smacc::introspection::SmaccStateInfo

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 > > >

int

vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >

string

type_info *

std::enable_shared _from_this< SmaccStateInfo >

map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccEventGenerator Info > > >

shared_ptr< smacc:: introspection::SmaccStateInfo >

shared_ptr< smacc:: introspection::SmaccStateMachine Info >

+staticBehaviorInfo   +transitions_   +stateReactorsInfo   +stateIndex_ +depth_   +children_   +fullStateName +demangledStateName   +tid_   +eventGeneratorsInfo   +parentState_   +stateMachine_

smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()

NodeHandle

vector< std::shared _ptr< smacc::StateReactor > >

vector< std::shared _ptr< smacc::SmaccEventGenerator > >

#contextNh #nh   #stateReactors_   #eventGenerators_   #stateInfo_

smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()

#currentStateInfo_   -stateMachineInfo_

unsigned long

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_

StateMachineInternalAction

#parentState_

Timer

Publisher

-nh_   -stateSeqCounter_   #status_msg_   -eventQueueMutex_ -m_mutex_   -globalData_   #orthogonals_   -stateCallbackConnections   -runMode_   -transitionLogHistory_   #transitionHistoryService_   -stateMachineCurrentAction   #currentState_   #timer_   #transitionLogPub_ #stateMachineStatusPub_

#stateMachinePub_

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()
+ notifyOnStateExiting()
+ 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 > >

atomic< bool >

atomic< unsigned long >

processor_handle

SmaccFifoScheduler *

double

vector< smacc::ISmaccUpdatable * >

thread

-statusPub_

#clients_   -clientBehaviors_   -initialized_ -end_   -lastState_   -stateMachine_   -signalDetector_   -smaccStateMachine_   -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()

smacc::Orthogonal< TOrthogonal >
+ createClient()