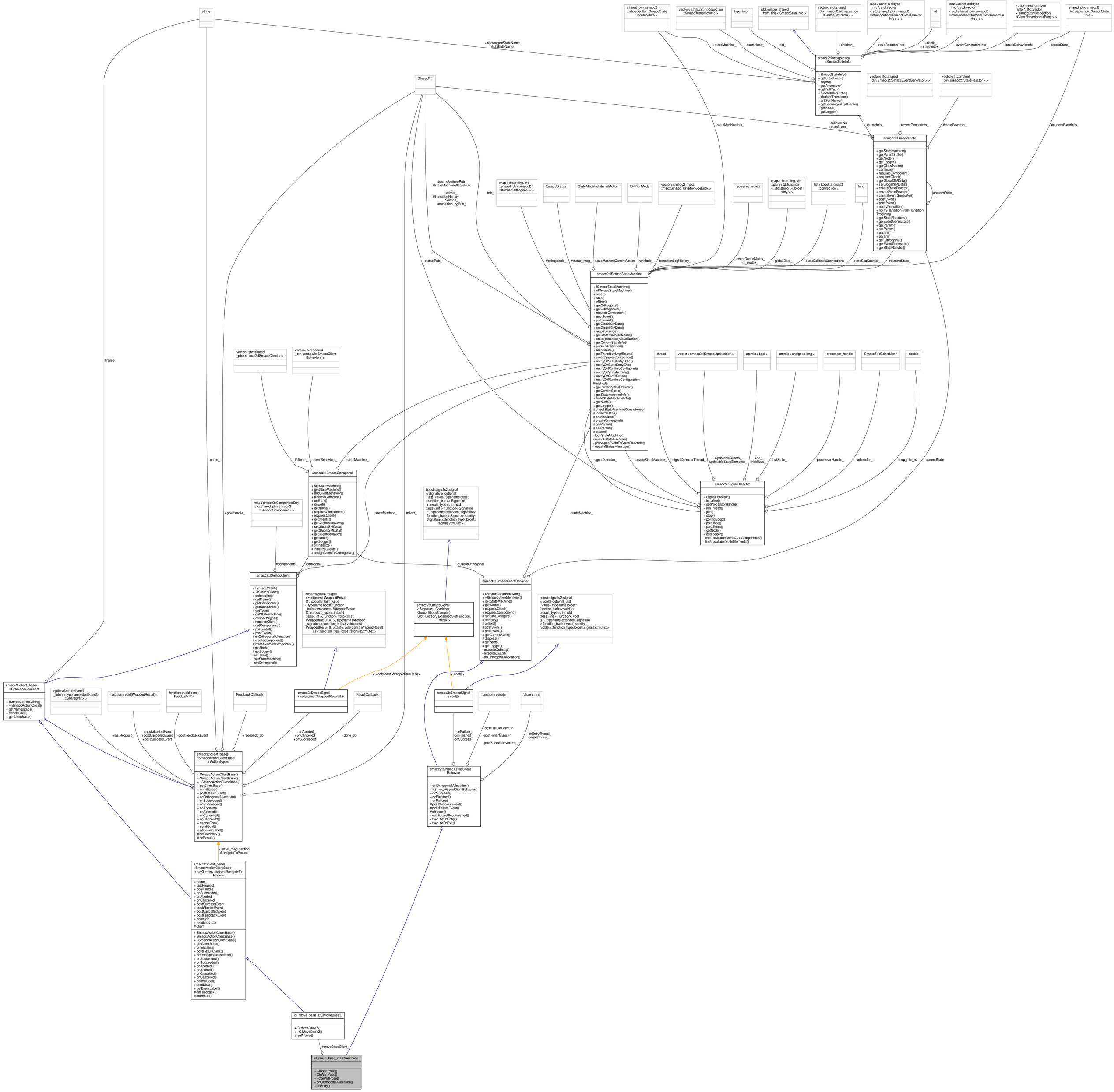
string
shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >
vector< smacc2::introspection ::SmaccTransitionInfo >
type_info *
std::enable_shared _from_this< SmaccStateInfo >
vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >
map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info > > >
int
map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > >
map< const std::type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > >
shared_ptr< smacc2 ::introspection::SmaccState Info >
+demangledStateName
+fullStateName
+stateMachine_
+transitions_
+tid_
+children_
+stateReactorsInfo
+depth_
+stateIndex_
+eventGeneratorsInfo
+staticBehaviorInfo
+parentState_
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
SharedPtr
vector< std::shared _ptr< smacc2::SmaccEventGenerator > >
vector< std::shared _ptr< smacc2::StateReactor > >
-stateMachineInfo_
#contextNh
+stateNode_
#stateInfo_
#eventGenerators_
#stateReactors_
#currentStateInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getParam()
+ setParam()
+ param()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
#name_
#stateMachinePub_
#stateMachineStatusPub_
#timer_
#transitionHistory Service_
#transitionLogPub_
-statusPub_
#nh_
map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >
SmaccStatus
StateMachineInternalAction
SMRunMode
vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >
recursive_mutex
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
list< boost::signals2 ::connection >
long
#orthogonals_
#status_msg_
-stateMachineCurrentAction
-runMode_
-transitionLogHistory_
-eventQueueMutex_
m_mutex_
-globalData_
-stateCallbackConnections
-stateSeqCounter_
#currentState_
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()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::shared _ptr< smacc2::ISmaccClient > >
vector< std::shared _ptr< smacc2::ISmaccClient Behavior > >
thread
vector< smacc2::ISmaccUpdatable * > >
atomic< bool >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
#clients_
-clientBehaviors_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-end_
-initialized_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
-currentState
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >
+goalHandle_
-stateMachine_
#client_
