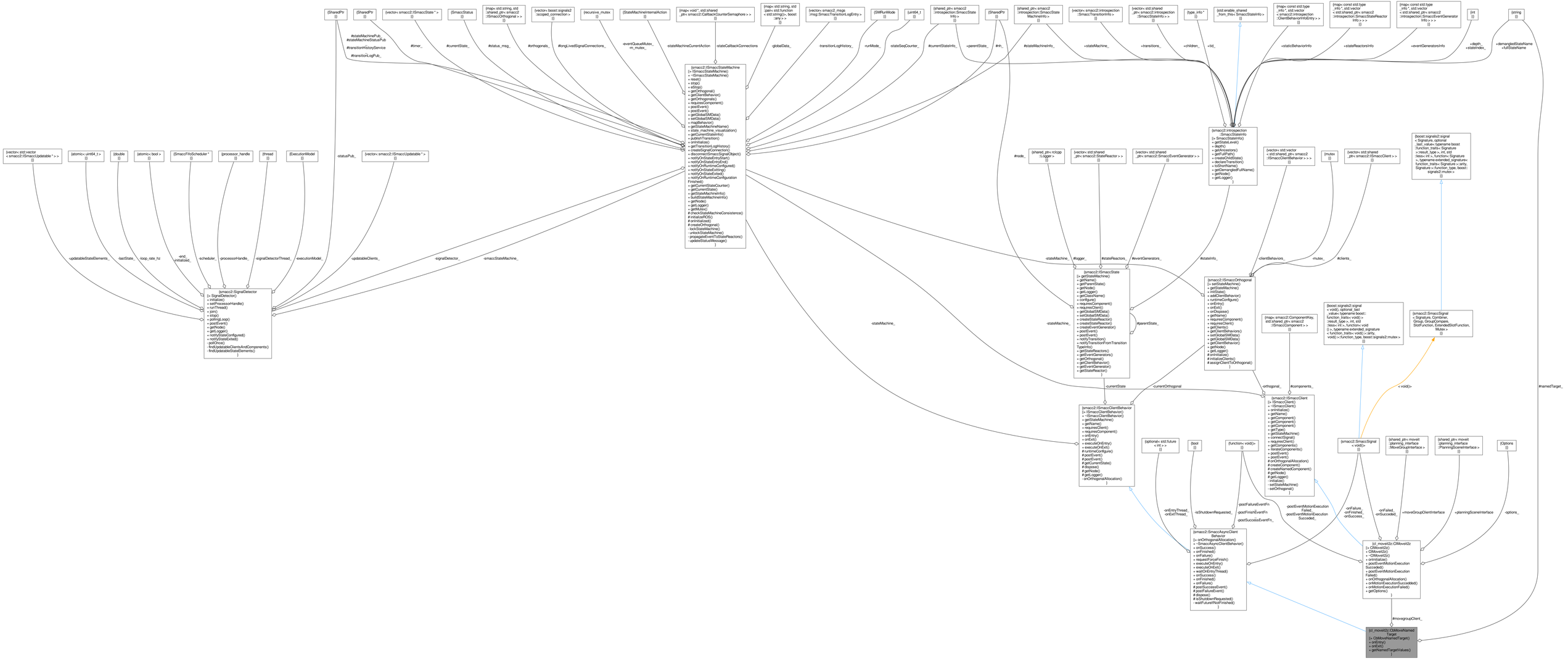
[SharedPtr]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[vector< boost::signals2::scoped_connection >]
[recursive_mutex]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any > >]
[vector< smacc2_msgs::msg::SmaccTransitionLogEntry >]
[SMRunMode]
[uint64_t]
[shared_ptr< smacc2::introspection::SmaccState Info >]
[SharedPtr]
[shared_ptr< smacc2::introspection::SmaccState MachineInfo >]
[vector< smacc2::introspection::ISmaccTransitionInfo >]
[vector< std::shared_ptr< smacc2::ISmaccStateInfo > >]
[type_info *]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::ClientBehaviorInfoEntry > >]
[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]
[string]
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService_
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
#eventQueueMutex_
m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#currentStateInfo_
#parentState_
#inh_
#stateMachineInfo_
+stateMachine_
+transitions_
+children_
+id_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
[smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonalBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ getCurrentTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}]
[vector< std::vector < smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
[vector< smacc2::ISmaccUpdatable * >]
-statusPub_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-signalDetector_
-smaccStateMachine_
[smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ spinOnce()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}]
#mode_
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::StateReactor > >]
[vector< std::shared_ptr< smacc2::SmaccEventGenerator > >]
[smacc2::introspection::SmaccStateInfo
|+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}]
[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=typeSafeSignature, type_boost::
signals2::mutex >
-stateMachine_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
-clientBehaviors_
-mutex_
#clients_
[smacc2::ISmaccState
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ get_logger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateReactors()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}]
-stateMachine_
#parentState_
[smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ getOrthogonalComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}]
[map< smacc2::ComponentKey, std::shared_ptr< smacc2::ISmaccComponent > >]
[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 >
]
[smacc2::ISmaccSignal
< Signature, Combiner,
Group, GroupCompare,
SlotFunction, ExtendedSlotFunction,
Mutex >
]
-currentState
-currentOrthogonal
-orthogonal_
#components_
< void()>
#namedTarget_
[smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}]
[smacc2::ISmaccClient
|+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ requiresComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
}]
[optional< std::future
< int > >]
[bool]
[function< void()>]
[smacc2::SmaccSignal
< void()>]
[shared_ptr< moveit
::planning_interface
::MoveGroupInterface >]
[shared_ptr< moveit
::planning_interface
::PlanningSceneInterface >]
[Options]
-onEntryThread_
-onExitThread_
-isShutdownRequested_
-postFailureEventFn_
-postFinishEventFn_
-postSuccessEventFn_
-postEventMotionExecution Failed_
-postEventMotionExecution Succeded_
-onFailure_
-onFinished_
-onSuccess_
-onFailed_
-onSucceded_
+moveGroupClientInterface
+planningSceneInterface
-options_
[smacc2::SmaccAsyncClient
Behavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
+ postSuccessEvent()
+ postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
}]
[cl_moveit2z::ClMoveit2z
|+ ClMoveit2z()
+ ~ClMoveit2z()
+ ClMoveit2z()
+ onInitialize()
+ postEventMotionExecution Succeded()
+ postEventMotionExecution Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSucceded()
+ onMotionExecutionFailed()
+ getOptions()
}]
#movegroupClient_
[cl_moveit2z::ClMoveNamed Target
|+ ClMoveNamedTarget()
+ onEntry()
+ onExit()
+ getNamedTargetValues()
}]