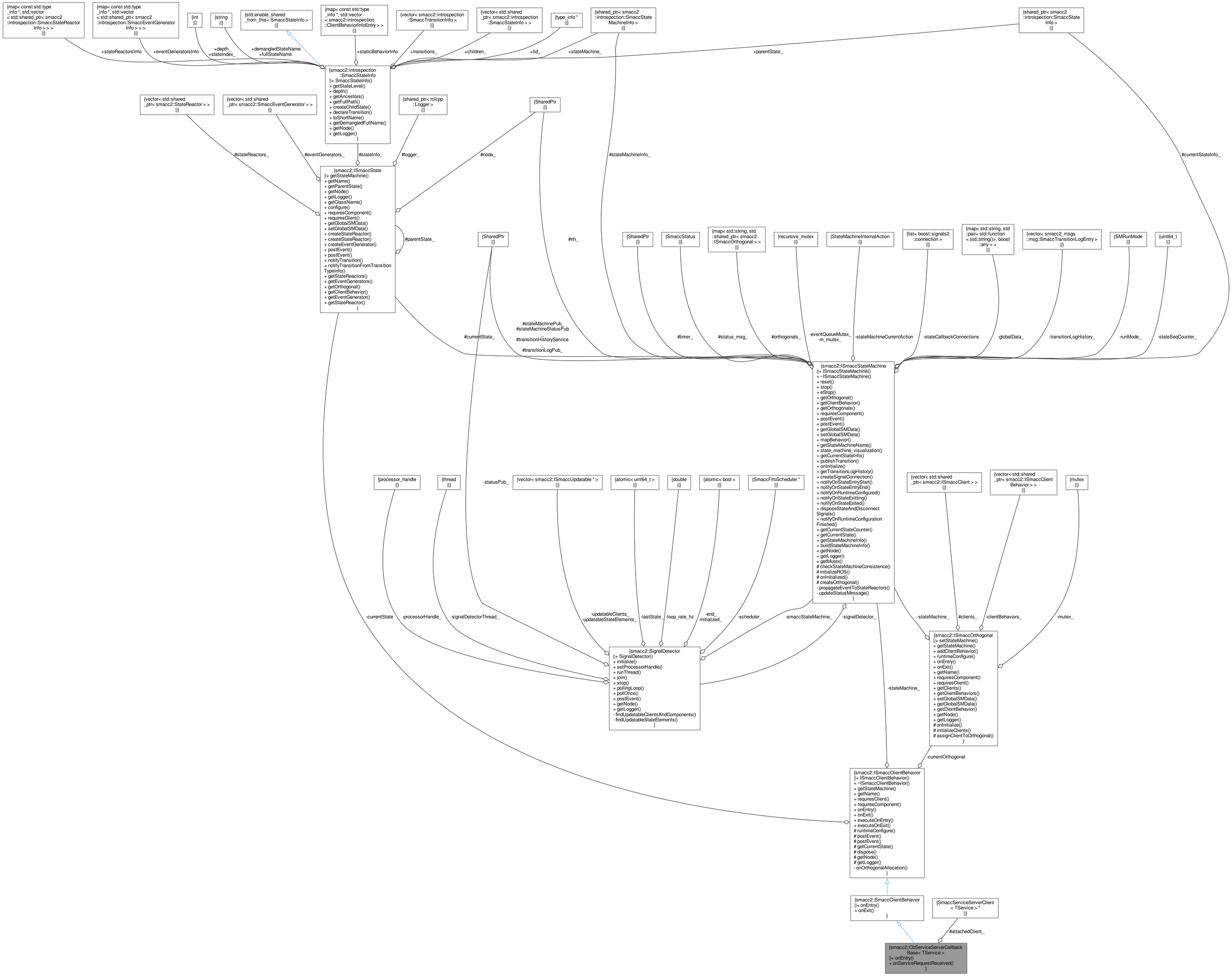
{map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info > > > }
{map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > > }
{int }
{string }
{std::enable_shared _from_this< SmaccStateInfo > }
{map< const std::type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > > }
{vector< smacc2::introspection ::SmaccTransitionInfo > }
{vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > > }
{type_info * }
{shared_ptr< smacc2 ::introspection::SmaccState MachineInfo > }
{shared_ptr< smacc2 ::introspection::SmaccState Info > }
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+staticBehaviorInfo
+transitions_
+children_
+tid_
+stateMachine_
+parentState_
{smacc2::introspection ::SmaccStateInfo }
|+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
{vector< std::shared _ptr< smacc2::StateReactor > > }
{vector< std::shared _ptr< smacc2::SmaccEventGenerator > > }
{shared_ptr< rclcpp ::Logger > }
{SharedPtr }
#stateReactors_
#eventGenerators_
#stateInfo_
#logger_
#node_
#stateMachineInfo_
#currentStateInfo_
{smacc2::ISmaccState }
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
#parentState_
{SharedPtr }
#nh_
{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 }
{uint64_t }
#currentState_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
#timer_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
{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()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ disposeStateAndDisconnect Signals()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
}
{processor_handle }
{thread }
-statusPub_
{vector< smacc2::ISmaccUpdatable * > }
{atomic< uint64_t > }
{double }
{atomic< bool > }
{SmaccFifoScheduler * }
{vector< std::shared _ptr< smacc2::ISmaccClient > > }
{vector< std::shared _ptr< smacc2::ISmaccClient Behavior > > }
{mutex }
-currentState
-processorHandle_
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-smaccStateMachine_
-signalDetector_
-stateMachine_
#clients_
-clientBehaviors_
-mutex_
{smacc2::SignalDetector }
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
-stateMachine_
{smacc2::ISmaccOrthogonal }
|+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}
-currentOrthogonal
{smacc2::ISmaccClientBehavior }
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
{smacc2::SmaccClientBehavior }
|+ onEntry()
+ onExit()
}
{SmaccServiceServerClient < TService > * }
#attachedClient_
{smacc2::CbServiceServerCallback Base< TService > }
|+ onEntry()
+ onServiceRequestReceived()
}