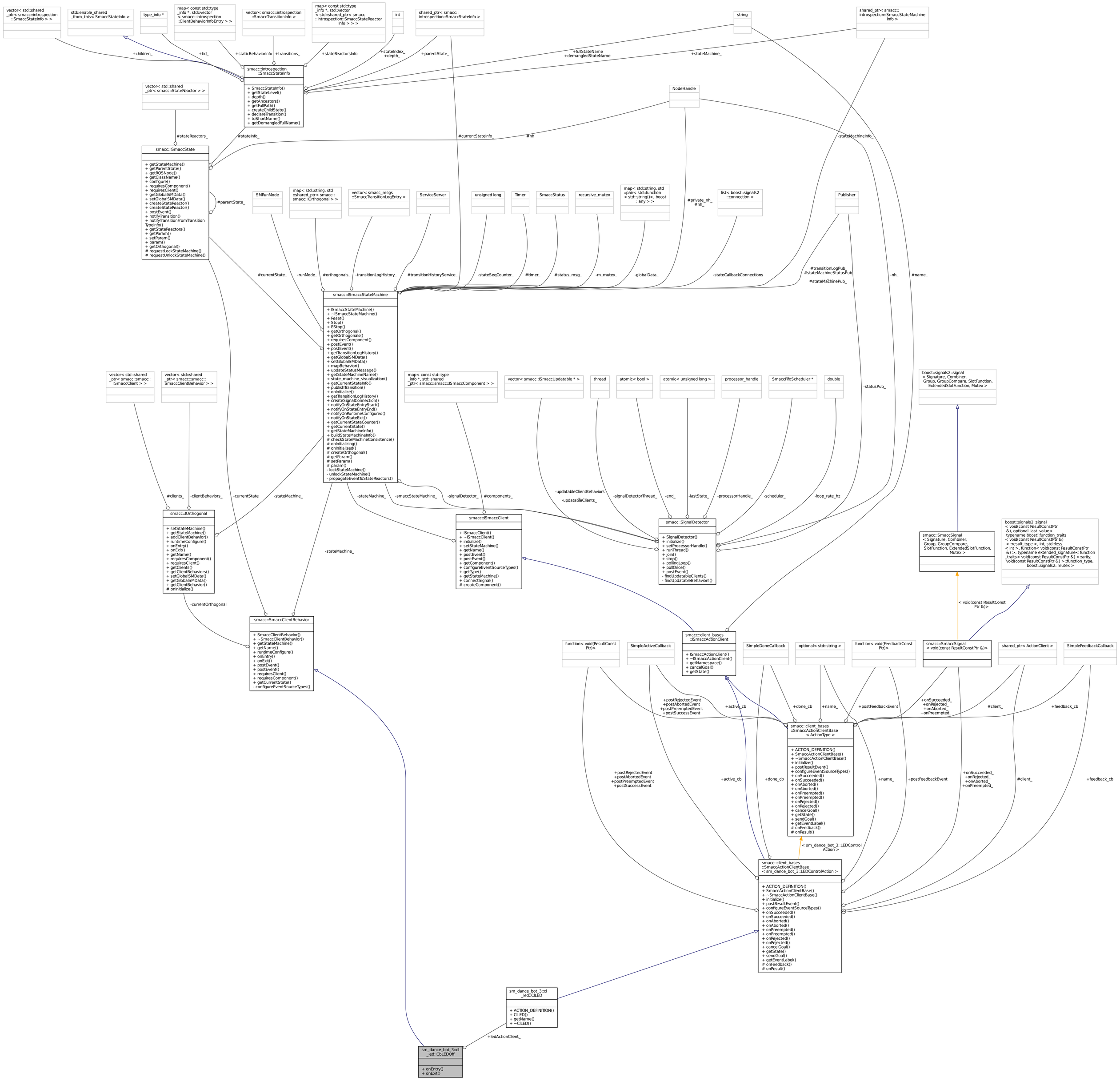
vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >
std::enable_shared _from_this< SmaccStateInfo >
type_info *
map< const std::type _info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > >
vector< smacc::introspection ::SmaccTransitionInfo >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
int
shared_ptr< smacc:: introspection::SmaccStateInfo >
string
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
+children_
+tid_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+stateIndex_
+depth_
+parentState_
+fullStateName
+demangledStateName
+stateMachine_
smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared _ptr< smacc::StateReactor > >
NodeHandle
#stateReactors_
#stateInfo_
#currentStateInfo_
#nh
-stateMachineInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine()
#parentState_
SMRunMode
map< std::string, std ::shared_ptr< smacc:: smacc::IOrthogonal > >
vector< smacc_msgs ::SmaccTransitionLogEntry >
ServiceServer
unsigned long
Timer
SmaccStatus
recursive_mutex
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
#private_nh_
#nh_
list< boost::signals2 ::connection >
Publisher
#currentState_
-runMode_
#orthogonals_
-transitionLogHistory_
#transitionHistoryService_
-stateSeqCounter_
#timer_
#status_msg_
-m_mutex_
-globalData_
-stateCallbackConnections
#transitionLogPub_
#stateMachineStatusPub
#stateMachinePub_
-nh_
#name_
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::smacc:: ISmaccClient > >
vector< std::shared _ptr< smacc::smacc:: SmaccClientBehavior > >
map< const std::type _info *, std::shared _ptr< smacc::smacc::ISmaccComponent > >
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
-statusPub_
boost::signals2::signal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
#clients_
-clientBehaviors_
-currentState
-stateMachine_
-stateMachine_
-smaccStateMachine_
-signalDetector_
#components_
-updatableClientBehaviors
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
smacc::IOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
# createComponent()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
-stateMachine_
smacc::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
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 >
< void(const ResultConst Ptr &)>
-currentOrthogonal
smacc::SmaccClientBehavior
+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
- configureEventSourceTypes()
smacc::client_bases ::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
function< void(ResultConst Ptr)>
SimpleActiveCallback
SimpleDoneCallback
optional< std::string >
function< void(FeedbackConst Ptr)>
smacc::SmaccSignal < void(const ResultConstPtr &)>
shared_ptr< ActionClient >
SimpleFeedbackCallback
+postRejectedEvent
+postAbortedEvent
+postPreemptedEvent
+postSuccessEvent
+active_cb
+done_cb
+name_
+postFeedbackEvent
+onSucceeded_
+onRejected_
+onAborted_
+onPreempted_
#client_
+feedback_cb
smacc::client_bases ::SmaccActionClientBase < ActionType >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
< sm_dance_bot_3::LEDControl Action >
smacc::client_bases ::SmaccActionClientBase < sm_dance_bot_3::LEDControlAction >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
sm_dance_bot_3::cl _led::CILED
+ ACTION_DEFINITION()
+ CILED()
+ getName()
+ ~CILED()
+ledActionClient_
sm_dance_bot_3::cl _led::CbLEDOff
+ onEntry()
+ onExit()