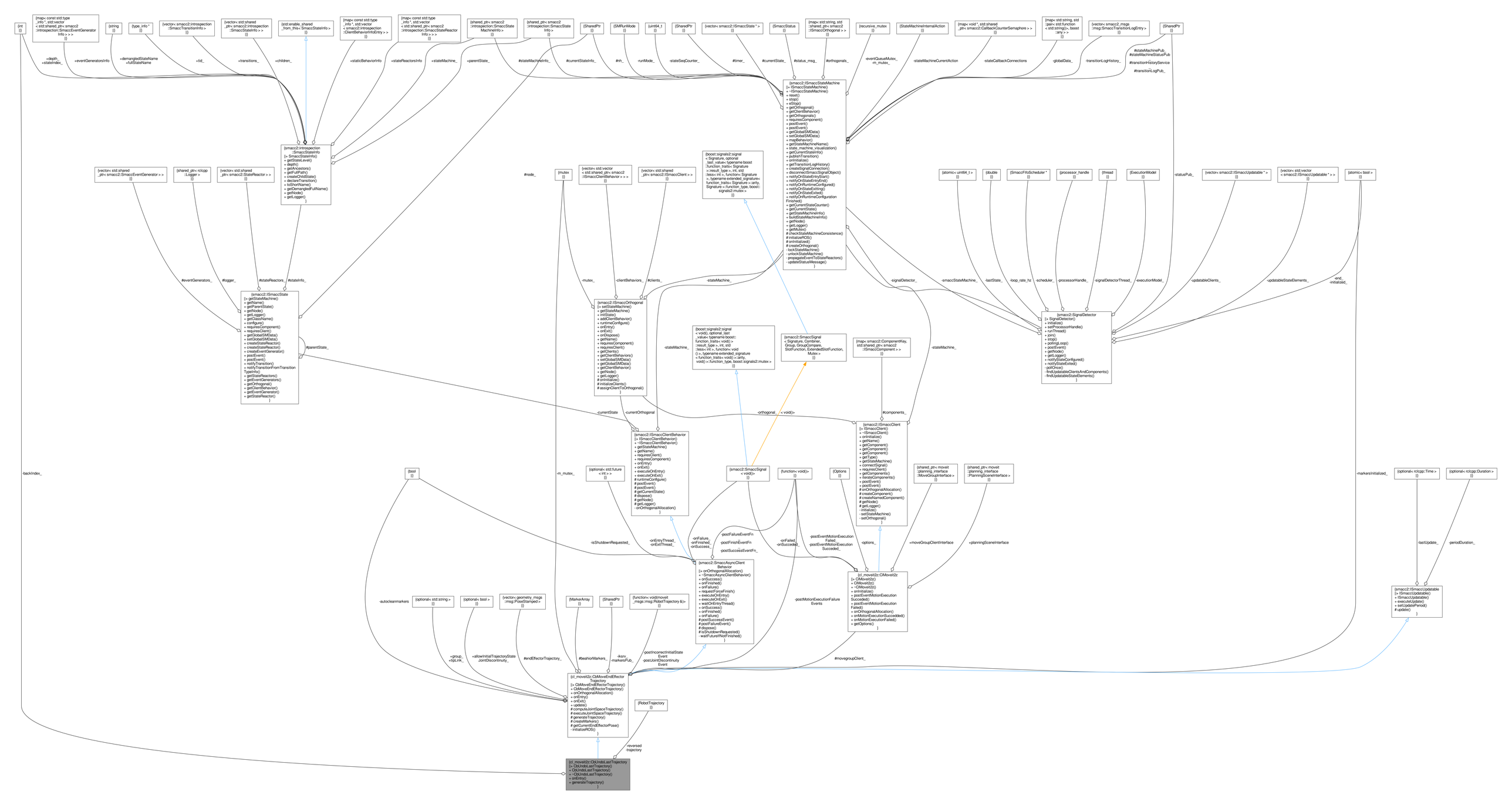
[int]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGenerator Info > > >]
[string]
[type_info *]
[vector< smacc2::introspection::SmaccTransitionInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactor Info > > >]
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo >]
[shared_ptr< smacc2::introspection::SmaccStateInfo >]
[SharedPtr]
[SMRunMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[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 >]
[SharedPtr]
+depth_
+stateIndex_
+eventGeneratorsInfo
+demangledStateName
+fullStateName
+tid_
+transitions_
+children_
+staticBehaviorInfo
+stateReactorsInfo
+stateMachine_
+parentState_
#stateMachineInfo_
#currentStateInfo_
#rh_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[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()
+ createSmaccSignalsConnectionObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ 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::shared_ptr< smacc2::SmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::StateReactor > >]
#mode_
[mutex]
[vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >]
[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 >]
[atomic< uint64_t >]
[double]
[ISmaccFifoScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
[vector< smacc2::ISmaccUpdatable * >]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< bool >]
-statusPub_
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
-mutex_
-clientBehaviors_
#clients_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-lastState_
-loop_rate_hz
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-end_
-initialized_
[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()
}]
#parentState_
[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< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >]
[map< smacc2::ComponentKey, std::shared_ptr< smacc2::ISmaccComponent > >]
[smacc2::ISmaccSignalDetector
[|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ pause()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}]
[smacc2::ISmaccOrthogonal
[|+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}]
-currentState
-currentOrthogonal
-stateMachine_
-orthogonal_
< void()>
#components_
-stateMachine_
[smacc2::ISmaccClientBehavior