boost::signals2::signal < Signature, optional _last_value< typename boost ::function_traits< Signature >::result_type >, int, std ::less< int >, function< Signature >, typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost:: signals2::mutex >
-stateMachine_
+name_
#components_
-orthogonal_
-currentOrthogonal
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()
boost::signals2::signal < void(const WrappedResult &), optional_last_value < typename boost::function _traits< void(const WrappedResult &) >::result_type >, int, std ::less< int >, function< void(const WrappedResult &) >, typename extended _signature< function_traits< void(const WrappedResult &) >::arity, void(const WrappedResult &) >::function_type, boost::signals2::mutex >
smacc2::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
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(const WrappedResult &)>
< void()>
smacc2::client_bases ::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getClientBase()
optional< std::shared _future< typename GoalHandle ::SharedPtr > >
function< void(WrappedResult)>
function< void(const Feedback &)>
FeedbackCallback
smacc2::SmaccSignal < void(const WrappedResult &)>
ResultCallback
smacc2::SmaccSignal < void()>
function< void()>
future< int >
+lastRequest_
+postAbortedEvent
+postCancelledEvent
+postSuccessEvent
+postFeedbackEvent
+feedback_cb
+onAborted_
+onCancelled_
+onSucceeded_
+done_cb
-onFailure_
-onFinished_
-onSuccess_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onEntryThread_
-onExitThread_
smacc2::client_bases ::SmaccActionClientBase < ActionType >
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
smacc2::SmaccAsyncClient Behavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
- executeOnEntry()
- executeOnExit()
< nav2_msgs::action ::NavigateToPose >
smacc2::client_bases ::SmaccActionClientBase < nav2_msgs::action::NavigateTo Pose >
+ name_
+ lastRequest_
+ goalHandle_
+ onSucceeded_
+ onAborted_
+ onCancelled_
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
+ feedback_cb
# client_
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
cl_move_base_z::ClMoveBaseZ
+ ClMoveBaseZ()
+ ~ClMoveBaseZ()
+ getName()
#moveBaseClient_
cl_move_base_z::CbWaitPose
+ CbWaitPose()
+ CbWaitPose()
+ ~CbWaitPose()
+ onOrthogonalAllocation()
+ onEntry()