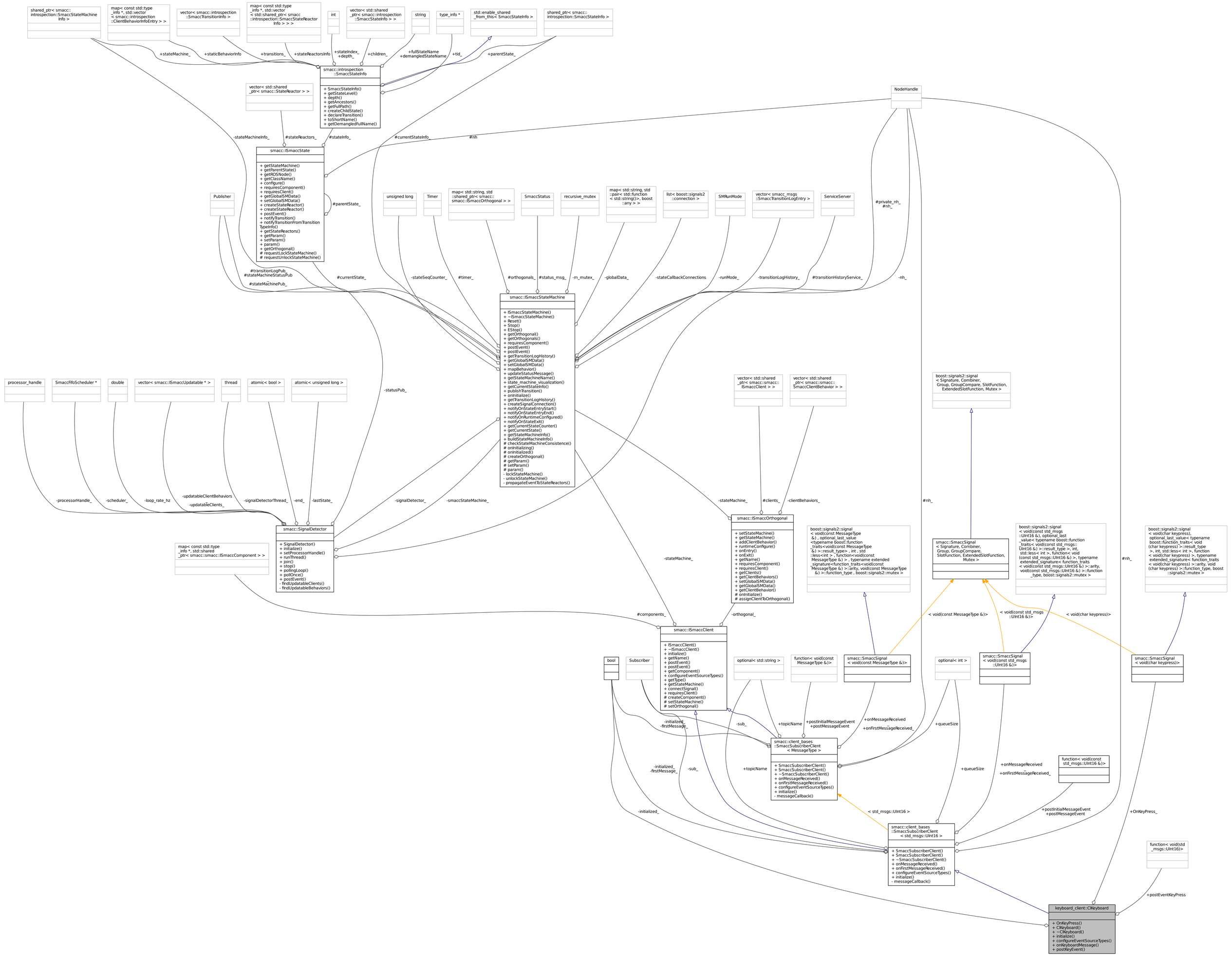
shared_ptr< smacc::introspection::ISmaccStateMachineInfo >
map< const std::type_info *, std::vector< smacc::introspection::ClientBehaviorInfoEntry > >
vector< smacc::introspection::SmaccTransitionInfo >
map< const std::type_info *, std::vector< std::shared_ptr< smacc::introspection::ISmaccStateReactorInfo > > >
int
vector< std::shared_ptr< smacc::introspection::ISmaccStateInfo > >
string
type_info *
std::enable_shared_from_this< SmaccStateInfo >
shared_ptr< smacc::introspection::SmaccStateInfo >
+stateMachine_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+stateIndex_
+depth_
+children_
+fullStateName
+demangledStateName
+tid_
+parentState_
smacc::introspection::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared_ptr< smacc::StateReactor > >
NodeHandle
-stateMachineInfo_
#stateReactors_
#stateInfo_
#currentStateInfo_
#nh
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine()
#parentState_
Publisher
unsigned long
Timer
map< std::string, std::shared_ptr< smacc::ISmaccOrthogonal > >
SmaccStatus
recursive_mutex
map< std::string, std::pair< std::function< std::string()>, boost::any > >
list< boost::signals2::connection >
SMRunMode
vector< smacc_msgs::SmaccTransitionLogEntry >
ServiceServer
#private_nh_
#nh_
#transitionLogPub
#stateMachineStatusPub
#stateMachinePub_
#currentState_
-stateSeqCounter_
#timer_
#orthogonals_
#status_msg_
-m_mutex_
-globalData_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
-nh_
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()
processor_handle
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
vector< std::shared_ptr< smacc::smacc::ISmaccClient > >
vector< std::shared_ptr< smacc::smacc::SmaccClientBehavior > >
boost::signals2::signal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
-processorHandle_
-scheduler_
-loop_rate_hz
-updatableClientBehaviors
-updatableClients_
-signalDetectorThread_
-end_
-lastState_
-signalDetector_
-smaccStateMachine_
-stateMachine_
#clients_
-clientBehaviors_
#nh_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableBehaviors()
