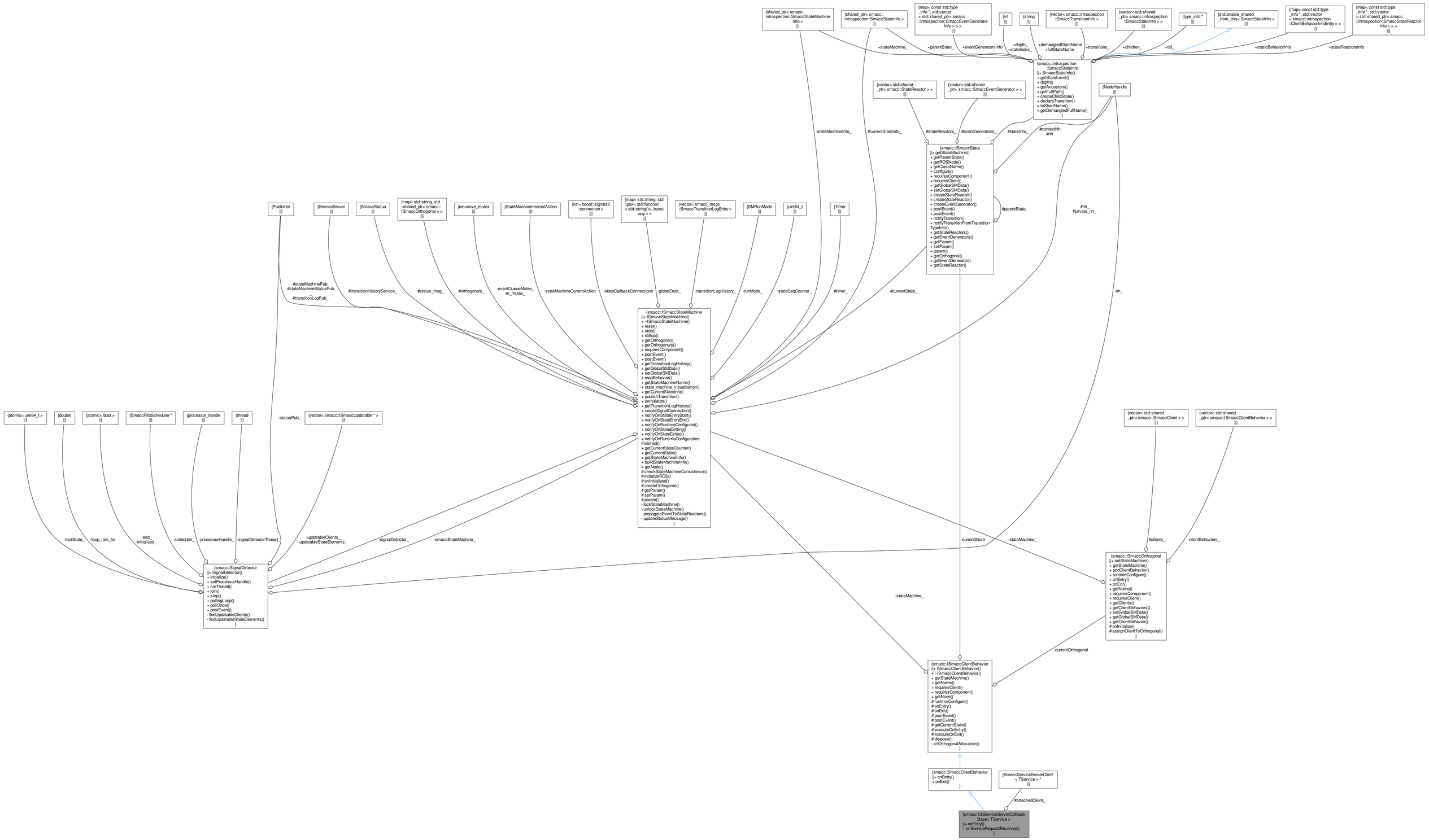
{shared_ptr< smacc::introspection::SmaccStateMachineInfo > ||}
{shared_ptr< smacc::introspection::SmaccStateInfo > ||}
{map< const std::type_info *, std::vector < std::shared_ptr< smacc::introspection::SmaccEventGenerator Info > > > ||}
{int ||}
{string ||}
{vector< smacc::introspection::SmaccTransitionInfo > ||}
{vector< std::shared _ptr< smacc::introspection::SmaccStateInfo > > ||}
{type_info * ||}
{std::enable_shared _from_this< SmaccStateInfo > ||}
{map< const std::type_info *, std::vector < smacc::introspection::ClientBehaviorInfoEntry > > ||}
{map< const std::type_info *, std::vector < std::shared_ptr< smacc::introspection::SmaccStateReactor Info > > > ||}
+stateMachine_
+parentState_
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+transitions_
+children_
+tid_
+staticBehaviorInfo
+staticReactorsInfo
{smacc::introspection ::SmaccStateInfo || + SmaccStateInfo() + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() }
{vector< std::shared _ptr< smacc::IStateReactor > > ||}
{vector< std::shared _ptr< smacc::SmaccEventGenerator > > ||}
{NodeHandle ||}
-stateMachineInfo_
#currentStateInfo_
#stateReactors_
#eventGenerators_
#stateInfo_
#contextNh
#nh
{smacc::ISmaccState || + getStateMachine() + getParentState() + getROSNode() + getClassName() + configure() + requiresComponent() + requiresClient() + getGlobalSMData() + setGlobalSMData() + createStateReactor() + createStateReactor() + createEventGenerator() + postEvent() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getStateReactors() + getEventGenerators() + getParam() + setParam() + param() + getOrthogonal() + getEventGenerator() + getStateReactor() }
#parentState_
#nh_
#private_nh_
{Publisher ||}
{ServiceServer ||}
{SmaccStatus ||}
{map< std::string, std ::shared_ptr< smacc::ISmaccOrthogonal > > ||}
{recursive_mutex ||}
{StateMachineInternalAction ||}
{list< boost::signals2 ::connection > ||}
{map< std::string, std ::pair< std::function < std::string()>, boost ::any > > ||}
{vector< smacc_msgs ::SmaccTransitionLogEntry > ||}
{SMRunMode ||}
{uint64_t ||}
{Timer ||}
#stateMachinePub_
