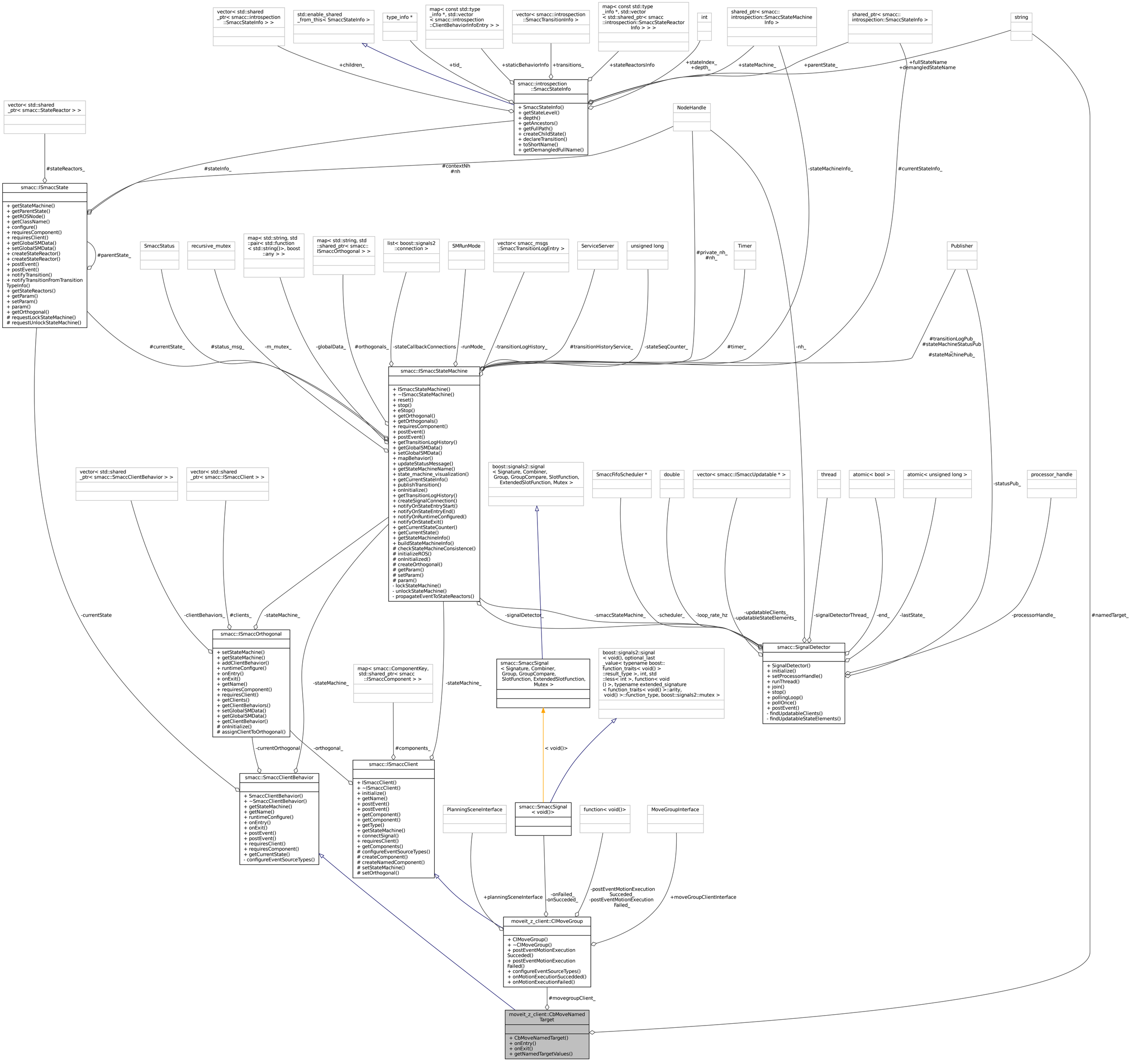
vector< std::shared_ptr< smacc::introspection ::SmaccStateInfo > >
std::enable_shared_from_this< SmaccStateInfo >
type_info *
map< const std::type_info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > >
vector< smacc::introspection ::SmaccTransitionInfo >
map< const std::type_info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
int
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
shared_ptr< smacc:: introspection::SmaccStateInfo >
string
+children_
+tid_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+stateIndex_ +depth_
+stateMachine_
+parentState_
+fullStateName +demangledStateName
smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared_ptr< smacc::StateReactor > >
NodeHandle
#stateReactors_
#stateInfo_
#contextNh #nh
-stateMachineInfo_
#currentStateInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine()
#parentState_
SmaccStatus
recursive_mutex
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
unsigned long
#private_nh_ #nh_
Timer
Publisher
#transitionLogPub_ #stateMachineStatusPub
#stateMachinePub_
#currentState_
#status_msg_
-m_mutex_
-globalData_
#orthogonals_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
-stateSeqCounter_
#timer_
-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()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
vector< std::shared_ptr< smacc::SmaccClientBehavior > >
vector< std::shared_ptr< smacc::ISmaccClient > >
boost::signals2::signal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
processor_handle
-currentState
-clientBehaviors_
#clients_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-scheduler_
-loop_rate_hz
-updatableClients_ -updatableStateElements_
-signalDetectorThread_
-end_
-lastState_
-processorHandle_
#namedTarget_
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()
map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > >
smacc::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
boost::signals2::signal < void(), optional_last _value< typename boost:: function_traits< void() > ::result_type >, int, std ::less< int >, function< void () >, typename extended_signature < function_traits< void() >::arity, void() >::function_type, boost::signals2::mutex >
-currentOrthogonal
-orthogonal_
#components_
< void()>
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()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# configureEventSourceTypes()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
PlanningSceneInterface
smacc::SmaccSignal < void()>
function< void()>
MoveGroupInterface
+planningSceneInterface
-onFailed_ -onSucceded_
-postEventMotionExecution Succeded_ -postEventMotionExecution Failed_
+moveGroupClientInterface
moveit_z_client::ClMoveGroup
+ ClMoveGroup()
+ ~ClMoveGroup()
+ postEventMotionExecution Succeded()
+ postEventMotionExecution Failed()
+ configureEventSourceTypes()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()
#movegroupClient_
moveit_z_client::CbMoveNamed Target
+ CbMoveNamedTarget()
+ onEntry()
+ onExit()
+ getNamedTargetValues()