[|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}]
[smacc2::ISmaccClient
[|+ ISmaccClient()
+ ~ISmaccClient()
+ oninitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# executeComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
}]
[bool]
[optional< std::future < int > >]
[smacc2::SmaccSignal < void()>]
[function< void()>]
[Options]
[shared_ptr< moveit::planning_interface::MoveGroupInterface >]
[shared_ptr< moveit::planning_interface::PlanningSceneInterface >]
-backIndex_
-m_mutex_
-isShutdownRequested_
-onEntryThread_
-onExitThread_
-onFailure_
-onFinished_
-onSuccess_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailed_
-onSucceded_
-postEventMotionExecution Failed_
-postEventMotionExecution Succeded_
-options_
+moveGroupClientInterface
+planningSceneInterface
-markersInitialized_
[optional< rclcpp::Time >]
[optional< rclcpp::Duration >]
[smacc2::SmaccAsyncClient Behavior
[|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
}]
[cl_moveit2z::CbMoveit2z
[|+ CbMoveit2z()
+ CbMoveit2z()
+ ~CbMoveit2z()
+ onInitialize()
+ postEventMotionExecution Succeded()
+ postEventMotionExecution Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSucceded()
+ onMotionExecutionFailed()
+ getOptions()
}]
-lastUpdate_
-periodDuration_
[smacc2::ISmaccUpdatable
[|+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
}]
-autocleanmarkers
[optional< std::string >]
[optional< bool >]
[vector< geometry_msgs::msg::PoseStamped >]
[MarkerArray]
[SharedPtr]
[function< void(moveit_msgs::msg::RobotTrajectory &)>]
-postIncorrectInitialState Event
-postJoint Discontinuity Event
-postMotionExecutionFailure Events
+group_
+tipLink_
+allowInitialTrajectoryState JointDiscontinuity_
#endEffectorTrajectory_
#behaviorMarkers_
-iksrv_
-markersPub_
#movegroupClient_
[cl_moveit2z::CbMoveEndEffector Trajectory
[|+ CbMoveEndEffectorTrajectory()
+ CbMoveEndEffectorTrajectory()
+ onOrthogonalAllocation()
+ onEntry()
+ onExit()
+ update()
# computeJointSpaceTrajectory()
# executeJointSpaceTrajectory()
# generateTrajectory()
# createMarkers()
# getCurrentEndEffectorPose()
- initializeROS()
}]
[RobotTrajectory]
-reversed -trajectory
[cl_moveit2z::CbUndoLastTrajectory
[|+ CbUndoLastTrajectory()
+ CbUndoLastTrajectory()
+ ~CbUndoLastTrajectory()
+ onEntry()
+ generateTrajectory()
}]