#stateMachineStatusPub
#transitionLogPub_
#transitionHistoryService_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
-nh_
{smacc::ISmaccStateMachine || + ISmaccStateMachine() + ~ISmaccStateMachine() + reset() + stop() + eStop() + getOrthogonal() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getTransitionLogHistory() + getGlobalSMData() + setGlobalSMData() + mapBehavior() + getStateMachineName() + state_machine_visualization() + getCurrentStateInfo() + publishTransition() + onInitialize() + getTransitionLogHistory() + createSignalConnection() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExitting() + notifyOnStateExited() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() # checkStateMachineConsistence() # initializeROS() # onInitialized() # createOrthogonal() # getParam() # setParam() # param() - lockStateMachine() - unlockStateMachine() - propagateEventToStateReactors() - updateStatusMessage() }
{atomic< uint64_t > ||}
{double ||}
{atomic< bool > ||}
{SmaccFifoScheduler * ||}
{processor_handle ||}
{thread ||}
-statusPub_
{vector< smacc::ISmaccUpdatable * > ||}
{vector< std::shared _ptr< smacc::ISmaccClient > > ||}
{vector< std::shared _ptr< smacc::ISmaccClientBehavior > > ||}
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-signalDetector_
-smaccStateMachine_
-currentState
-stateMachine_
#clients_
-clientBehaviors_
{smacc::SignalDetector || + SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + pollOnce() + postEvent() - findUpdatableClients() - findUpdatableStateElements() }
{smacc::ISmaccOrthogonal || + setStateMachine() + getStateMachine() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() # onInitialize() # assignClientToOrthogonal() }
-stateMachine_
-currentOrthogonal
{smacc::ISmaccClientBehavior || + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + getNode() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() - onOrthogonalAllocation() }
{smacc::SmaccClientBehavior || + onEntry() + onExit() }
{SmaccServiceServerClient < TService > * ||}
#attachedClient_
{smacc::CbServiceServerCallback Base< TService > || + onEntry() + onServiceRequestReceived() }