map< const std::type_info *, std::shared_ptr< smacc::smacc::ISmaccComponent > >
smacc::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
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 >
smacc::SmaccSignal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
boost::signals2::signal< void(const std_msgs::UInt16 &), optional_last_value< typename Boost::function_traits< void(const std_msgs::UInt16 &)>::result_type >, int, std::less< int >, function< void(const std_msgs::UInt16 &) >, typename extended_signature< function_traits< void(const std_msgs::UInt16 &)>::arity, void(const std_msgs::UInt16 &)>::function_type, boost::signals2::mutex >
boost::signals2::signal< void(char keypress), optional_last_value< typename boost::function_traits< void(char keypress)>::result_type >, int, std::less< int >, function< void(char keypress) >, typename extended_signature< function_traits< void(char keypress)>::arity, void(char keypress)>::function_type, boost::signals2::mutex >
#components_
-orthogonal_
< void(const MessageType &)>
< void(const std_msgs::UInt16 &)>
< void(char keypress)>
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
# createComponent()
# setStateMachine()
# setOrthogonal()
bool
Subscriber
optional< std::string >
function< void(const MessageType &)>
smacc::SmaccSignal< void(const MessageType &)>
optional< int >
smacc::SmaccSignal< void(const std_msgs::UInt16 &)>
smacc::SmaccSignal< void(char keypress)>
-initialized_
-firstMessage_
-sub_
+topicName
+postInitialMessageEvent
+postMessageEvent
+onMessageReceived
+onFirstMessageReceived_
+queueSize
smacc::client_bases::SmaccSubscriberClient< MessageType >
+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
- messageCallback()
function< void(const std_msgs::UInt16 &)>
< std_msgs::UInt16 >
smacc::client_bases::SmaccSubscriberClient< std_msgs::UInt16 >
+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
- messageCallback()
+OnKeyPress_
function< void(std_msgs::UInt16)>
+postEventKeyPress
keyboard_client::CIKeyboard
+ OnKeyPress()
+ CIKeyboard()
+ ~CIKeyboard()
+ initialize()
+ configureEventSourceTypes()
+ onKeyboardMessage()
+ postKeyEvent()