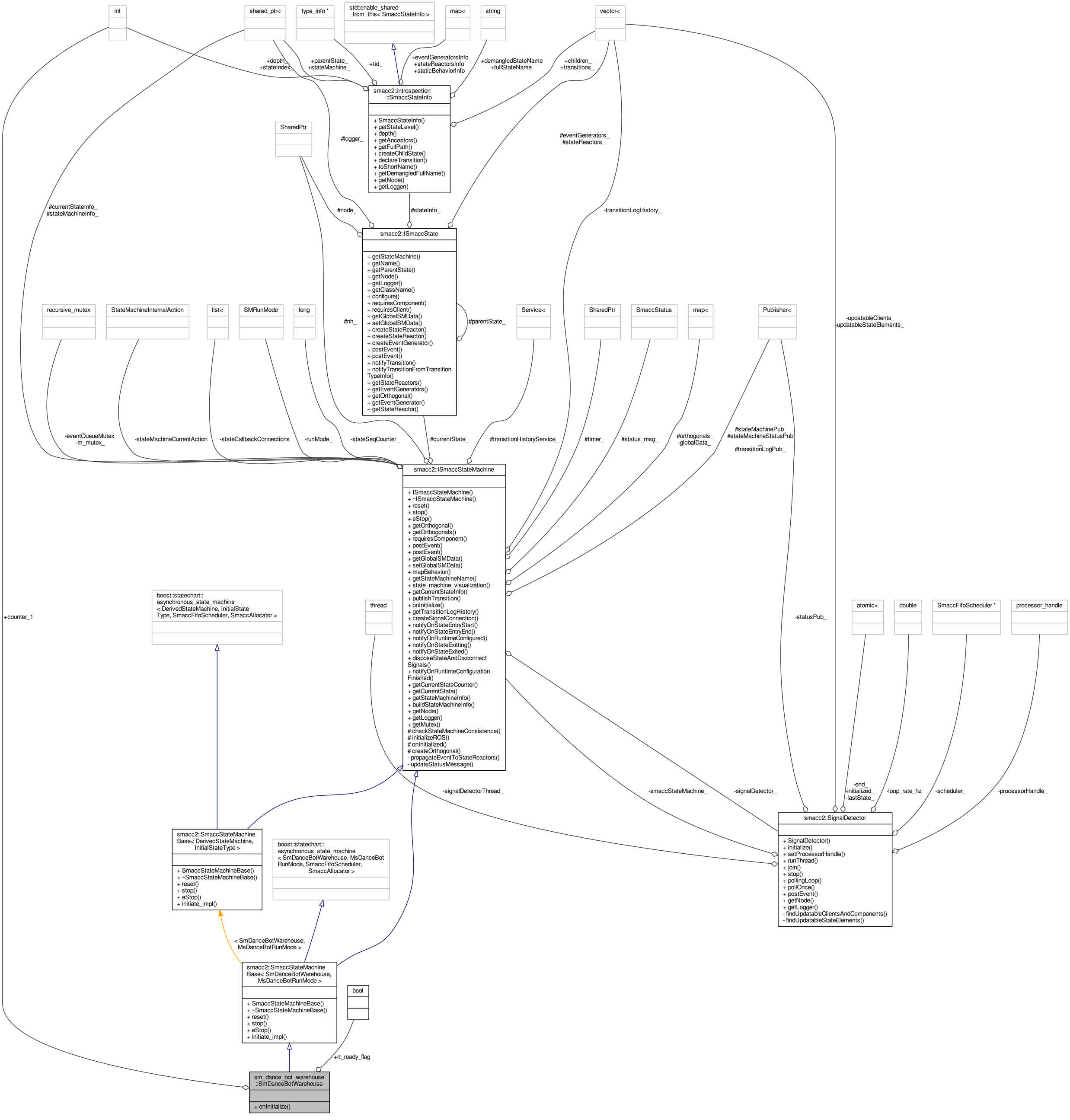
int
shared_ptr<
type_info *
std::enable_shared
_from_this< SmaccStateInfo >
map<
string
vector<
+depth_
+stateIndex_
+parentState_
+stateMachine_
+tid_
+eventGeneratorsInfo
+stateReactorsInfo
+staticBehaviorInfo
+demangledStateName
+fullStateName
+children_
+transitions_
smacc2::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
SharedPtr
#logger_
#eventGenerators_
#stateReactors_
#currentStateInfo_
#stateMachineInfo_
#node_
#stateInfo_
-transitionLogHistory_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#nh_
#parentState_
-updatableClients_
-updatableStateElements_
recursive_mutex
StateMachineInternalAction
list<
SMRunMode
long
Service<
SharedPtr
SmaccStatus
map<
Publisher<
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-runMode_
-stateSeqCounter_
#currentState_
#transitionHistoryService_
#timer_
#status_msg_
#orthogonals_
-globalData_
#stateMachinePub_
#stateMachineStatusPub
_
#transitionLogPub_
smacc2::ISmaccStateMachine
+ 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()
+counter_1
boost::statechart::
asynchronous_state_machine
< DerivedStateMachine, InitialState
Type, SmaccFifoScheduler, SmaccAllocator >
thread
-statusPub_
atomic<
double
SmaccFifoScheduler *
processor_handle
-signalDetectorThread_
-smaccStateMachine_
-signalDetector_
-end_
-initialized_
-lastState_
-loop_rate_hz
-scheduler_
-processorHandle_
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
smacc2::SmaccStateMachine
Base< DerivedStateMachine,
InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
boost::statechart::
asynchronous_state_machine
< SmDanceBotWarehouse, MsDanceBot
RunMode, SmaccFifoScheduler,
SmaccAllocator >
< SmDanceBotWarehouse,
MsDanceBotRunMode >
smacc2::SmaccStateMachine
Base< SmDanceBotWarehouse,
MsDanceBotRunMode >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
bool
+rt_ready_flag
sm_dance_bot_warehouse
::SmDanceBotWarehouse
+ onInitialize()