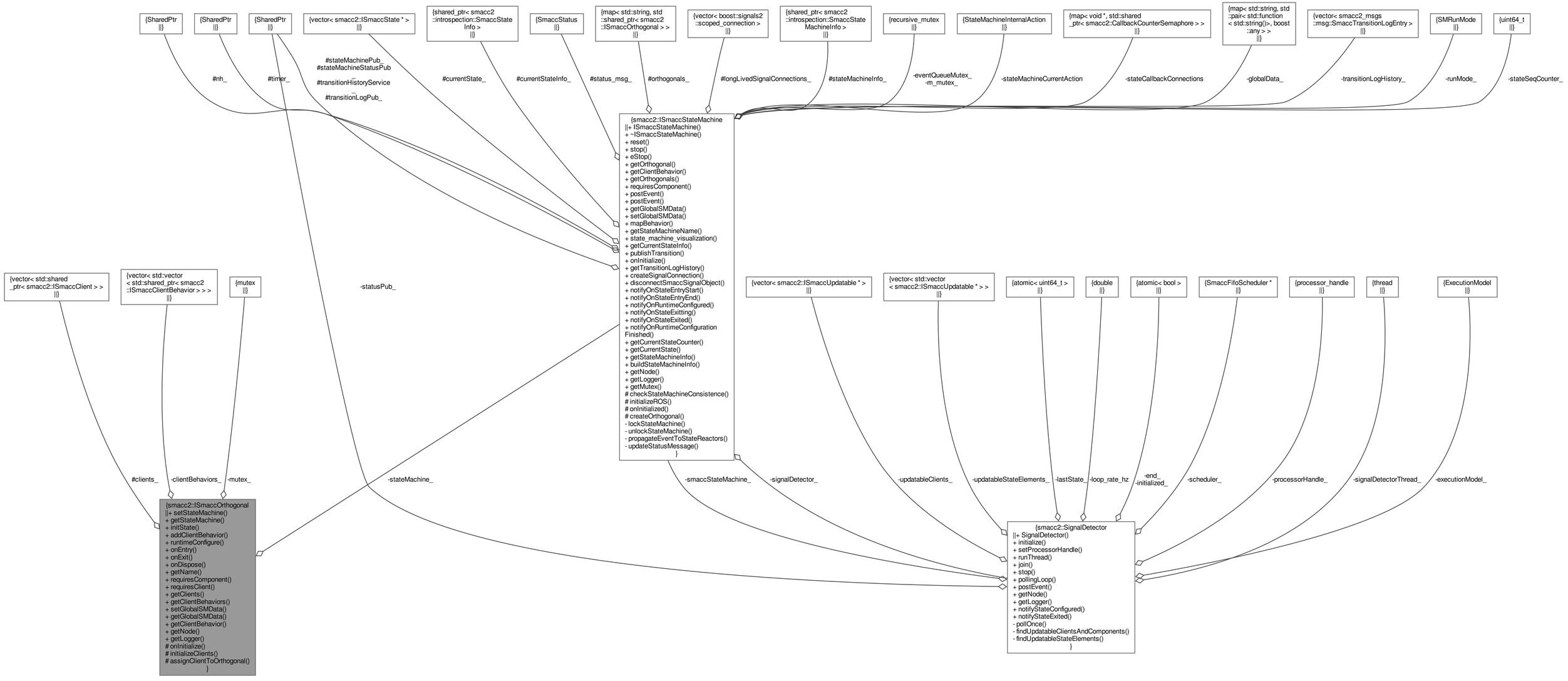
{SharedPtr |}}
{SharedPtr |}}
{SharedPtr |}}
{vector< smacc2::ISmaccState * > |}}
{shared_ptr< smacc2 ::introspection::SmaccState Info > |}}
{SmaccStatus |}}
{map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > > |}}
{vector< boost::signals2 ::scoped_connection > |}}
{shared_ptr< smacc2 ::introspection::SmaccState MachineInfo > |}}
{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 |}}
{uint64_t |}}
#nh_
#timer_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
#currentState_
#currentStateInfo_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
#stateMachineInfo_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
{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()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}
{vector< std::shared _ptr< smacc2::ISmaccClient > > |}}
{vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > > |}}
{mutex |}}
-statusPub_
{vector< smacc2::ISmaccUpdatable * > |}}
{vector< std::vector < smacc2::ISmaccUpdatable * > > |}}
{atomic< uint64_t > |}}
{double |}}
{atomic< bool > |}}
{SmaccFifoScheduler * |}}
{processor_handle |}}
{thread |}}
{ExecutionModel |}}
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
{smacc2::ISmaccOrthogonal
||+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}
{smacc2::SignalDetector
||+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}