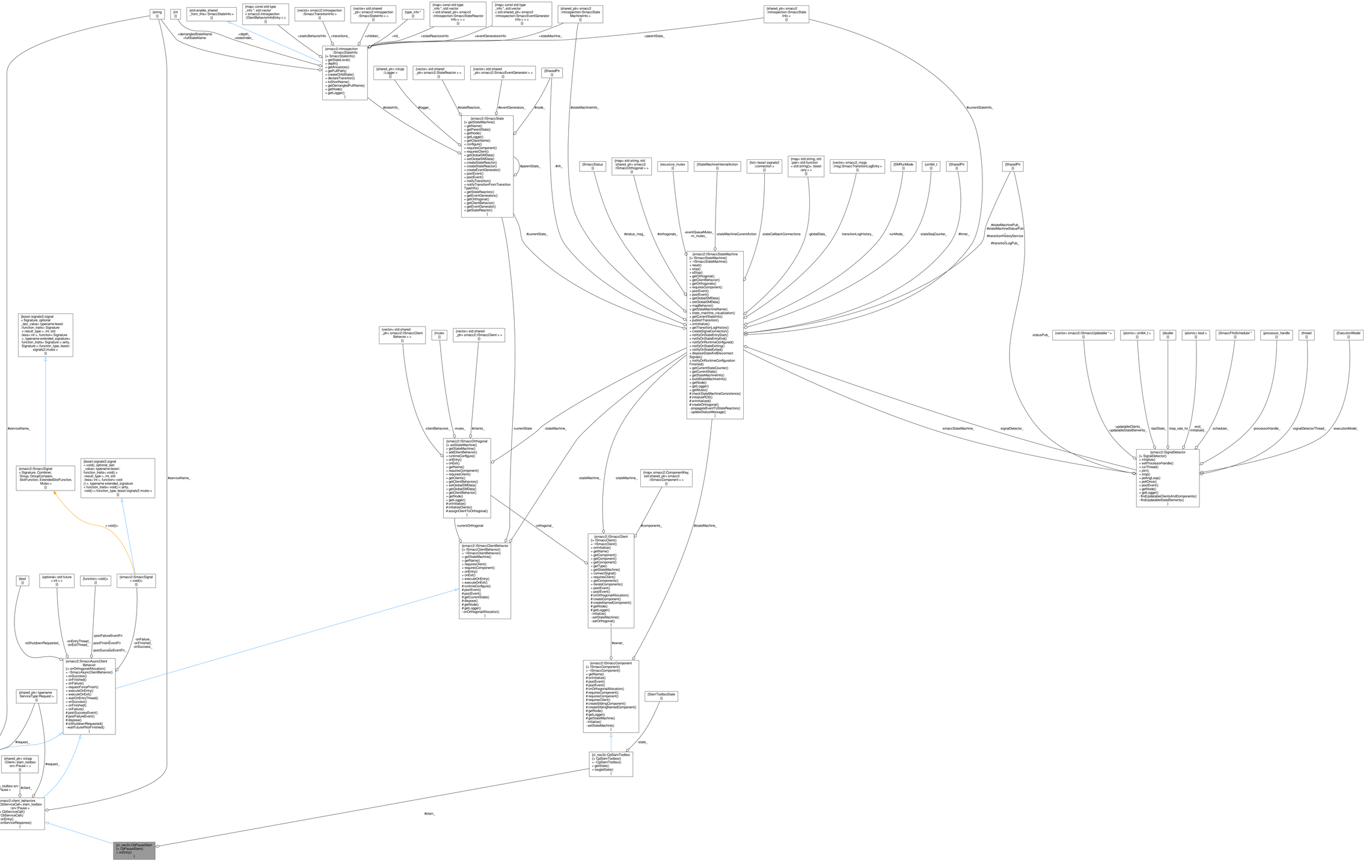
[string]]
[int]]
[std::enable_shared _from_this< SmaccStateInfo>]]
[map< const std::type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > >]]
[vector< smacc2::introspection ::SmaccTransitionInfo >]]
[vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >]]
[type_info *]]
[map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info> > >]]
[map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info> > >]]
[shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >]]
[shared_ptr< smacc2 ::introspection::SmaccState Info >]]
+demangledStateName
+fullStateName
+depth_
+stateIndex_
+staticBehaviorInfo
+transitions_
+children_
+id_
+stateReactorsInfo
+eventGeneratorsInfo
+stateMachine_
+parentState_
[smacc2::introspection ::SmaccStateInfo]- SmaccStateInfo() + getLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() + getNode() + getLogger()]
[shared_ptr< rclcpp ::Logger >]]
[vector< std::shared _ptr< smacc2::StateReactor > >]]
[vector< std::shared _ptr< smacc2::SmaccEventGenerator > >]]
[SharedPtr]]
#stateInfo_
#logger_
#stateReactors_
#eventGenerators_
#node_
#stateMachineInfo_
#currentStateInfo_
[smacc2::ISmaccState]+ getStateMachine() + getName() + getParentState() + getNode() + getLogger() + getClassName() + getClass() + requiresComponent() + requiresClient() + getGlobalSMData() + setGlobalSMData() + createStateReactor() + createStateReactor() + createEventGenerator() + postEvent() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getStateReactors() + getEventGenerators() + getOrthogonals() + getOrthogonal() + getEventGenerator() + getStateReactor()]
#parentState_
#hh_
#currentState_
[SmaccStatus]]
[map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >]]
[recursive_mutex]]
[StateMachineInternalAction]]
[list< boost::signals2 ::connection >]]
[map< std::string, std ::pair< std::function < std::string()>, boost ::any > >]]
[vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >]]
[SMRunMode]]
[uint64_t]]
[SharedPtr]]
[SharedPtr]]
#status_msg_
#orthogonals_
#eventQueueMutex_
#m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[smacc2::ISmaccStateMachine]+ ISmaccStateMachine() + ~ISmaccStateMachine() + reset() + stop() + eStop() + getOrthogonal() + getClientBehavior() + getOrthogonals() + getClientComponent() + postEvent() + postEvent() + getGlobalSMData() + setGlobalSMData() + mapBehavior() + getStateMachineName() + stateMachine_visualization() + getCurrentStateInfo() + globalTransition() + onInitialize() + getTransitionLogHistory() + createSignalConnection() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExitStart() + notifyOnStateExitEnd() + disposeStateAndDisconnect Signals() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getStateMap() + getStateMachineInfo() + buildStateMachineInfo() + getNode() + getLogger() + getMutex() # checkStateMachineConsistence() # initializeRCSI() # initialize() # createOrthogonal() - propagateEventToStateReactors() - updateStatusMessage()]
[vector< std::shared _ptr< smacc2::ISmaccClient Behavior > >]]
[mutex]]
[vector< std::shared _ptr< smacc2::ISmaccClient > >]]
-clientBehaviors_
-mutex_
#clients_
-currentState
-stateMachine_
-smaccStateMachine_
-signalDetector_
[smacc2::ISmaccOrthogonal]+ setStateMachine() + getStateBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponents() + requiresClients() + getClients() + getClientBehaviors() + getGlobalSMData() + setGlobalSMData() + getClientBehavior() + getNode() + getLogger() # onInitialize() # initializeClients() # assignClientToOrthogonal()]
