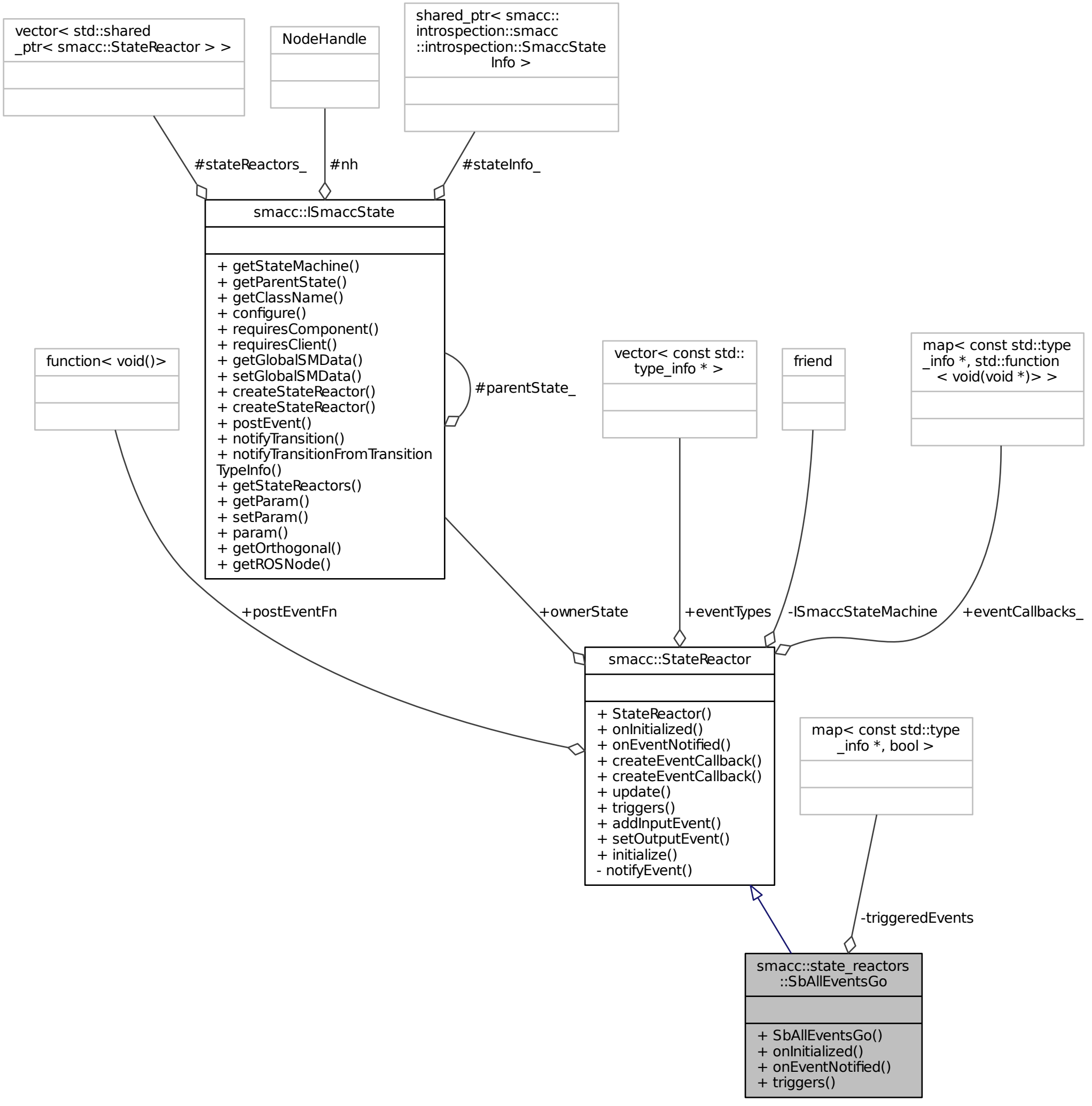
vector< std::shared _ptr< smacc::StateReactor > >
NodeHandle
shared_ptr< smacc:: introspection::smacc ::introspection::SmaccState Info >
#stateReactors_
#nh
#stateInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getROSNode()
#parentState_
function< void()>
vector< const std:: type_info * >
friend
map< const std::type _info *, std::function < void(void *)> >
+postEventFn
+ownerState
+eventTypes
-ISmaccStateMachine
+eventCallbacks_
smacc::StateReactor
+ StateReactor()
+ onInitialized()
+ onEventNotified()
+ createEventCallback()
+ createEventCallback()
+ update()
+ triggers()
+ addInputEvent()
+ setOutputEvent()
+ initialize()
- notifyEvent()
map< const std::type _info *, bool >
-triggeredEvents
smacc::state_reactors ::SbAllEventsGo
+ SbAllEventsGo()
+ onInitialized()
+ onEventNotified()
+ triggers()