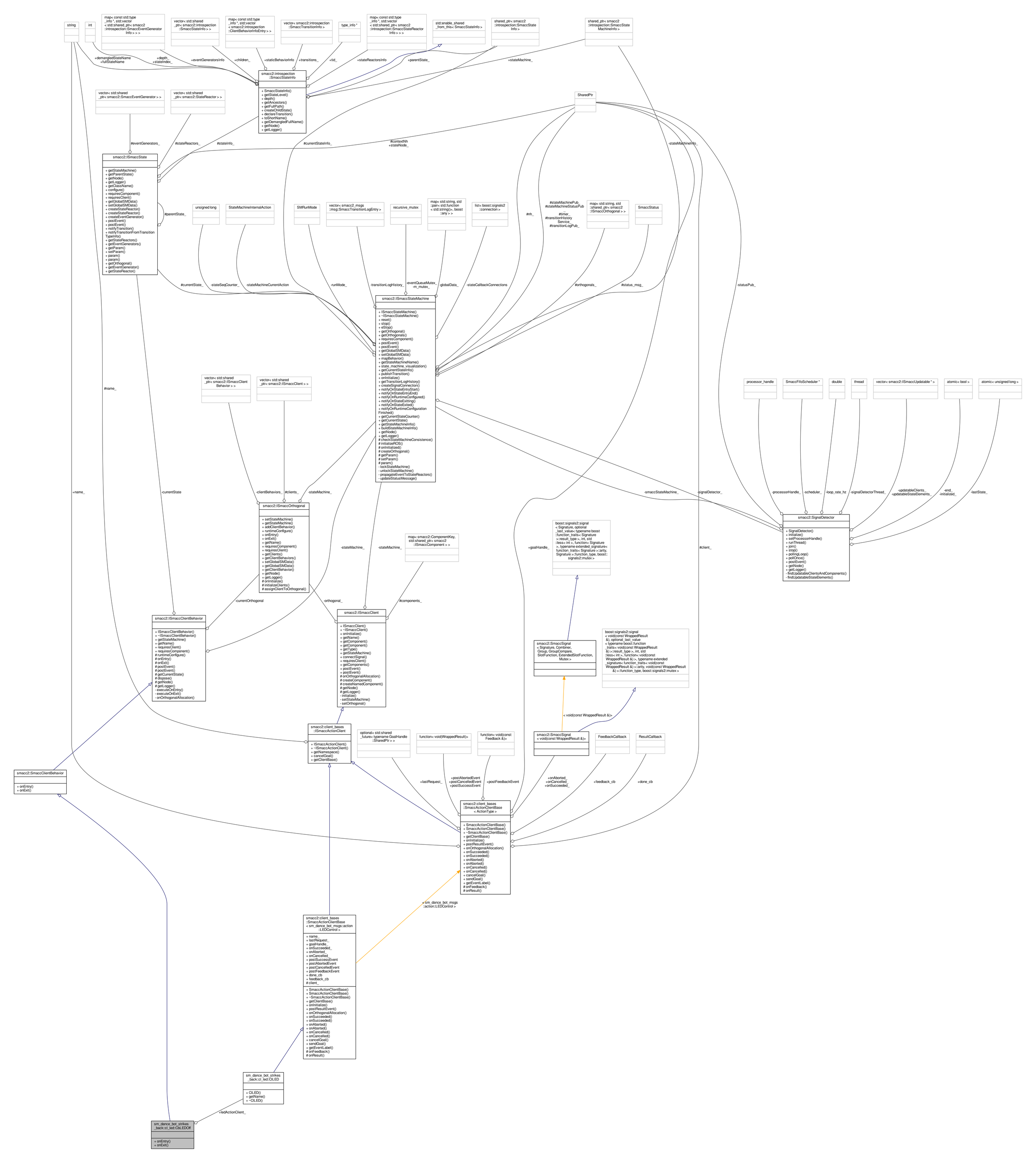
string
int
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccEventGenerator
Info > > >
vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
map< const std::type
_info *, std::vector
< smacc2::introspection
::ClientBehaviorInfoEntry > >
vector< smacc2::introspection
::SmaccTransitionInfo >
type_info *
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccStateReactor
Info > > >
std::enable_shared
_from_this< SmaccStateInfo >
shared_ptr< smacc2
::introspection::SmaccState
Info >
shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
+demangledStateName
+fullStateName
+depth_
+stateIndex_
+eventGeneratorsInfo
+children_
+staticBehaviorInfo
+transitions_
+tid_
+stateReactorsInfo
+parentState_
+stateMachine_
smacc2::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared
_ptr< smacc2::SmaccEventGenerator > >
vector< std::shared
_ptr< smacc2::StateReactor > >
SharedPtr
#eventGenerators_
#stateReactors_
#stateInfo_
#currentStateInfo_
#contextNh
+stateNode_
-stateMachineInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getParam()
+ setParam()
+ param()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
unsigned long
StateMachineInternalAction
SMRunMode
vector< smacc2_msgs
::msg::SmaccTransitionLogEntry >
recursive_mutex
map< std::string, std
::pair< std::function
< std::string()>, boost
::any > >
list< boost::signals2
::connection >
#nh_
#stateMachinePub_
#stateMachineStatusPub
_
#ttimer_
#transitionHistory
Service_
#transitionLogPub_
map< std::string, std
::shared_ptr< smacc2
::ISmaccOrthogonal > >
SmaccStatus
#currentState_
-stateSeqCounter_
-stateMachineCurrentAction
-runMode_
-transitionLogHistory_
-eventQueueMutex_
-m_mutex_
-globalData_
-stateCallbackConnections
#orthogonals_
#status_msg_
-statusPub_
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()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
processor_handle
SmaccFifoScheduler *
double
thread
vector< smacc2::ISmaccUpdatable * >
atomic< bool >
atomic< unsigned long >
#name_
vector< std::shared
_ptr< smacc2::ISmaccClient
Behavior > >
vector< std::shared
_ptr< smacc2::ISmaccClient > >
+name_
-currentState
-clientBehaviors_
