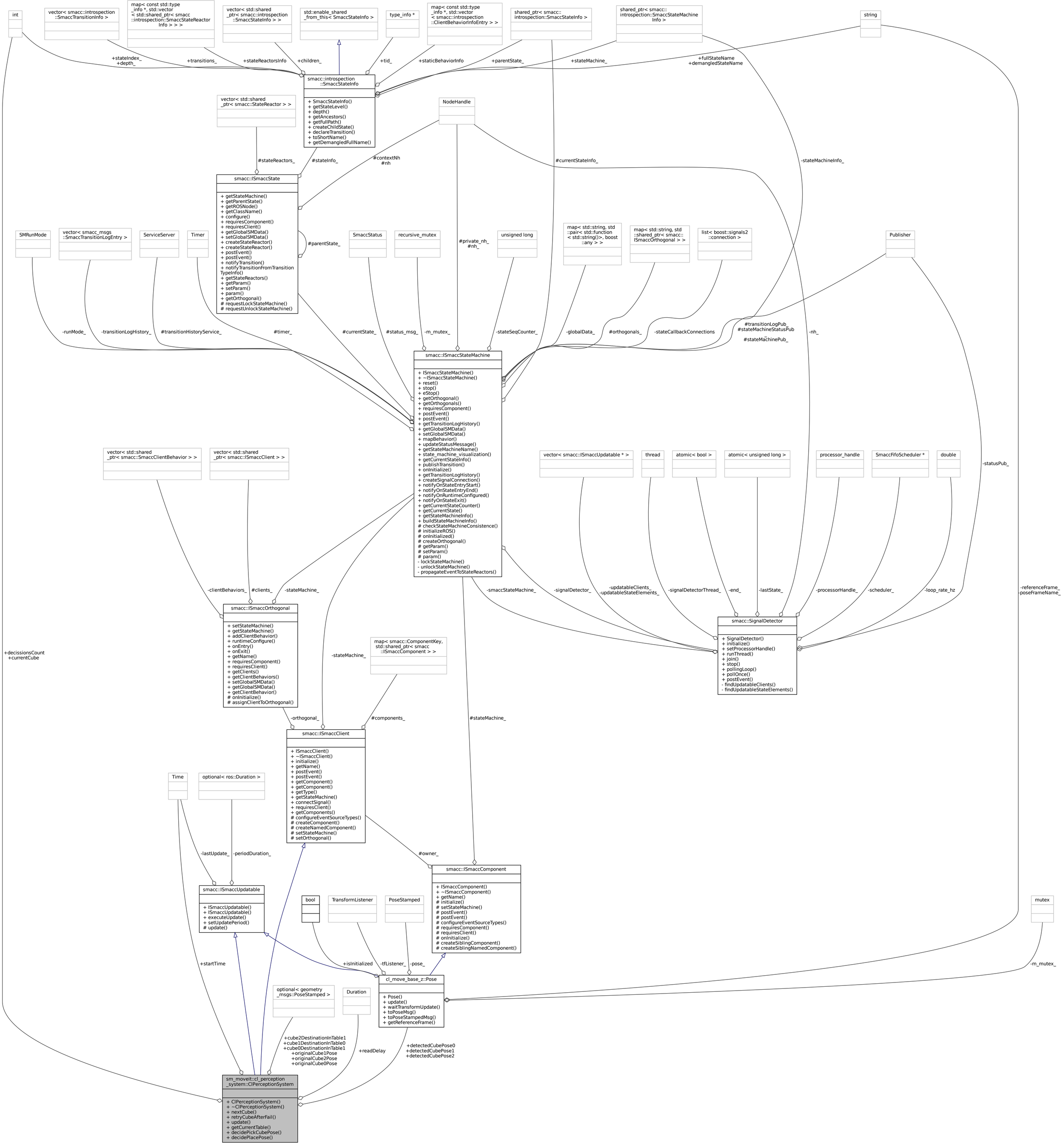
int
vector< smacc::introspection ::SmaccTransitionInfo >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >
std::enable_shared _from_this< SmaccStateInfo >
type_info *
map< const std::type _info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > >
shared_ptr< smacc:: introspection::SmaccStateInfo >
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
string
+stateIndex_
+depth_
+transitions_
+stateReactorsInfo
+children_
+tid_
+staticBehaviorInfo
+parentState_
+stateMachine_
+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
#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()
#parentState_
SMRunMode
vector< smacc_msgs ::SmaccTransitionLogEntry >
ServiceServer
Timer
SmaccStatus
recursive_mutex
unsigned long
#private_nh_
#nh_
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
map< std::string, std ::shared_ptr< smacc:: ISmaccOrthogonal > >
list< boost::signals2 ::connection >
Publisher
-runMode_
-transitionLogHistory_
#transitionHistoryService_
#timer_
#currentState_
#status_msg_
-m_mutex_
-stateSeqCounter_
-globalData_
#orthogonals_
-stateCallbackConnections
#transitionLogPub_
#stateMachineStatusPub
#stateMachinePub_
-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< smacc::ISmaccUpdatable * >
thread
atomic< bool >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
-statusPub_
vector< std::shared _ptr< smacc::SmaccClientBehavior > >
vector< std::shared _ptr< smacc::ISmaccClient > >
-clientBehaviors_
#clients_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-signalDetectorThread_
-end_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
-referenceFrame_
-poseFrameName_
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()
+decissionsCount
+currentCube
map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > >
-orthogonal_
#components_
#stateMachine_
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# configureEventSourceTypes()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
Time
optional< ros::Duration >
-lastUpdate_
-periodDuration_
#owner_
smacc::ISmaccComponent
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# configureEventSourceTypes()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
smacc::ISmaccUpdatable
+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
bool
TransformListener
PoseStamped
mutex
+startTime
+isInitialized
-tfListener_
-pose_
-m_mutex_
cl_move_base_z::Pose
+ Pose()
+ update()
+ waitTransformUpdate()
+ toPoseMsg()
+ toPoseStampedMsg()
+ getReferenceFrame()
optional< geometry _msgs::PoseStamped >
Duration
+cube2DestinationInTable1
+cube1DestinationInTable0
+cube0DestinationInTable1
+originalCube1Pose
+originalCube2Pose
+originalCube0Pose
+readDelay
+detectedCubePose0
+detectedCubePose1
+detectedCubePose2
sm_moveit::cl_perception _system::ClPerceptionSystem
+ ClPerceptionSystem()
+ ~ClPerceptionSystem()
+ nextCube()
+ retryCubeAfterFail()
+ update()
+ getCurrentTable()
+ decidePickCubePose()
+ decidePlacePose()