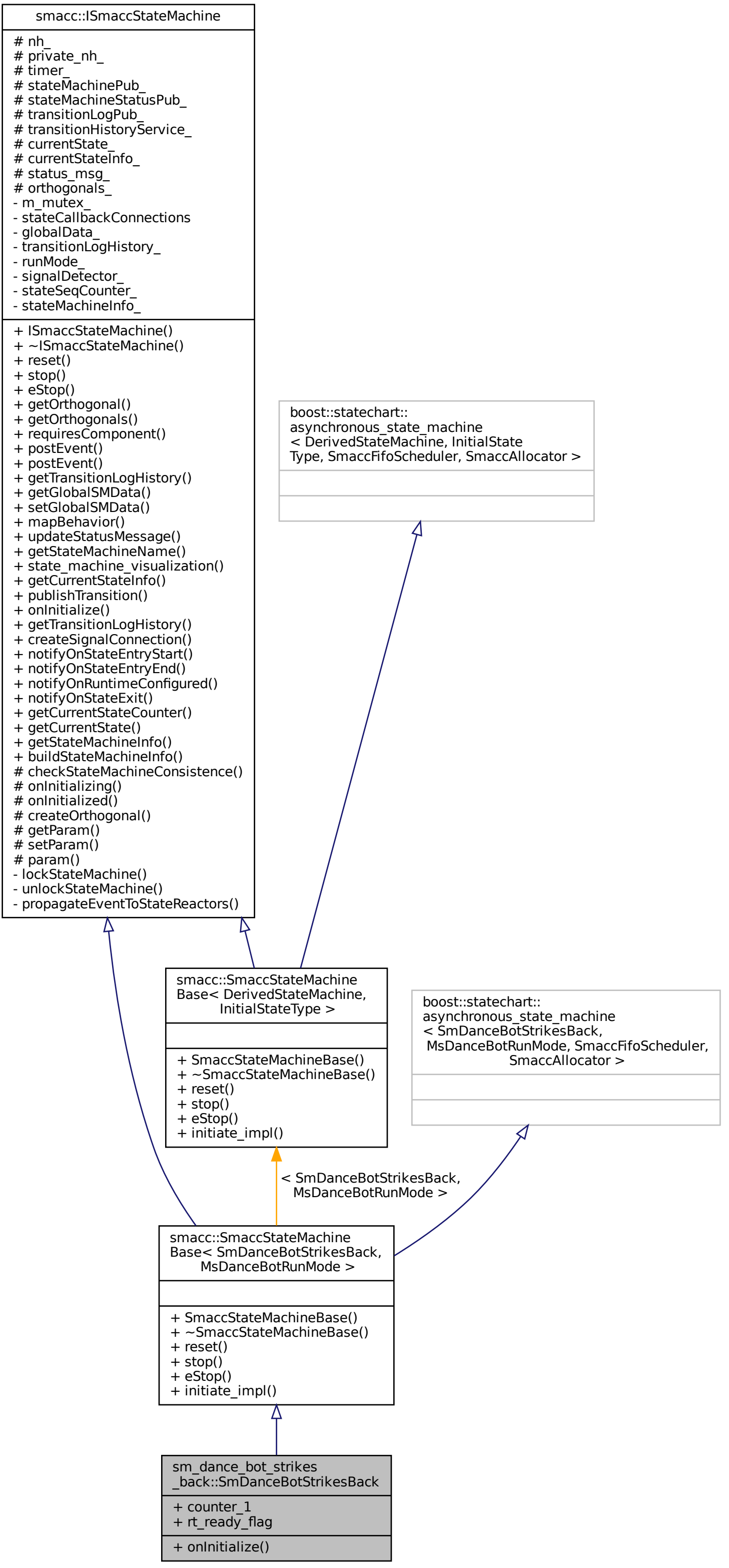
smacc::ISmaccStateMachine
nh_
private_nh_
timer_
stateMachinePub_
stateMachineStatusPub_
transitionLogPub_
transitionHistoryService_
currentState_
currentStateInfo_
status_msg_
orthogonals_
- m_mutex_
- stateCallbackConnections
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_
- stateMachineInfo_
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ updateStatusMessage()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExit()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
# checkStateMachineConsistence()
# onInitializing()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
boost::statechart::
asynchronous_state_machine
< DerivedStateMachine, InitialState
Type, SmaccFifoScheduler, SmaccAllocator >
smacc::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
boost::statechart::
asynchronous_state_machine
< SmDanceBotStrikesBack,
MsDanceBotRunMode, SmaccFifoScheduler,
SmaccAllocator >
< SmDanceBotStrikesBack,
MsDanceBotRunMode >
smacc::SmaccStateMachine
Base< SmDanceBotStrikesBack,
MsDanceBotRunMode >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
sm_dance_bot_strikes
_back::SmDanceBotStrikesBack
+ counter_1
+ rt_ready_flag
+ onInitialize()