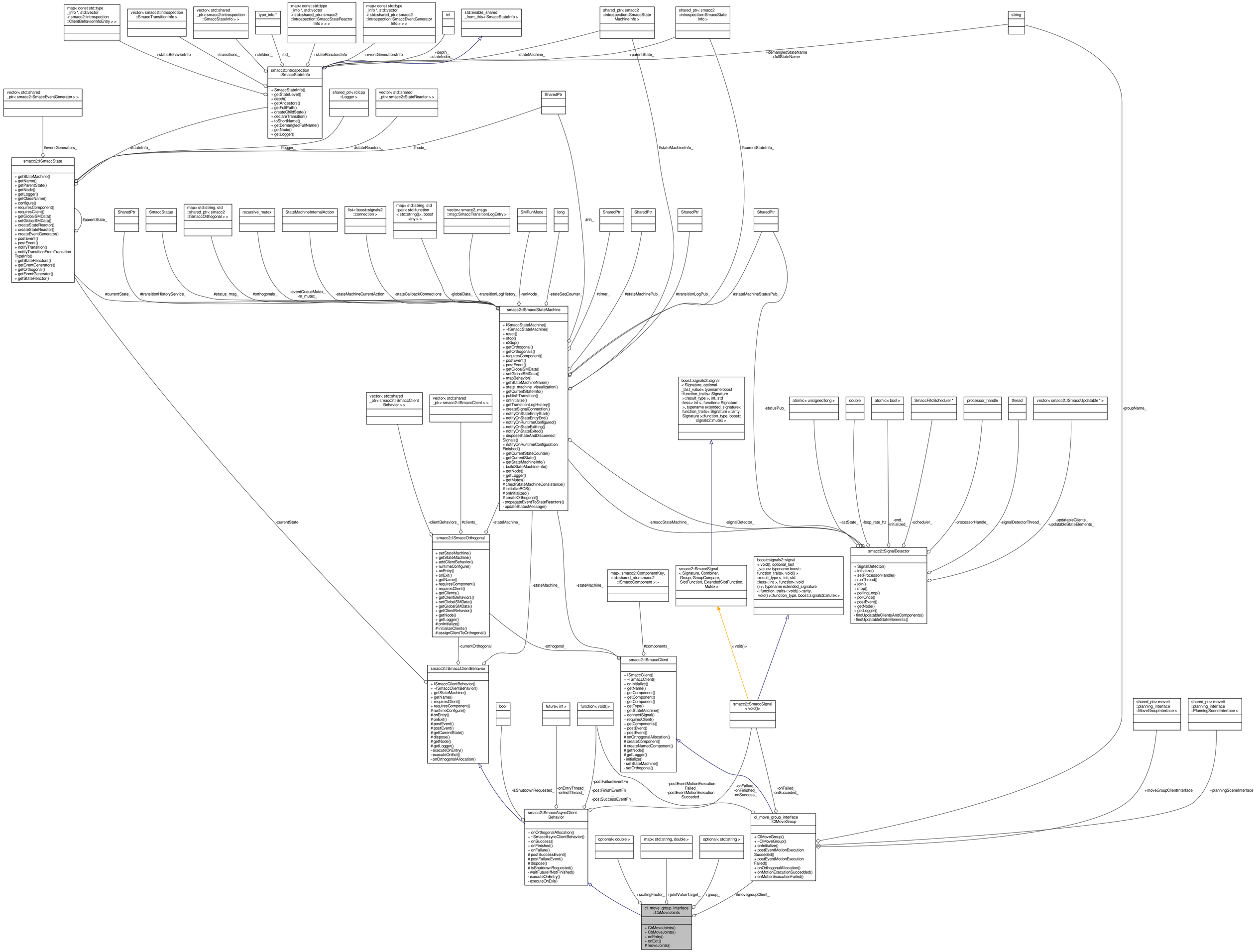
map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >
vector< smacc2::introspection::SmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >
type_info *
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >
int
std::enable_shared_from_this< SmaccStateInfo >
shared_ptr< smacc2::introspection::SmaccStateMachineInfo >
shared_ptr< smacc2::introspection::SmaccStateInfo >
string
+staticBehaviorInfo
+transitions_
+children_
+id_
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+stateMachine_
+parentState_
+demangledStateName
+fullStateName
smacc2::introspection::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
shared_ptr< rclcpp::Logger >
vector< std::shared_ptr< smacc2::StateReactor > >
SharedPtr
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
#node_
#stateMachineInfo_
#currentStateInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
SharedPtr
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
long
#currentState_
#transitionHistoryService_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#hh_
#timer_
#stateMachinePub_
#transitionLogPub_
#stateMachineStatusPub_
smacc2::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ disposeStateAndDisconnectSignals()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::shared_ptr< smacc2::ISmaccClientBehavior > >
vector< std::shared_ptr< smacc2::ISmaccClient > >
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 > >
-statusPub_
atomic< unsigned long >
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
vector< smacc2::ISmaccUpdatable * >
-groupName_
-currentState
-clientBehaviors_
#clients_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-lastState_
-loop_rate_hz
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
map< smacc2::ComponentKey, std::shared_ptr< smacc2::ISmaccComponent > >
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 >
-currentOrthogonal
-orthogonal_
-stateMachine_
#components_
< void()>
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::SmaccSignal< void()>
bool
future< int >
function< void()>
-isShutdownRequested_
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-postEventMotionExecutionFailed_
-postEventMotionExecutionSucceeded_
-onFailure_
-onFinished_
-onSuccess_
-onFailed_
-onSucceded_
shared_ptr< moveit::planning_interface::MoveGroupInterface >
shared_ptr< moveit::planning_interface::PlanningSceneInterface >
+moveGroupClientInterface
+planningSceneInterface
smacc2::SmaccAsyncClientBehavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
- executeOnEntry()
- executeOnExit()
cl_move_group_interface::ClMoveGroup
+ ClMoveGroup()
+ ~ClMoveGroup()
+ onInitialize()
+ postEventMotionExecutionSucceded()
+ postEventMotionExecutionFailed()
+ onOrthogonalAllocation()
+ onMotionExecutionSucceeded()
+ onMotionExecutionFailed()
optional< double >
map< std::string, double >
optional< std::string >
+scalingFactor_
+jointValueTarget_
+group_
#moveGroupClient_
cl_move_group_interface::ClMoveJoints
+ ClMoveJoints()
+ ClMoveJoints()
+ onEntry()
+ onExit()
# moveJoints()