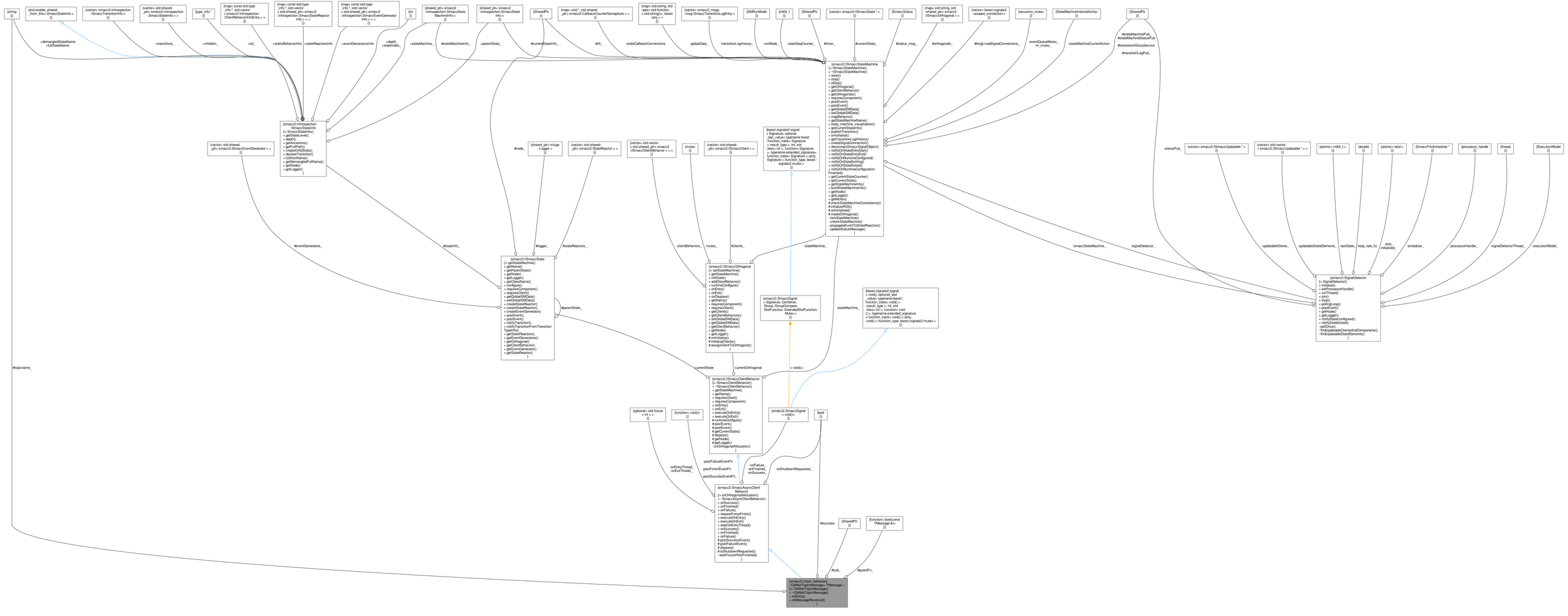
[std::string]
[std::enable_shared _from_this< SmaccStateInfo >]
[vector< smacc2::introspection ::SmaccTransitionInfo >]
[vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >]
[type_info *]
[map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccClientBehaviorInfoEntry > >]
[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]
[shared_ptr< smacc2: :introspection: :SmaccState MachineInfo >]
[shared_ptr< smacc2 ::introspection::SmaccState Info >]
[SharedPtr]
[map< void * , std::shared _ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std ::pair< std::function < std::string()>, boost ::any > >]
[vector< smacc2::_msgs ::msg::SmaccTransitionLogEntry>]
[SMFRunMode]
[int64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >]
[vector< boost::signals2 ::scoped_connection >]
[recursive_mutex]
[StateMachineInternalAction]
[SharedPtr]
=demangledStateName
=IsStateName
+transitions_
+children_
+id_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
=depth
=stateIndex_
+stateMachine_
#stateMachineInfo_
+parentState_
#currentStateInfo_
#rh_
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
#stateMachinePub
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[smacc2::ISmaccStateMachine
[= ISmaccStateMachine]
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ editop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ createSignalSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getRoot()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfos()
+ getNode()
+ getLogger()
+ getMutex()
+ getAllOrthogonalMachineConsistence()
# onInitialize()
# initializeROS()
# eminitialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagatedEventToStateReactors()
- updateStatusMessage()
]
[smacc2::introspection ::SmaccStateInfo
[= SmaccStateInfo]
+ getStateLevel()
+ depth()
+ getAncestors()
+ getChildren()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
]
[vector< std::shared _ptr< smacc2::SmaccEventGenerator > >]
#node_
[shared_ptr< rclcpp ::Logger >]
[vector< std::shared _ptr< smacc2::StateReactor > >]
[vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >]
[mutex]
[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 >
]
[shared_ptr< smacc2 ::ISmaccStateReactorHandle >
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
#parentState_
-clientBehaviors_
-mutex_
#clients_
-stateMachine_
[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()
]
[smacc2::ISmaccOrthogonal
[= getStateMachine()]
+ getStateMachine()
+ initiState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ getGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
]
[smacc2::SmaccSignal
< Signature, optional
Group, SlotCounter,
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 >
]
[vector< boost::signals2 ::scoped_connection >]
[vector< std::shared _ptr< smacc2::ISmaccUpdatable * >]
[vector< std::vector < smacc2::ISmaccUpdatable * > >]
[atomic< int64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
statusPub_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-smaccStateMachine_
-signalDetector_
[smacc2::SignalDetector
[= SignalDetector()]
+ initialize()
+ setProcessorHandle()
+ setThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvents()
+ getNode()
+ getLogger()
+ notifyOnStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
]
#topicname_
-currentState
-currentOrthogonal
[smacc2::ISmaccClientBehavior
[= ISmaccClientBehavior()]
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onConfigure()
+ onEntry()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# onDeallocate()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]
[optional< std::future
< int > >
]
[function< void()>
]
[smacc2::SmaccSignal
< void()>
]
[bool
]
< void()>
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onEntryThread_
-onExitThread_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClient
Behavior
[= onOrthogonalAllocation()]
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
- onSuccess()
- onFinished()
- onFailure()
postSuccessEvent()
postFailureEvent()
dispose()
waitShutdownRequested()
waitFutureIsReFinished()
]
#success
[SharedPtr]
[function< bool(const
TMessage &)>
]
#sub_
#guardFn_
[smacc2::client_behavior
CbWaitTopicMessage< TMessage >
[= CbWaitTopicMessage()]
+ ~CbWaitTopicMessage()
+ onEntry()
+ onMessageReceived()
]