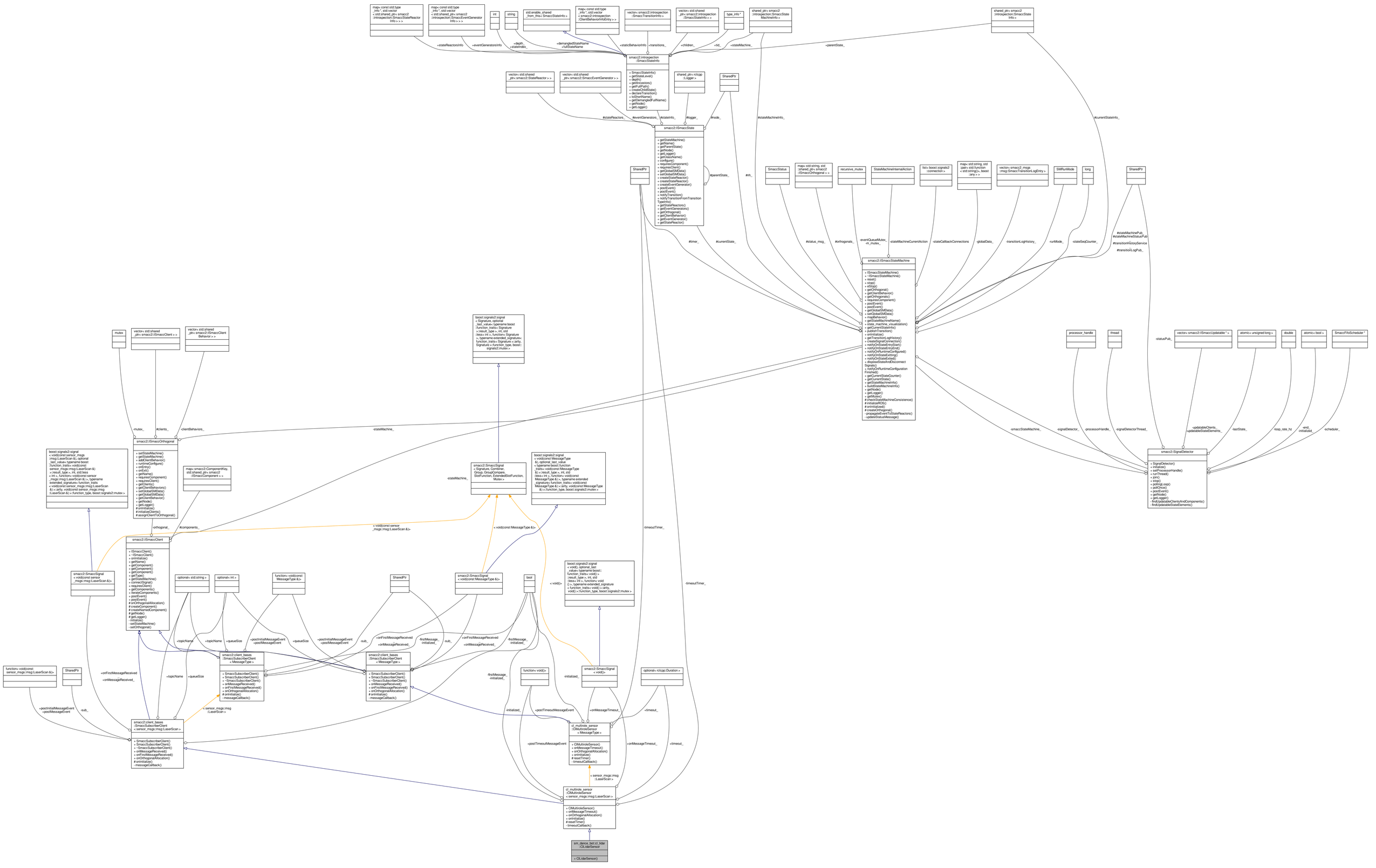
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >
int
string
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >
vector< smacc2::introspection::SmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >
type_info *
shared_ptr< smacc2::introspection::SmaccStateMachineInfo >
shared_ptr< smacc2::introspection::SmaccStateInfo >
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+staticBehaviorInfo
+transitions_
+children_
+id_
+stateMachine_
+parentState_
smacc2::introspection::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullName()
+ getLeafChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared_ptr< smacc2::StateReactor > >
vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
shared_ptr< rclcpp::Logger >
SharedPtr
#stateReactors_
#eventGenerators_
#stateInfo_
#logger_
#node_
#stateMachineInfo_
#currentStateInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getStatusName()
+ configure()
+ requiresComponents()
+ requiresClients()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
#parentState_
#rh_
#timer_
#currentState_
SmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
recursive_mutex
StateMachineInternalAction
list< boost::signals2::connection >
map< std::string, std::pair< std::function< std::string()>, boost::any > >
vector< smacc2_msgs::msg::SmaccTransitionLogEntry >
SMRunMode
long
SharedPtr
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
smacc2::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ static_machine_initialization()
+ publishStatusMsg()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ disposeStateAndDisconnectSignals()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# onStateMachineSD()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
-stateMachine_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-signalDetectorThread_
-statusPub_
processor_handle
thread
vector< smacc2::ISmaccUpdatable * >
atomic< unsigned long >
double
atomic< bool >
SmaccFifoScheduler *
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ get(.nogen)
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
mutex
vector< std::shared_ptr< smacc2::ISmaccClient > >
vector< std::shared_ptr< smacc2::ISmaccClientBehavior > >
-mutex_
#clients_
-clientBehaviors_
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onInit()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClients()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
-orthogonal_
#components_
boost::signals2::signal
