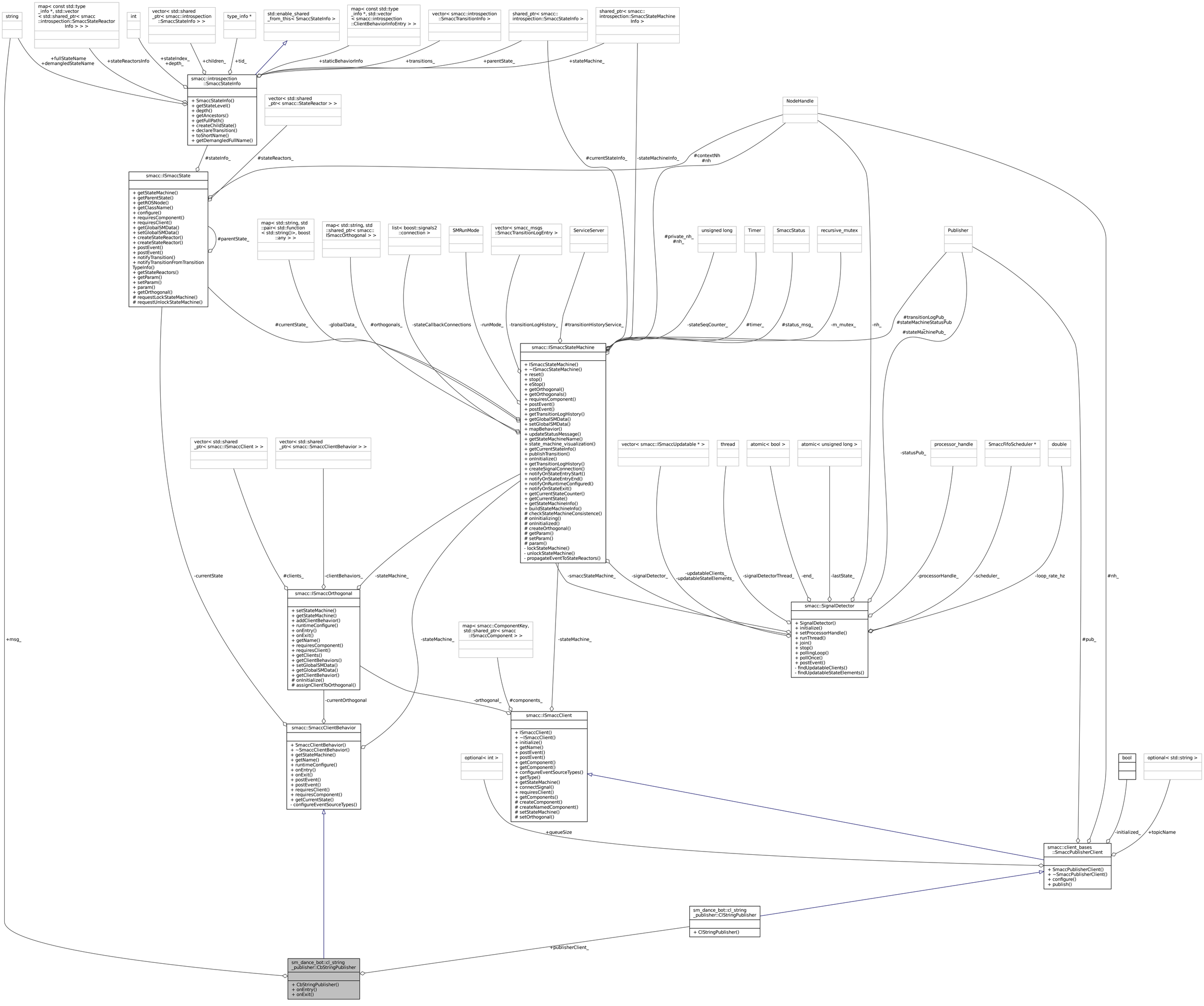
string
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc
::introspection::SmaccStateReactor
Info > > >
int
vector< std::shared
_ptr< smacc::introspection
::SmaccStateInfo > >
type_info *
std::enable_shared
_from_this< SmaccStateInfo >
map< const std::type
_info *, std::vector
< smacc::introspection
::ClientBehaviorInfoEntry > >
vector< smacc::introspection
::SmaccTransitionInfo >
shared_ptr< smacc::
introspection::SmaccStateInfo >
shared_ptr< smacc::
introspection::SmaccStateMachine
Info >
+fullStateName
+demangledStateName
+stateReactorsInfo
+stateIndex_
+depth_
+children_
+tid_
+staticBehaviorInfo
+transitions_
+parentState_
+stateMachine_
smacc::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared
_ptr< smacc::StateReactor > >
#stateInfo_
#stateReactors_
#currentStateInfo_
-stateMachineInfo_
#contextNh
#nh
NodeHandle
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine()
#parentState_
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
#currentState_
-globalData_
#orthogonals_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
#private_nh_
#nh_
unsigned long
Timer
SmaccStatus
recursive_mutex
-stateSeqCounter_
#timer_
#status_msg_
-m_mutex_
-nh_
Publisher
#transitionLogPub_
#stateMachinePub_
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()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExit()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
# checkStateMachineConsistence()
# onInitializing()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
vector< std::shared
_ptr< smacc::ISmaccClient > >
vector< std::shared
_ptr< smacc::SmaccClientBehavior > >
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
processor_handle
SmaccFifoScheduler *
double
-currentState
#clients_
-clientBehaviors_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-signalDetectorThread_
-end_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
#pub_
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()
+msg_
map< smacc::ComponentKey,
std::shared_ptr< smacc
::ISmaccComponent > >
-stateMachine_
-currentOrthogonal
-orthogonal_
#components_
smacc::SmaccClientBehavior
+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
- configureEventSourceTypes()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
optional< int >
bool
optional< std::string >
+queueSize
-initialized_
+topicName
smacc::client_bases
::SmaccPublisherClient
+ SmaccPublisherClient()
+ ~SmaccPublisherClient()
+ configure()
+ publish()
sm_dance_bot::cl_string
_publisher::ClStringPublisher
+ ClStringPublisher()
+publisherClient_
sm_dance_bot::cl_string
_publisher::CbStringPublisher
+ CbStringPublisher()
+ onEntry()
+ onExit()