-currentOrthogonal
-orthogonal_
-stateMachine_
-stateMachine_
[map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >]]
#components_
#stateMachine_
[smacc2::ISmaccClientBehavior]+ ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + onEntry() + requiresClient() + requiresComponent() + onEntry() + onExit() + executeOnEntry() + executeOnExit() + getClientBehavior() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() - onOrthogonalAllocation()]
[smacc2::ISmaccClient]+ ISmaccClient() + ~ISmaccClient() + onInitialize() + getName() + getComponent() + getComponent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClients() + getComponents() + iterateComponents() + postEvent() + postEvent() # onOrthogonalAllocation() # createComponent() # createSmaccComponent() # getNode() # getLogger() - initialize() - setStateMachine() - setOrthogonal()]
#owner_
[smacc2::ISmaccComponent]+ ISmaccComponent() + ~ISmaccComponent() + getName() # onInitialize() # postEvent() # postEvent() # onOrthogonalAllocation() # requiresComponent() # requiresComponent() # requiresClient() # getOtherSmaccComponent() # createSiblingNamedComponent() # getNode() # getLogger() # getStateMachine() - initialize() - setStateMachine()]
[SlamToolboxState]]
-state_
[cl_nav2z::CpSlamToolbox]+ CpSlamToolbox() + ~CpSlamToolbox() + getState() + toggleState()]
#slam_
[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: :signals::mutex >]]
#serviceName_
[smacc2::SmaccSignal < Signature, Combiner, Group, GroupCompare, 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 >]]
#serviceName_
< void()>
[bool]]
[optional< std::future < int > >]]
[function< void()>]]
[smacc2::SmaccSignal < void()>]]
-isShutdownRequested_
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_
-onFinished_
-onSuccess_
[smacc2::SmaccAsyncClient Behavior]+ onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() + waitUntilForceFinish() + executeOnEntry() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() # isShutdownRequested() - waitFutureIfNotFinished()]
[shared_ptr< typename ServiceType::Response >]]
[milliseconds]]
[SharedFuture]]
[shared_ptr< rclcpp ::Client< ServiceType > >]]
[shared_ptr< typename ServiceType::Request >]]
+result_
+pollRate_
+resultFuture_
+client_
#request_
[smacc2::client_behaviors ::CbServiceCall< ServiceType >]+ CbServiceCall() + ~CbServiceCall() + onEntry() # onServiceResponse()]
+result_
[SharedFuture]]
+pollRate_
[shared_ptr< rclcpp ::Client< slam_toolbox ::srv::Pause > >]]
#request_
+resultFuture_
< slam_toolbox::srv ::Pause >
#client_
[smacc2::client_behaviors ::CbServiceCall< slam_toolbox ::srv::Pause >]+ CbServiceCall() + ~CbServiceCall() + onEntry() # onServiceResponse()]
[cl_nav2z::CbPauseSlam]+ CbPauseSlam() + onEntry()]
#slam_
-statusPub_
[vector< smacc2::ISmaccUpdatable* >]]
[atomic< uint64_t >]]
[double]]
[atomic< bool >]]
[SmaccFifoScheduler*]]
[processor_handle]]
[thread]]
[ISmaccRosNodeThread]]
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz_
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::SignalDetector]+ SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + pollOnce() + getNode() + getNode() + getLogger() - findUpdatableClientsAndComponents() - findUpdatableStateElements()]