

コア - 機能 #3681

[FSM4RTC] FSMリスナをset/removeする関数等をRObjectに追加する。

2016/10/27 11:41 - n-ando

ステータス:	終了	開始日:	2016/10/27
優先度:	通常	期日:	
担当者:	n-ando	進捗率:	100%
カテゴリ:		予定工数:	0.00時間
対象バージョン:	RELENG_2_0		
説明			
FSM関係のコールバック機構 PreFsmActionListener、PostFsmActionListener、FsmProfileListener、FsmStructureListenerをset/remove関数および呼び出し関数をRObjectクラスに追加する。			

関係しているリビジョン

リビジョン 2788 - 2016/10/27 00:32 - n-ando

[FSM4RTC,incompat] FSM listeners add/remove operations are added to RObject. refs #3681

リビジョン 2790 - 2016/10/27 00:49 - n-ando

[FSM4RTC] updateFsmStatus now calls RObject::onFsmStateChanged(). refs #3681

リビジョン 2822 - 2017/01/10 09:30 - n-ando

[FSM4RTC,incompat,new funcs] add/remove functions for FSM listeners have been added. refs #3681

リビジョン 2822 - 2017/01/10 09:30 - n-ando

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リビジョン 2900 - 2017/01/28 23:41 - n-ando

[FSM4RTC] Fsm related callback operation has been changed. refs #3681

リビジョン 2900 - 2017/01/28 23:41 - n-ando

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リビジョン 3115 - 2017/12/11 06:18 - n-ando

merged changes from branches/FSM4RTC/OpenRTM-aist r2773-2806, no confliction:

[FSM4RTC,compat,->RELENG_2_0] Some Makefile.am bugs are fixed.

[FSM4RTC,HRTM,bugfix,->RELENG_2_0] Manager/ComponentManager initialization bug has been fixed. refs #3653

[FSM4RTC,->RELENG_2_0] FSM action listener added. refs #3680

[FSM4RTC,incompat,->RELENG_2_0] renamed FsmStructureAction->FsmStructure, FsmProfileListener added. refs #3680

[FSM4RTC,incompat,->RELENG_2_0] FSM listeners add/remove operations are added to RObject. refs #3681

[FSM4RTC,ext,example,->RELENG_2_0] Now component observer is connected to the FSM state change operation. refs #3591

[FSM4RTC,HRTM,->RELENG_2_0] updateFsmStatus now calls RObject::onFsmStateChanged(). refs #3681

[compat,formatting,->RELENG_1_2,->RELENG_2_0] Braces added.

[incompat,->RELENG_1_2,->RELENG_2_0] std::ostream operations have been added to NVUtil.

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リビジョン 3116 - 2017/12/11 06:20 - n-ando

merged changes from branches/FSM4RTC/OpenRTM-aist r2821-2826, no confliction:

[FSM4RTC,doc,->RELENG_2_0] FSM listeners documentations have been updated. refs #3860

[FSM4RTC,incompat,new funcs,->RELENG_2_0] add/remove functions for FSM listeners have been added. refs #3681
[FSM4RTC,new file,->RELENG_2_0] Macho (Machine object state machine engine) has been introduced to rtm. refs #3683
[FSM4RTC,compat,new prop,->RELENG_2_0] PortProfile/ConnectorProfile "dataport.io_mode" has been added. refs #3688
[prop,->RELENG_2_0] Ignore some generated files.
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リビジョン 3119 - 2017/12/11 09:37 - n-ando

merged changes from branches/FSM4RTC/OpenRTM-aist r2893-2903:
[FSM4RTC,new file,->RELENG_2_0] Macho (Machine object state machine engine) and StaticFSM.h have been introduced to rtm. refs #3683
[compat,->RELENG_1_2,->RELENG_2_0] NVUtil dump() function outputs doubled CR. It is removed.
[FSM4RTC,example,->RELENG_2_0] StaticFsm sample which is for new Static FSM framework has been added. refs #3655
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[FSM4RTC,->RELENG_1_2,->RELENG_2_0] Some sample components listener have been modified to follow ConnectorListener changes. refs #3871
[FSM4RTC,->RELENG_2_0] Experimental FSM has been implemented in ConsoleOut component.
[FSM4RTC,->RELENG_2_0] ComponentObserver implementation has been added. refs #3591
[FSM4RTC,->RELENG_2_0] Fsm related callback operation has been changed. refs #3681
[coil,test,->RELENG_1_2,->RELENG_2_0] coil::stringutils tests added.
[FSM4RTC,->RELENG_2_0] EventPort class has been introduced for Fsm framework. refs #3683
[revert,->RELENG_2_0] FSM removed.

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履歴

#1 - 2017/01/10 09:38 - n-ando

- ステータスを新規から解決に変更
- 進捗率を0から100に変更

リスナセット・アンセット関数群

RtObject_impl に以下の関数を追加

- void addPreFsmActionListener()
- void removePreFsmActionListener()
- void addPostFsmActionListener()
- void removePostFsmActionListener()
- void addFsmProfileListener()
- void removeFsmProfileListener()
- void addFsmStructureListener()
- void removeFsmStructureListener()

コールバックを呼び出すメンバ関数

RtObject_impl に以下の関数を追加

- inline void preOnFsmInit(const char* state)
- inline void preOnFsmEntry(const char* state)
- inline void preOnFsmDo(const char* state)
- inline void preOnFsmExit(const char* state)

- inline void preOnFsmStateChange(const char* state)
- inline void postOnFsmInit(const char* state, ReturnCode_t ret)
- inline void postOnFsmEntry(const char* state, ReturnCode_t ret)
- inline void postOnFsmDo(const char* state, ReturnCode_t ret)
- inline void postOnFsmExit(const char* state, ReturnCode_t ret)
- inline void postOnFsmStateChange(const char* state, ReturnCode_t ret)

#2 - 2017/02/12 09:15 - n-ando

- ステータスを解決から終了に変更