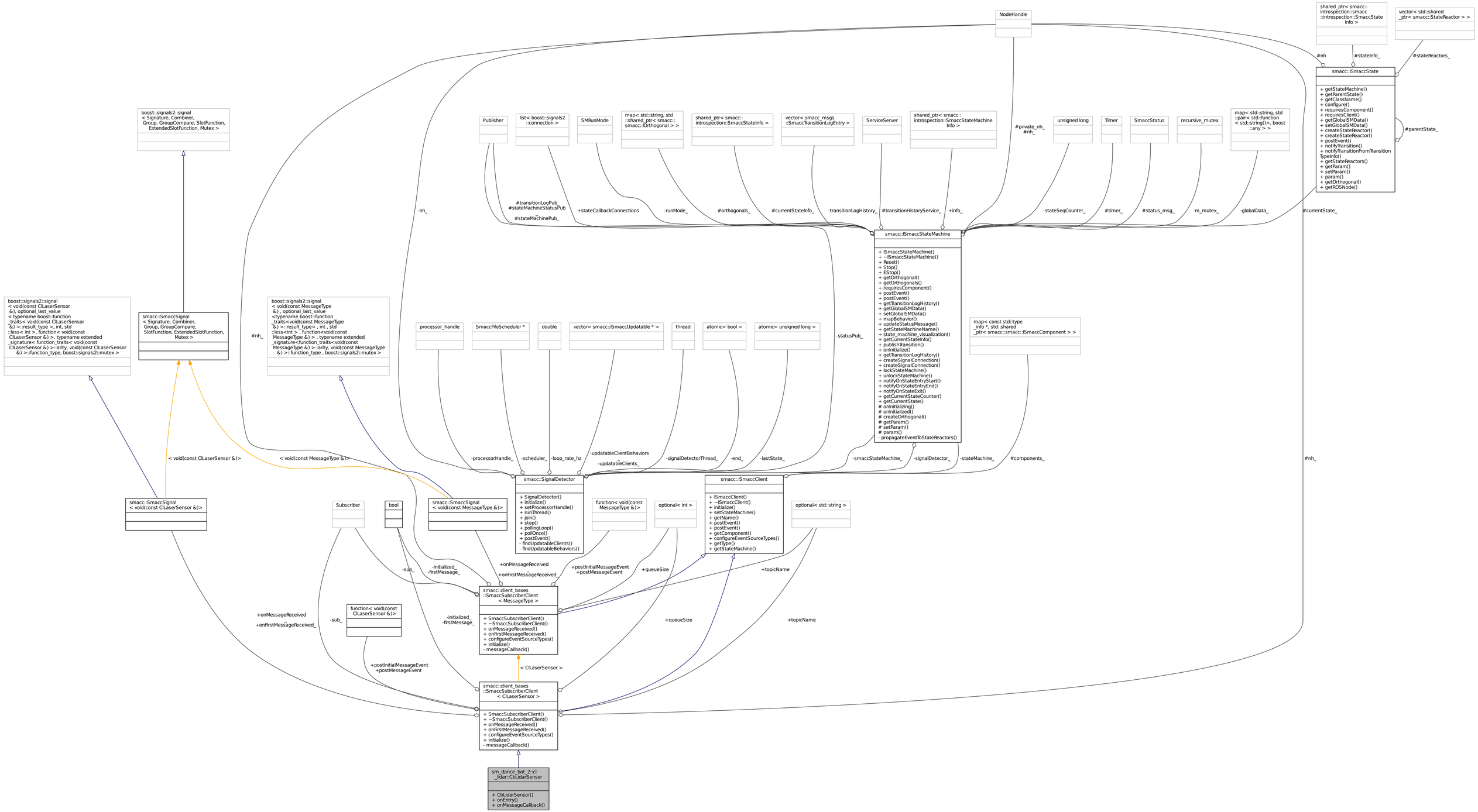
NodeHandle
shared_ptr< smacc::introspection::smacc::introspection::ISmaccStateInfo >
vector< std::shared_ptr< smacc::StateReactor > >
#nh
#stateInfo_
#stateReactors_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getROSNode()
#parentState_
#currentState_
#nh_
boost::signals2::signal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
Publisher
list< boost::signals2::connection >
SMRunMode
map< std::string, std::shared_ptr< smacc::smacc::IOrthogonal > >
shared_ptr< smacc::introspection::ISmaccStateInfo >
vector< smacc_msgs::ISmaccTransitionLogEntry >
ServiceServer
shared_ptr< smacc::introspection::ISmaccStateMachineInfo >
#private_nh_
#nh_
unsigned long
Timer
SmaccStatus
recursive_mutex
map< std::string, std::pair< std::function< std::string()>, boost::any > >
-nh_
#transitionLogPub
#stateMachinePublishStatusPub
#stateMachinePub_
+stateCallbackConnections
-runMode_
#orthogonals_
#currentStateInfo_
-transitionLogHistory_
#transitionHistoryService_
+info_
-stateSeqCounter_
#timer_
#status_msg_
-m_mutex_
-globalData_
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()
+ createSignalConnection()
+ lockStateMachine()
+ unlockStateMachine()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnStateExit()
+ getCurrentStateCounter()
+ getCurrentState()
# onInitializing()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- propagateEventToStateReactors()
-statusPub_
boost::signals2::signal< void(const CILaserSensor &), optional_last_value< typename boost::function_traits< void(const CILaserSensor &) >::result_type >, int, std::less< int >, function< void(const CILaserSensor &) >, typename extended_signature< function_traits< void(const CILaserSensor &) >::arity, void(const CILaserSensor &) >::function_type, boost::signals2::mutex >
smacc::ISmaccSignal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
boost::signals2::signal< void(const MessageType &), optional_last_value< typename boost::function_traits<void(const MessageType &) >::result_type>, int, std::less<int >, function<void(const MessageType &) >, typename extended_signature<function_traits<void(const MessageType &) >::arity, void(const MessageType &) >::function_type , boost::signals2::mutex >
#nh_
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
map< const std::type_info *, std::shared_ptr< smacc::smacc::ISmaccComponent > >
< void(const CILaserSensor &)>
< void(const MessageType &)>
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
-smaccStateMachine_
-signalDetector_
-stateMachine_
#components_
#nh_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
smacc::ISmaccSignal< void(const CILaserSensor &)>
Subscriber
bool
smacc::ISmaccSignal< void(const MessageType &)>
function< void(const MessageType &)>
optional< int >
optional< std::string >
+onMessageReceived
+onFirstMessageReceived_
-initialized_
-firstMessage_
+postInitialMessageEvent
+postMessageEvent
+queueSize
+topicName
-sub_
smacc::client_bases::SmaccSubscriberClient< MessageType >
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
- messageCallback()
function< void(const CILaserSensor &)>
< CILaserSensor >
smacc::client_bases::SmaccSubscriberClient< CILaserSensor >
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
- messageCallback()
sm_dance_bot_2::cl_lidar::CbLidarSensor
+ CbLidarSensor()
+ onEntry()
+ onMessageCallback()