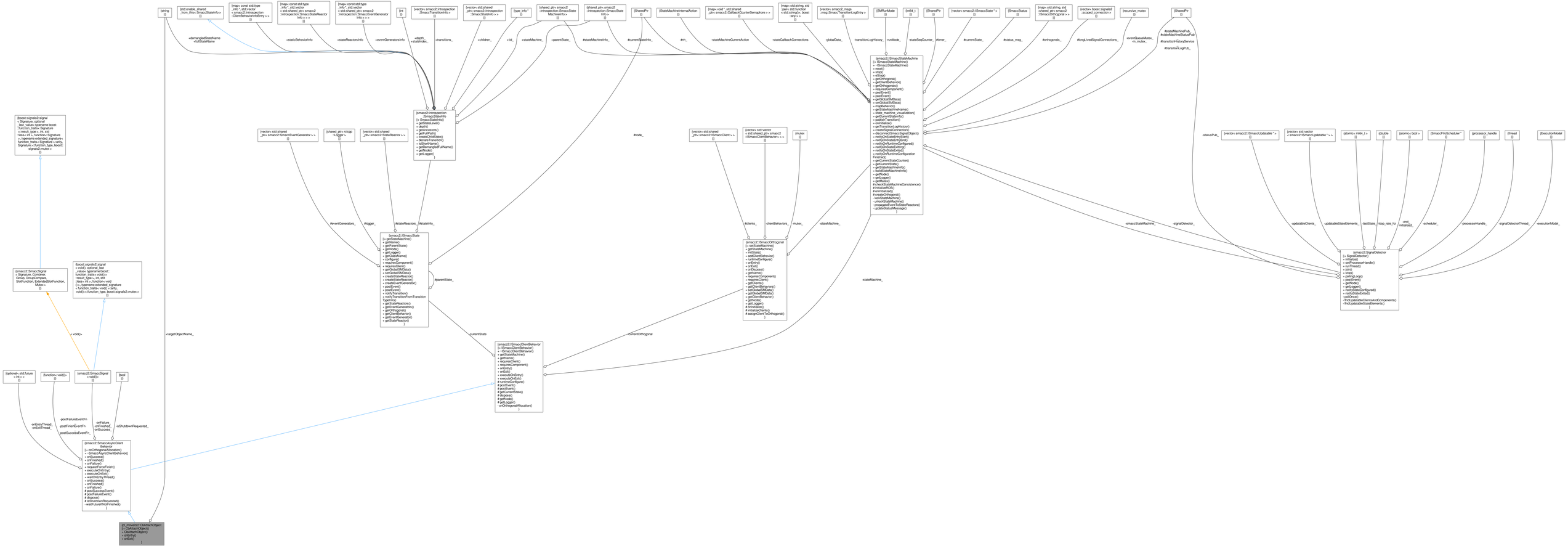
[std::string]
[std::enable_shared_from_this< [smacc2::StateInfo] >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo[entry] > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo[entry] > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo[entry] > >]
[int]
[vector< smacc2::introspection::SmaccTransitionInfo[entry] >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo[entry] > >]
[type_info *]
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo[entry] >]
[shared_ptr< smacc2::introspection::SmaccStateInfo[entry] >]
[SharedPtr]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore[entry] > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any[entry] > >]
[vector< smacc2::msg::msg::SmaccTransitionLogEntry[entry] >]
[SMRunMode]
[int64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * [entry]]
[ISmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal[entry] > >]
[vector< boost::signals2::scoped_connection[entry] >]
[recursive_mutex]
[SharedPtr]
+demangledStateName
+fullStateName
+staticBehaviorInfo
+staticReactorsInfo
+eventGeneratorsInfo
+depth
+stateIndex_
+transitions_
+children_
+id_
+stateMachine_
+parentState_
#stateMachineInfo_
#currentStateInfo_
#n_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#mer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[smacc2::ISmaccStateMachine
[> ISmaccStateMachine]
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requireComponent()
+ postEvent()
+ getGlobalSM()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateMachine()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ getStateMap()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObjects()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getLock()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializePCEs()
# initialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}
[vector< std::shared_ptr< smacc2::ISmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::StateReactor > >]
[smacc2::introspection::SmaccStateInfo
[> SmaccStateInfo]
+ ~SmaccStateInfo()
+ depth()
+ getAncestors()
+ getFullPath()
+ createOnlyState()
+ getStateName()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
#node_
[vector< std::shared_ptr< smacc2::ISmaccClient > >]
[vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >]
[mutex]
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-statusPub_
[vector< smacc2::ISmaccUpdatable *]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< int64_t >]
[double]
[atomic< bool >]
[ISmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-and_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::ISmaccSignal
+ Signature, Combiner, Group, Group Compare, SlotFunction, ExtendedSlotFunction, Mutex >
]
[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::ISmaccOrthogonal
[> setStateMachine()
+ ~ISmaccOrthogonal()
+ getStateMachine()
+ setup()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getClients()
+ getName()
+ requireComponent()
+ requireClient()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# pInitialize()
# initializeClients()
# assignClientToOrthogonal()
}
[smacc2::ISmaccClientBehavior
[> ~ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requireClients()
+ requireComponents()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ getOrthogonal()
# postEvent()
# postEvents()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
[SignalDetector
[> SignalDetector]
+ initialize()
+ setProcessorHandle()
+ runThread()
+ run()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- getDone()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
+currentState
+currentOrthogonal
[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 >
]
+void()>
[optional< std::future
< tR > >]
[function< void()>]
[smacc2::SmaccSignal
< void()>]
[bool]
-onEntryThread_
-onExitThread_
postFailureEventFn
postFinishEventFn
postSucceedEventFn
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior
[> onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ waitAsyncFuteFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvents()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureNotFinished()
}
[pl::movebot2::CbAttachObject
[> CbAttachObject()
+ ~CbAttachObject()
+ onEntry()
+ onExit()
}
+targetObjectName_