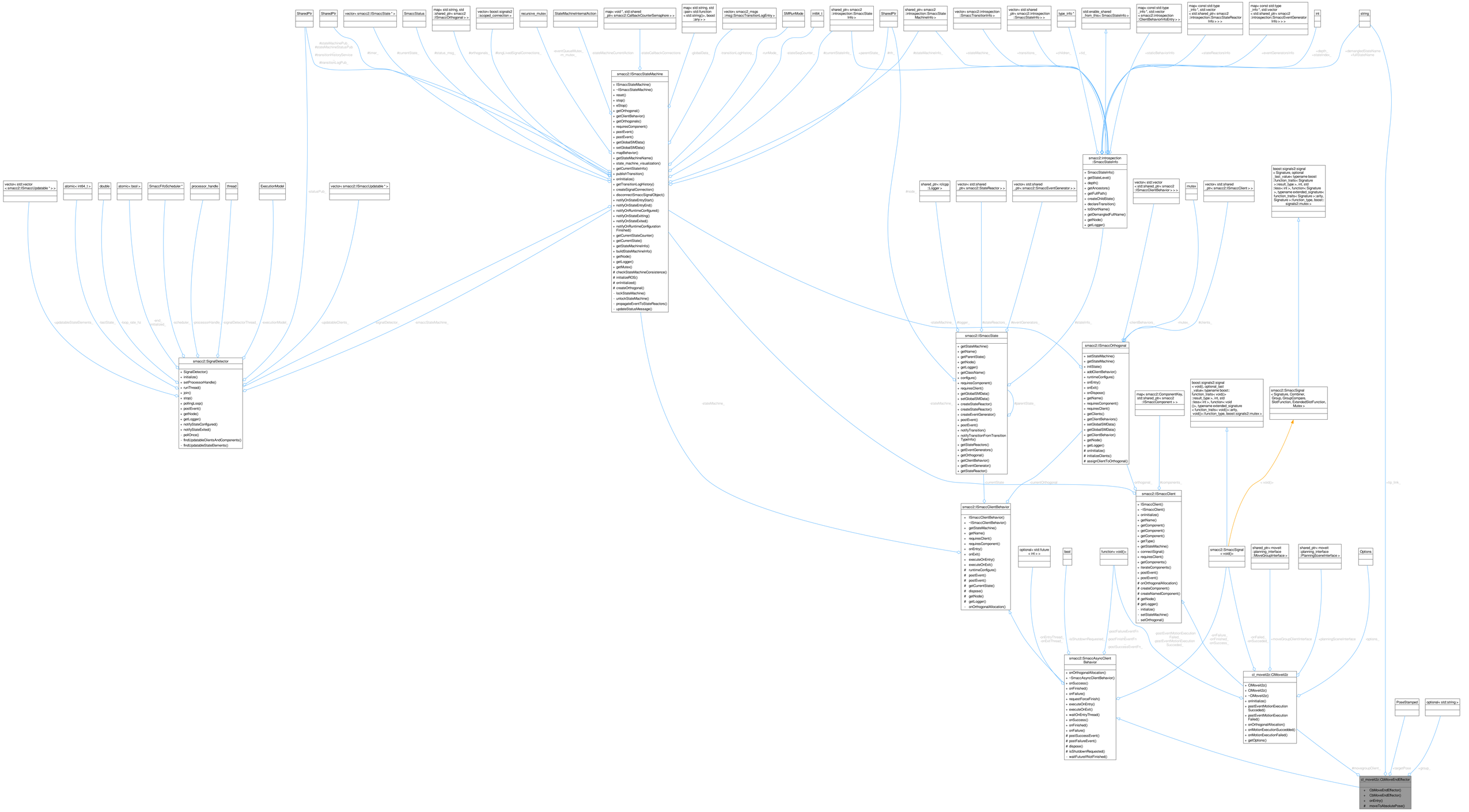
SharedPtr
SharedPtr
vector< smacc2::ISmaccState * >
SmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
vector< boost::signals2::scoped_connection >
recursive_mutex
StateMachineInternalAction
map< void*, std::shared_ptr< smacc2::CallbackCounterSemaphore > >
map< std::string, std::pair< std::function< std::string()>, boost::any > >
vector< smacc2_msgs::msg::SmaccTransitionLogEntry >
SMRunMode
int64_!
shared_ptr< smacc2::introspection::SmaccStateInfo >
SharedPtr
shared_ptr< smacc2::introspection::SmaccStateMachineInfo >
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::ClBehaviorInfoEntry > >
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
smacc2::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ oninitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initialseRCSs()
# oninitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::vector < smacc2::ISmaccUpdatable * > >
atomic< int64_! >
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
ExecutionModel
vector< smacc2::ISmaccUpdatable * >
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
shared_ptr< rclcpp ::Logger >
vector< std::shared_ptr< smacc2::StateReactor > >
vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >
mutex
vector< std::shared_ptr< smacc2::ISmaccClient > >
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 >
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ initState()
+ 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::SmaccSignal < void()>
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
optional< std::future < int > >
bool
function< void()>
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ oninitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::SmaccSignal < void()>
shared_ptr< moveit ::planning_interface ::MoveGroupInterface >
shared_ptr< moveit ::planning_interface ::PlanningSceneInterface >
Options
smacc2::SmaccAsyncClient Behavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
cl_moveit2z::ClMoveit2z
+ ClMoveit2z()
+ ClMoveit2z()
+ ~ClMoveit2z()
+ oninitialize()
+ postEventMotionExecution Succeeded()
+ postEventMotionExecution Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSucceeded()
+ onMotionExecutionFailed()
+ getOptions()
PoseStamped
optional< std::string >
cl_moveit2z::ClMoveEndEffector
+ ClMoveEndEffector()
+ ClMoveEndEffector()
+ onEntry()
# moveToAbsolutePose()
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#currentStateInfo_
-parentState_
#info_
#stateMachineInfo_
+stateMachine_
+transitions_
+children_
+Id_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
-statusPub_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-signalDetector_
-smaccStateMachine_
-stateMachine_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
-clientBehaviors_
-mutex_
#clients_
-parentState_
-currentState
-currentOrthogonal
-orthogonal_
#components_
+ void()>
-stateMachine_
-onEntryThread_
-onExitThread_
-isShutdownRequested_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn
-postEventMotionExecution Failed_
-postEventMotionExecution Succeeded_
-onFailure_
-onFinished_
-onSuccess_
-onFailed_
-onSucceeded_
-moveGroupClientInterface
-planningSceneInterface
-options_
#movegroupClient_
+targetPose
-group_
+tip_link_