

RTC Builder - #3958

FSM

02/16/2017 01:48 PM - n-ando

Status:		Start date:	02/16/2017
Priority:		Due date:	
Assignee:	n-ando	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
FSM			

History

#1 - 03/17/2017 09:33 AM - n-ando

- Status changed from to

- % Done changed from 0 to 100

FSM

FSM: FSM

Static: FSM (Python) FSM

Dynamic: FSM (FSM participant)

SCXML: SCXML (State Chart XML, W3C)

New: FSM **New** GUI FSM SCXML

Edit: Edit

Import: SCXML **Import** SCXML

FSM: Click the checkbox if you create a FSM (Finite State Machine) type component. FSM-Components have two types as follows.

Static: Static FSM component. This type defines FSM structure statically in the source code. After compilation (after execution in Python component), the FSM structure cannot be changed. If you need a compact and closed FSM component, please this type.

Dynamic: Dynamic FSM component. This component can be changed the FSM structure. This type realizes one-state as one-component (FSM participant), and its behavior can be changed in runtime giving its structure including number of state and its relation with transition event and condition. However, its size becomes bigger.

SCXML: FSM structure is described with SCXML (State Chart XML, W3C standard).

New: If you create a new FSM structure, push the **New** button and launch FSM GUI editor and create it. It will be stored in a SCXML, and it will be saved in source code folder.

Edit: If you edit current FSM structure again, please push the **Edit** button.

Import: If you give an existing SCXML file, please push the **Import** button. Select the SCXML file from the file selection dialog.

