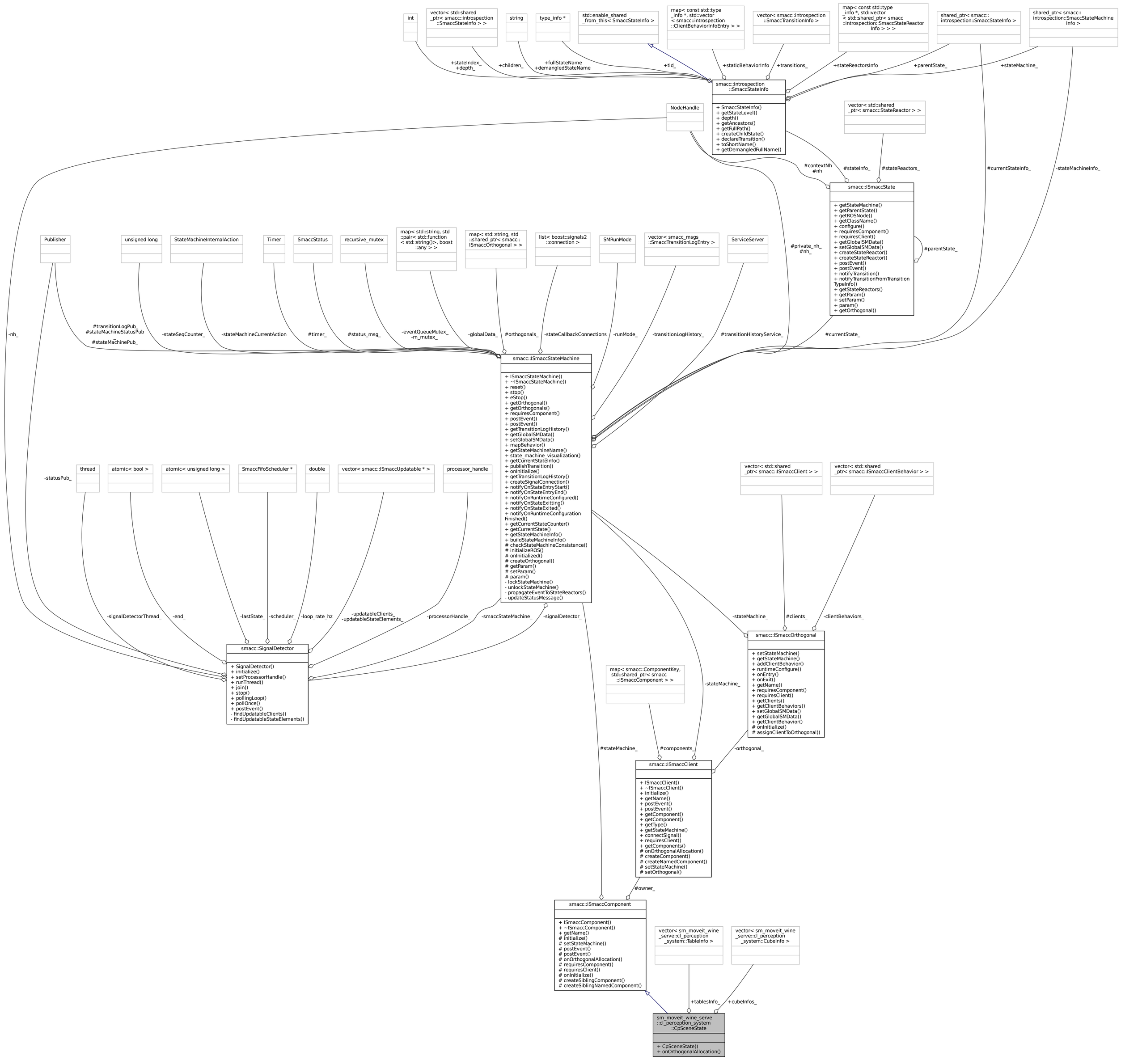
int
vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >
string
type_info *
std::enable_shared _from_this< SmaccStateInfo >
map< const std::type _info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > >
vector< smacc::introspection ::SmaccTransitionInfo >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
shared_ptr< smacc:: introspection::SmaccStateInfo >
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
+stateIndex_ +depth_
+children_
+fullStateName +demangledStateName
+tid_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+parentState_
+stateMachine_
smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
NodeHandle
vector< std::shared _ptr< smacc::StateReactor > >
#contextNh #nh
#stateInfo_
#stateReactors_
#currentStateInfo_
-stateMachineInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
#parentState_
#private_nh_ #nh_
Publisher
unsigned long
StateMachineInternalAction
Timer
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
-nh_
#transitionLogPub_ #stateMachineStatusPub_ #stateMachinePub_
-stateSeqCounter_
-stateMachineCurrentAction
#timer_
#status_msg_
-eventQueueMutex_ -m_mutex_
-globalData_
#orthogonals_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
#currentState_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
-statusPub_
thread
atomic< bool >
atomic< unsigned long >
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
processor_handle
vector< std::shared _ptr< smacc::ISmaccClient > >
vector< std::shared _ptr< smacc::ISmaccClientBehavior > >
-signalDetectorThread_
-end_
-lastState_
-scheduler_
-loop_rate_hz
-updatableClients_ -updatableStateElements_
-processorHandle_
-smaccStateMachine_
-signalDetector_
-stateMachine_
#clients_
-clientBehaviors_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableStateElements()
smacc::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > >
-stateMachine_
#stateMachine_
#components_
-orthogonal_
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
#owner_
smacc::ISmaccComponent
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
vector< sm_moveit_wine _serve::cl_perception _system::TableInfo >
vector< sm_moveit_wine _serve::cl_perception _system::CubeInfo >
+tablesInfo_
+cubeInfos_
sm_moveit_wine_serve ::cl_perception_system ::CpSceneState
+ CpSceneState()
+ onOrthogonalAllocation()