< void(const sensor_msgs::msg::LaserScan &), optional_last_value< typename boost::function_traits< void(const sensor_msgs::msg::LaserScan &)>::result_type >, int, std::less< int >, function< void(const sensor_msgs::msg::LaserScan &), typename extended_signature< function_traits< void(const sensor_msgs::msg::LaserScan &)>::arity, void(const sensor_msgs::msg::LaserScan &)>::function_type, boost::signals2::mutex >
map< smacc2::ComponentKey, std::shared_ptr< smacc2::ISmaccComponent > >
smacc2::SmaccSignal
< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
-stateMachine_
boost::signals2::signal
< void(const MessageType &), optional_last_value< typename boost::function_traits< void(const MessageType &)>::result_type >, int, std::less< int >, function< void(const MessageType &)>, typename extended_signature< function_traits< void(const MessageType &)>::arity, void(const MessageType &)>::function_type, boost::signals2::mutex >
< void(const sensor_msgs::msg::LaserScan &)>
< void(const MessageType &)>
-timeoutTimer_
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponents()
+ getComponents()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onPostInitialAllocation()
# onCreateComponent()
# onCreateNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::SmaccSignal
+ void(const sensor_msgs::msg::LaserScan &)>
optional< std::string >
optional< int >
function< void(const MessageType &)>
SharedPtr
smacc2::SmaccSignal
< void(const MessageType &)>
bool
boost::signals2::signal
< void(), optional_last_value< typename boost::function_traits< void()>::result_type >, int, std::less< int >, function< void ()>, typename extended_signature< function_traits< void()>::arity, void()>::function_type, boost::signals2::mutex >
< void()>
+topicName
+queueSize
+postInitialMessageEvent
-postMessageEvent
-sub_
+onFirstMessageReceived
+onMessageReceived_
-firstMessage_
-initialized_
smacc2::client_bases
::SmaccSubscriberClient
< MessageType >
+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ onOrthogonalAllocation()
# onInitialize()
- messageCallback()
function< void(const sensor_msgs::msg::LaserScan &)>
SharedPtr
smacc2::client_bases
::SmaccSubscriberClient
< sensor_msgs::msg::LaserScan >
< sensor_msgs::msg::LaserScan >
function< void()>
smacc2::SmaccSignal
< void()>
optional< rclcpp::Duration >
-initialized_
+postTimeoutMessageEvent
+onMessageTimeout_
+timeout_
cl_multirole_sensor
::CMultiroleSensor
< MessageType >
+ CMultiroleSensor()
+ onMessageTimeout()
+ onOrthogonalAllocation()
+ onInitialize()
# resetTimer()
- timeoutCallback()
cl_multirole_sensor
::CMultiroleSensor
< sensor_msgs::msg::LaserScan >
sm_dance_bot::cl_lidar
::CLidarSensor
+ CLidarSensor()