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

int64_t

SharedPtr

SharedPtr

#nh_ #currentState_ #currentStateInfo_ #status_msg_ #orthogonals_ #longLivedSignalConnections_ #stateMachineInfo_ -eventQueueMutex_ -m_mutex_ -stateMachineCurrentAction -stateCallbackConnections -globalData_ -transitionLogHistory_ -runMode_ -stateSeqCounter_ -timer_

#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()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()

mutex

vector< std::shared _ptr< smacc2::ISmaccClient > >

vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >

vector< smacc2::ISmaccUpdatable * >

vector< std::vector < smacc2::ISmaccUpdatable * > >

SmaccFifoScheduler *

atomic< int64_t >

double

atomic< bool >

processor_handle

thread

ExecutionModel

-mutex_ #clients_ -clientBehaviors_ -updatableClients_ -stateMachine_ -signalDetector_ -smaccStateMachine_ -updatableStateElements_ -scheduler_ -lastState_ -loop_rate_hz -end_ -initialized_ -processorHandle_ -signalDetectorThread_ -executionModel_

-statusPub_

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 > >

-stateMachine_

smacc2::SignalDetector

+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()

#components_ -orthogonal_

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()