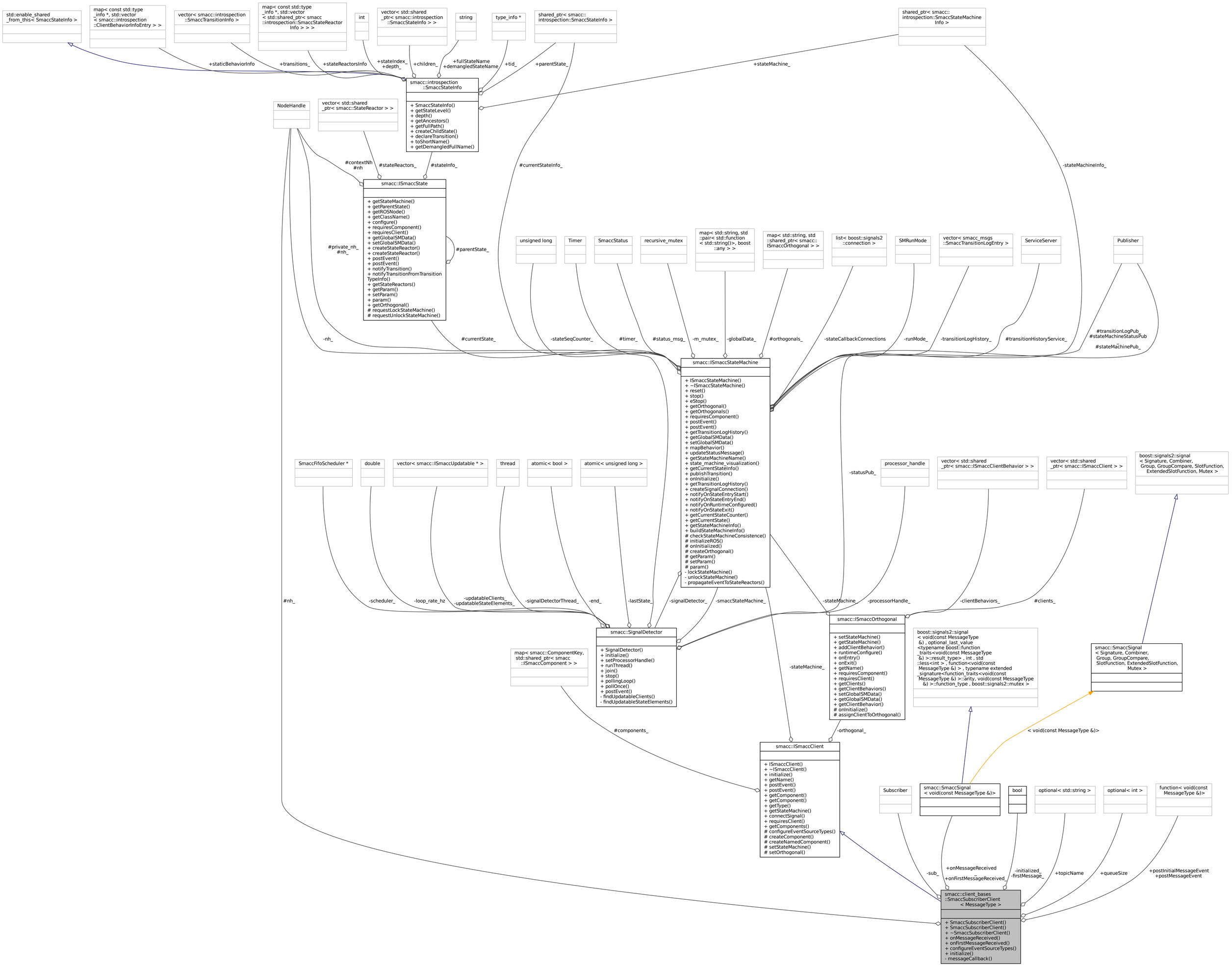
std::enable_shared _from_this< SmaccStateInfo >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::ClientBehaviorInfoEntry > >
vector< smacc::introspection ::SmaccTransitionInfo >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
int
vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >
string
type_info *
shared_ptr< smacc:: introspection::SmaccStateInfo >
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+stateIndex_
+depth_
+children_
+fullStateName
+demangledStateName
+tid_
+parentState_
+stateMachine_
smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
NodeHandle
vector< std::shared _ptr< smacc::StateReactor > >
#contextNh
#nh
#stateReactors_
#stateInfo_
#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()
# requestLockStateMachine()
# requestUnlockStateMachine()
#private_nh_
#nh_
#parentState_
unsigned long
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
Publisher
-nh_
#currentState_
-stateSeqCounter_
#timer_
#status_msg_
-m_mutex_
-globalData_
#orthogonals_
-stateCallbackConnections
-runMode_
-transitionLogHistory_
#transitionHistoryService_
#transitionLogPub_
#stateMachineStatusPub
#stateMachinePub_
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()
SmaccFifoScheduler *
double
vector< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
-statusPub_
processor_handle
vector< std::shared _ptr< smacc::ISmaccClientBehavior > >
vector< std::shared _ptr< smacc::ISmaccClient > >
boost::signals2::signal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
#nh_
-scheduler_
-loop_rate_hz
-updatableClients_
-updatableStateElements_
-signalDetectorThread_
-end_
-lastState_
-signalDetector_
-smaccStateMachine_
-stateMachine_
-processorHandle_
-clientBehaviors_
#clients_
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableStateElements()
map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > >
-stateMachine_
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 >
#components_
-orthogonal_
< void(const MessageType &)>
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# configureEventSourceTypes()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
Subscriber
smacc::SmaccSignal < void(const MessageType &)>
bool
optional< std::string >
optional< int >
function< void(const MessageType &)>
-sub_
+onMessageReceived_
+onFirstMessageReceived_
-initialized_
-firstMessage_
+topicName
+queueSize
+postInitialMessageEvent
+postMessageEvent
smacc::client_bases ::SmaccSubscriberClient < MessageType >
+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
- messageCallback()