#clients_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-scheduler_
-loop_rate_hz
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-end_
-initialized_
-lastState_
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()
-stateMachine_
-stateMachine_
map< smacc2::ComponentKey,
std::shared_ptr< smacc2
::ISmaccComponent > >
#client_
-currentOrthogonal
-orthogonal_
#components_
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()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
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 >
+goalHandle_
smacc2::SmaccSignal
< Signature, Combiner,
Group, GroupCompare,
SlotFunction, ExtendedSlotFunction,
Mutex >
boost::signals2::signal
< void(const WrappedResult
&), optional_last_value
< typename boost::function
_traits< void(const WrappedResult
&) >::result_type >, int, std
::less< int >, function< void(const
WrappedResult &) >, typename extended
_signature< function_traits< void(const
WrappedResult &) >::arity, void(const WrappedResult
&) >::function_type, boost::signals2::mutex >
< void(const WrappedResult &)>
smacc2::SmaccSignal
< void(const WrappedResult &)>
FeedbackCallback
ResultCallback
smacc2::client_bases
::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getClientBase()
optional< std::shared
_future< typename GoalHandle
::SharedPtr > >
function< void(WrappedResult)>
function< void(const
Feedback &)>
+lastRequest_
+postAbortedEvent
+postCancelledEvent
+postSuccessEvent
+postFeedbackEvent
+onAborted_
+onCancelled_
+onSucceeded_
+feedback_cb
+done_cb
smacc2::client_bases
::SmaccActionClientBase
< ActionType >
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
smacc2::SmaccClientBehavior
+ onEntry()
+ onExit()
< sm_dance_bot_msgs
::action::LEDControl >
smacc2::client_bases
::SmaccActionClientBase
< sm_dance_bot_msgs::action
::LEDControl >
+ name_
+ lastRequest_
+ goalHandle_
+ onSucceeded_
+ onAborted_
+ onCancelled_
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
+ feedback_cb
# client_
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
sm_dance_bot_strikes
_back::cl_led::ClLED
+ ClLED()
+ getName()
+ ~ClLED()
+ledActionClient_
sm_dance_bot_strikes
_back::cl_led::CbLEDOff
+ onEntry()
+ onExit()