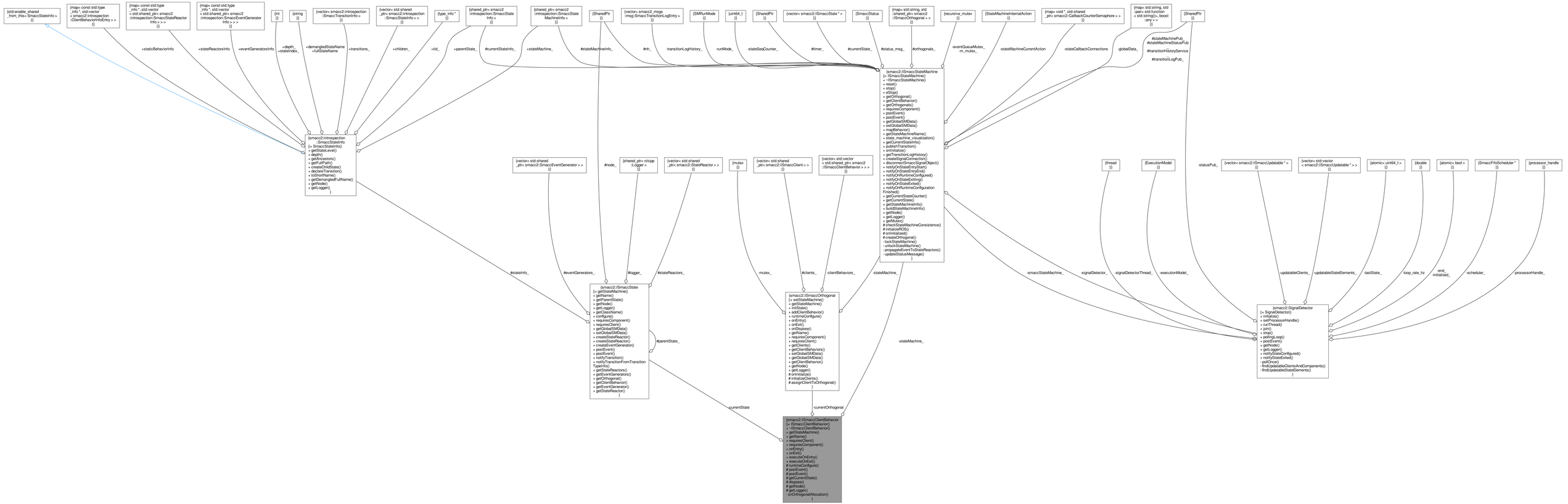
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >
int
string
vector< smacc2::introspection::SmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >
type_info *
shared_ptr< smacc2::introspection::SmaccStateInfo >
shared_ptr< smacc2::introspection::SmaccStateMachineInfo >
SharedPtr
vector< smacc2_msgs::msg::SmaccTransitionLogEntry >
SMRunMode
uint64_t
SharedPtr
vector< smacc2::ISmaccState * >
ISmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
recursive_mutex
StateMachineInternalAction
map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >
map< std::string, std::any< std::function< std::string()>, boost::any > >
SharedPtr
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+transitions_
+children_
+tid_
+parentState_
#currentStateInfo_
+stateMachine_
#stateMachineInfo_
#hh_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
{smacc2::introspection::SmaccStateInfo
|+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
{smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ getCurrentTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# oninitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}
{vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
}
#node_
{shared_ptr< rclcpp::Logger >
}
{vector< std::shared_ptr< smacc2::StateReactor > >
}
{mutex
}
{vector< std::shared_ptr< smacc2::ISmaccClient > >
}
{vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >
}
{thread
}
{IExecutionModel
}
-statusPub_
{vector< smacc2::ISmaccUpdatable * >
}
{vector< std::vector< smacc2::ISmaccUpdatable * >
}
{atomic< uint64_t >
}
{double
}
{atomic< bool >
}
{SmaccFifoScheduler *
}
{processor_handle
}
#stateInfo_
#eventGenerators_
#logger_
#stateReactors_
-mutex_
#clients_
-clientBehaviors_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_initialized_
-scheduler_
-processorHandle_
{smacc2::ISmaccState
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
#parentState_
{smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# oninitialize()
# initializeClients()
# assignClientToOrthogonal()
}
-currentOrthogonal
-currentState
{smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
{smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ onRuntimeConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}