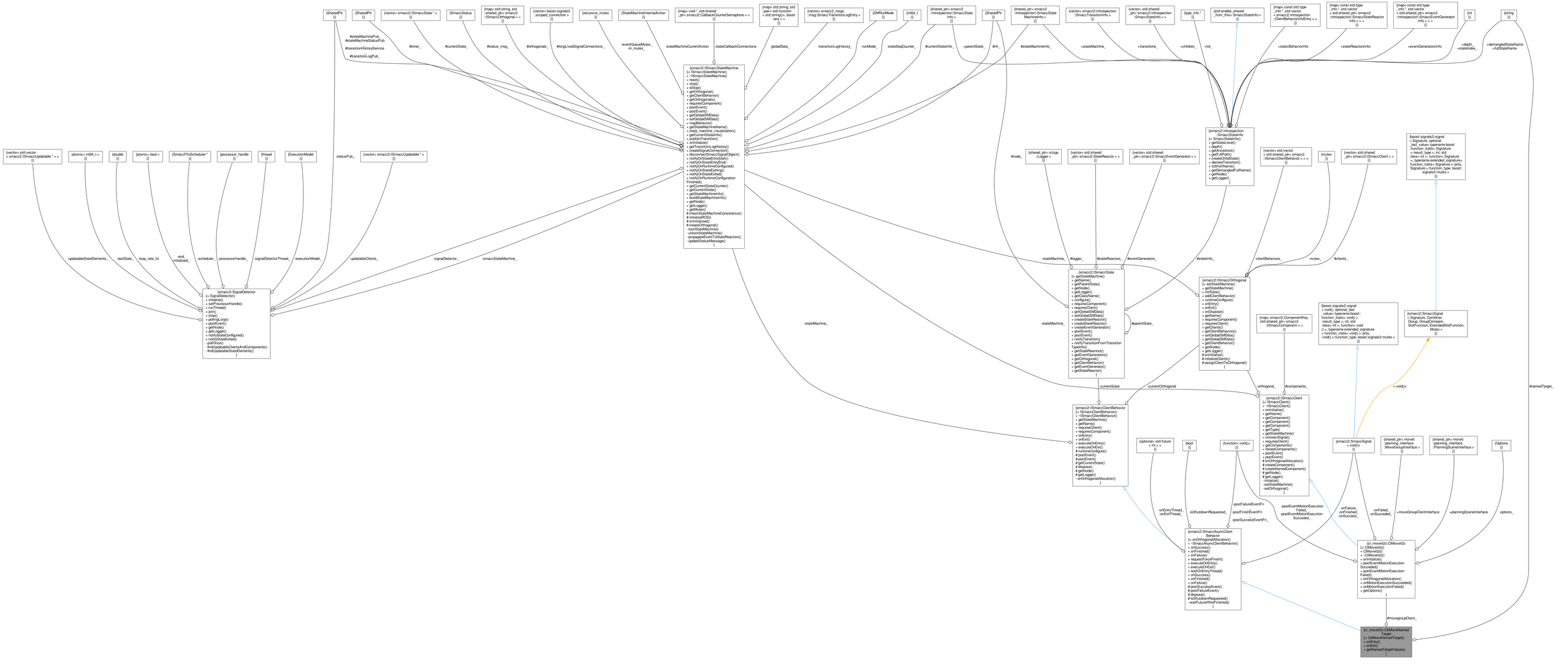
[SharedPtr]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[vector< boost::signals2::scoped_connection >]
[recursive_mutex]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std::pair< std::function < std::string()>, boost::any > >]
[vector< smacc2::msgs::msg::SmaccTransitionLogEntry >]
[SMRunMode]
[int64_t]
[shared_ptr< smacc2::introspection::SmaccState Info >]
[SharedPtr]
[shared_ptr< smacc2::introspection::SmaccState MachineInfo >]
[vector< smacc2::introspection::SmaccTransitionInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
[type_info *]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector < smacc2::introspection::ClientBehaviorInfoEntry > >]
[map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info > >]
[map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > >]
[int]
[string]
#stateMachinePub,
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#currentStateInfo_
-parentState_
#n_
#stateMachineInfo_
+stateMachine_
+transitions_
+children_
+tid_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
[smacc2::ISmaccStateMachine
[= ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ getClientComponent()
+ postEvent()
+ postEvents()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ disconnectLongLivedConnections()
+ notifyOnSignal(SmaccSignalObject)
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ getStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]
[smacc2::introspection ::SmaccStateInfo
[= SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
]
[vector< std::vector < std::shared_ptr< smacc2 ::SmaccClientBehavior > > >]
[mutex]
[vector< std::shared _ptr< smacc2::SmaccClient > >]
[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 >]
[vector< std::vector < std::shared_ptr< smacc2 ::ISmaccUpdatable * > >]
[atomic< int64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
-statusPub_
[vector< smacc2::ISmaccUpdatable * >]
#node_
[shared_ptr< rclcpp ::Logger >]
[vector< std::shared _ptr< smacc2::SmaccReactor > >]
[vector< std::shared _ptr< smacc2::SmaccEventGenerator > >]
-stateMachine_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
-clientBehaviors_
-mutex_
#clients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_ initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-signalDetector_
-smaccStateMachine_
[smacc2::SignalDetector
[= SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
]
[smacc2::ISmaccState
[= getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getDataName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvents()
+ notifyTransition()
+ notifyTransitionFromTransition Type()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
]
#parentState_
[smacc2::ISmaccOrthogonal
[= setStateMachine()
+ getName()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
]
[map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >]
[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 >]
[smacc2::ISmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >]
-stateMachine_
-currentState
-currentOrthogonal
-orthogonal_
#components_
< void()>
#namedTarget_
[smacc2::ISmaccClientBehavior
[= ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# onStateExit()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]
[smacc2::ISmaccClient
[= ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponents()
+ getComponent()
+ getComponent()
+ getClients()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
# dispose()
- setStateMachine()
- setOrthogonal()
]
[optional< std::future < int > >]
[bool]
[function< void()>]
[smacc2::SmaccSignal < void()>]
[shared_ptr< moveit ::planning_interface ::MoveGroupInterface >]
[shared_ptr< moveit ::planning_interface ::PlanningSceneInterface >]
[IOptions]
-onEntryThread_
-onExitThread_
-isShutdownRequested_
-postFailureEventFn_
-postFinishEventFn_
-postSucceesEventFn_
-postEventMotionExecution Failed_
-postEventMotionExecution Succeded_
-onFailure_
-onFinished_
-onSuccess_
-onFailed_
-onSucceded_
-moveGroupClientInterface
-planningSceneInterface
-options_
[smacc2::SmaccAsyncClient Behavior
[= onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
]
[cl_moveit2z::CMoveit2z
[= CMoveit2z()
+ CMoveit2z()
+ ~CMoveit2z()
+ onInitialize()
+ postEventMotionExecution Succeded()
+ postEventMotionExecution Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()
+ getOptions()
]
#movegroupClient_
[cl_moveit2z::CbMoveNamed Target
[= CbMoveNamedTarget()
+ onEntry()
+ onExit()
+ getNamedTargetValues()
]