

smacc2::ISmaccStateMachine

nh_
timer
stateMachinePub_
stateMachineStatusPub_
transitionLogPub
transitionHistoryService_
currentState_
currentStateInfo_
status_msg_
orthogonals_
- m_mutex_
- eventQueueMutex_
- stateMachineCurrentAction
- stateCallbackConnections
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_
- stateMachineInfo_

+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMDData()
+ setGlobalSMDData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
checkStateMachineConsistence()
initializeROS()
onInitialized()
createOrthogonal()
getParam()
setParam()
param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()

boost::statechart::
asynchronous_state_machine
< DerivedStateMachine, InitialState
Type, SmaccFifoScheduler, SmaccAllocator >

smacc2::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

smacc2::SmaccStateMachine
Base< SmAdvancedRecovery1,
MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_advanced_recovery
_1::SmAdvancedRecovery1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmDanceBotStrikesBack,
MsDanceBotRunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_dance_bot_strikes
_back::SmDanceBotStrikesBack

+ counter_1
+ rt_ready_flag
+ onInitialize()

smacc2::SmaccStateMachine
Base< SmDanceBot, MsDanceBotRun
Mode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_dance_bot::SmDanceBot

+ counter_1
+ rt_ready_flag
+ onInitialize()

smacc2::SmaccStateMachine
Base< \$SmName\$, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

\$sm_name::SmName

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmAtomic, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_atomic::SmAtomic

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmThreeSome, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_three_some::SmThreeSome

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmDanceBotLite, MsDanceBot
RunMode >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_dance_bot_lite::
SmDanceBotLite

+ counter_1
+ rt_ready_flag
+ onInitialize()

smacc2::SmaccStateMachine
Base< SmBranching, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_branching::SmBranching

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmAtomicSubscribersPerformance
Test, State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_atomic_subscribers
_performance_test::SmAtomic
SubscribersPerformanceTest

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmAtomicPerformanceTrace1,
State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_atomic_performance
_trace_1::SmAtomicPerformance
Trace1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmFerrari, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_ferrari::SmFerrari

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmAtomicPerformanceTestA1,
State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_atomic_performance
_test_a_1::SmAtomicPerformance
TestA1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmMultiStage1, MsRun1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_multi_stage_1::SmMulti
Stage1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmCoretestTransitionSpeed1,
State1 >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_coretest_transition
_speed_1::SmCoretestTransition
Speed1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmRespira1, MsRun >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_respira_1::SmRespira1

+ onInitialize()

smacc2::SmaccStateMachine
Base< SmAwsWarehouseNavigation,
StAcquireSensors >

+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()

sm_aws_warehouse_navigation
::SmAwsWarehouseNavigation

+ onInitialize()