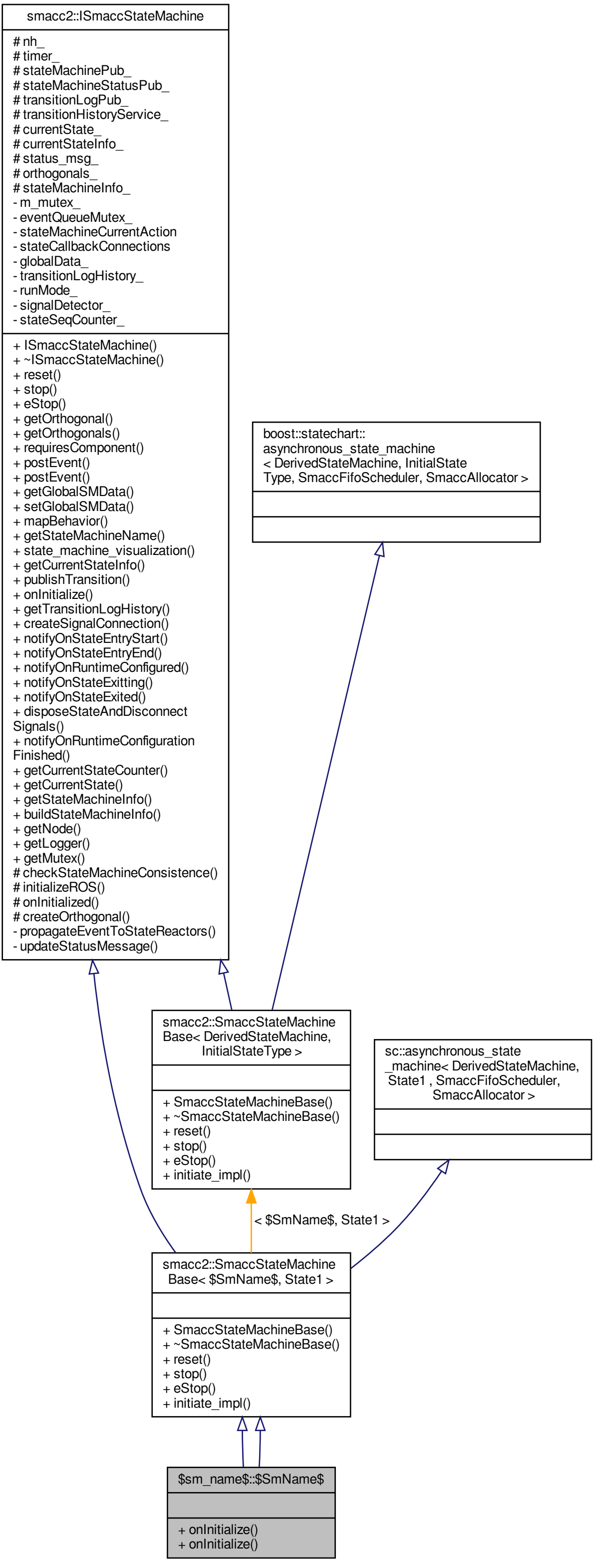
smacc2::ISmaccStateMachine
nh_
timer_
stateMachinePub_
stateMachineStatusPub_
transitionLogPub_
transitionHistoryService_
currentState_
currentStateInfo_
status_msg_
orthogonals_
stateMachineInfo_
- m_mutex_
- eventQueueMutex_
- stateMachineCurrentAction
- stateCallbackConnections
- globalData_
- transitionLogHistory_
- runMode_
- signalDetector_
- stateSeqCounter_
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ disposeStateAndDisconnect Signals()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
boost::statechart:: asynchronous_state_machine < DerivedStateMachine, InitialState Type, SmaccFifoScheduler, SmaccAllocator >
smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
sc::asynchronous_state _machine< DerivedStateMachine, State1 , SmaccFifoScheduler, SmaccAllocator >
< $SmName$, State1 >
smacc2::SmaccStateMachine Base< $SmName$, State1 >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
sm_name::$SmName$
+ onInitialize()
+ onInitialize()