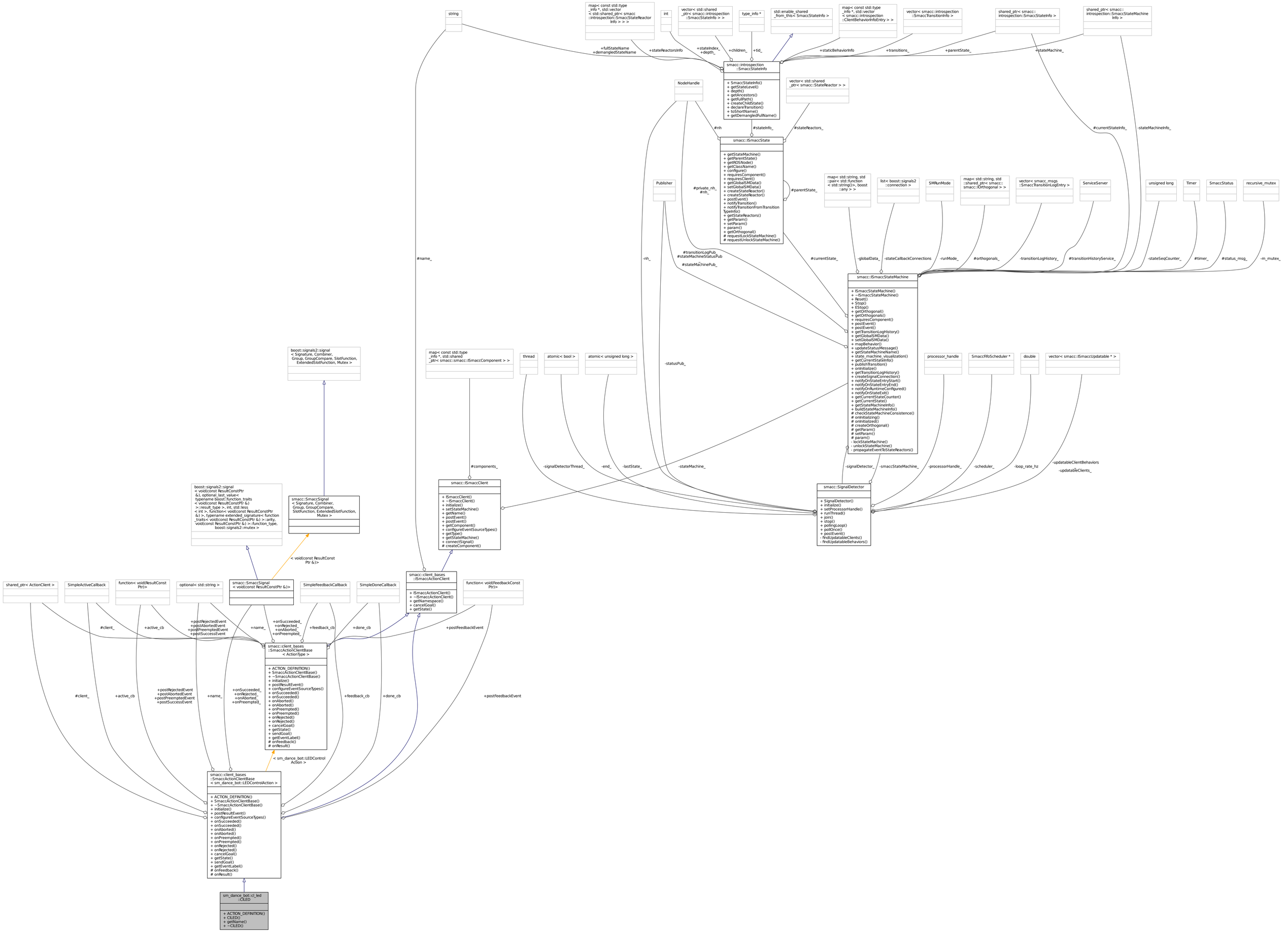
string
map< const std::type_info *, std::vector< std::shared_ptr< smacc::introspection::ISmaccStateReactorInfo > > >
int
vector< std::shared_ptr< smacc::introspection::ISmaccStateInfo > >
type_info *
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< smacc::introspection::IClientBehaviorInfoEntry > >
vector< smacc::introspection::ISmaccTransitionInfo >
shared_ptr< smacc::introspection::ISmaccStateInfo >
shared_ptr< smacc::introspection::ISmaccStateMachineInfo >
+fullStateName
+demangledStateName
+stateReactorsInfo
+stateIndex_
+depth_
+children_
+tid_
+staticBehaviorInfo
+transitions_
+parentState_
+stateMachine_
smacc::introspection::ISmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getfullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
NodeHandle
vector< std::shared_ptr< smacc::StateReactor > >
#nh
#stateInfo_
#stateReactors_
#currentStateInfo_
-stateMachineInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine()
Publisher
#private_nh_
#nh_
#parentState_
map< std::string, std::pair< std::function< std::string()>, boost::any > >
list< boost::signals2::connection >
SMRunMode
map< std::string, std::shared_ptr< smacc::smacc::IOrthogonal > >
vector< smacc_msgs::SmaccTransitionLogEntry >
ServiceServer
unsigned long
Timer
SmaccStatus
recursive_mutex
#name_
-nh_
#transitionLogPub
#stateMachineStatusPub
#stateMachinePub_
#currentState_
-globalData_
-stateCallbackConnections
-runMode_
#orthogonals_
-transitionLogHistory_
#transitionHistoryService_
-stateSeqCounter_
#timer_
#status_msg_
-m_mutex_
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()
boost::signals2::signal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
map< const std::type_info *, std::shared_ptr< smacc::smacc::ISmaccComponent > >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
#components_
-signalDetectorThread_
-end_
-lastState_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors
-updatableClients_
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()
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 >
smacc::SmaccSignal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
< void(const ResultConstPtr &)>
smacc::client_bases::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
shared_ptr< ActionClient >
SimpleActiveCallback
function< void(ResultConstPtr)>
optional< std::string >
smacc::SmaccSignal< void(const ResultConstPtr &)>
SimpleFeedbackCallback
SimpleDoneCallback
function< void(FeedbackConstPtr)>
#client_
+active_cb
+postRejectedEvent
+postAbortedEvent
+postPreemptedEvent
+postSuccessEvent
+name_
+onSucceeded_
+onRejected_
+onAborted_
+onPreempted_
+feedback_cb
+done_cb
+postFeedbackEvent
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::LEDControlAction >
smacc::client_bases::SmaccActionClientBase< sm_dance_bot::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::cl_led::CILED
+ ACTION_DEFINITION()
+ CILED()
+ getName()
+ ~CILED()