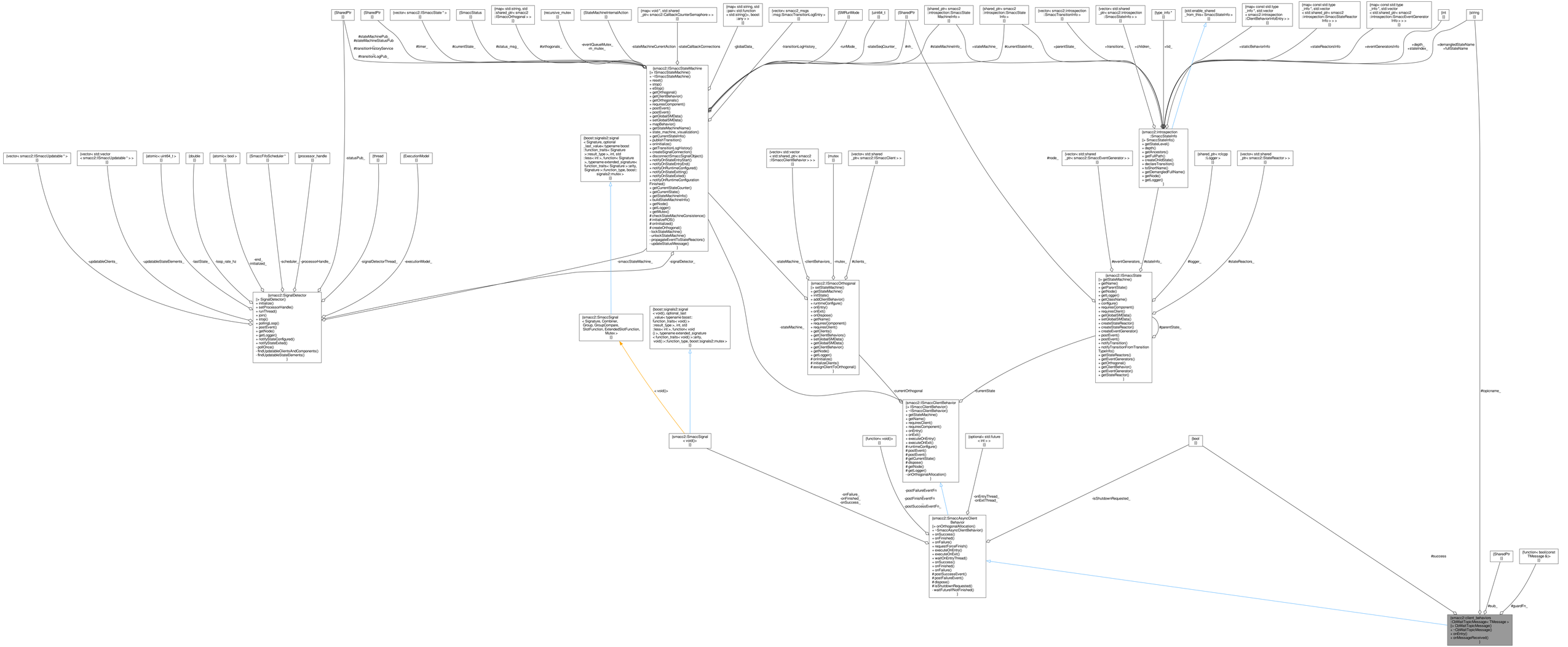
[SharedPtr ]]
[SharedPtr ]]
[vector< smacc2::ISmaccState * > ]]
[SmaccStatus ]]
[map< std:string, std :shared_ptr< smacc2 ::ISmaccOrthogonal > > ]]
[recursive_mutex ]]
[StateMachineInternalAction ]]
[map< void *, std::shared _ptr< smacc2::CallbackCounterSemaphore > > ]]
[map< std:string, std :pair< std::function < std:string()>, boost ::any > > ]]
[vector< smacc2_msgs ::msg::SmaccTransitionLogEntry > ]]
[SMRunMode ]]
[uint64_t ]]
[SharedPtr ]]
[shared_ptr< smacc2 ::introspection::SmaccState MachineInfo > ]]
[shared_ptr< smacc2 ::introspection::SmaccState Info > ]]
[vector< smacc2::introspection ::SmaccTransitionInfo > ]]
[vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > > ]]
[type_info * ]]
[std::enable_shared _from_this< SmaccStateInfo > ]]
[map< const std:type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > > ]]
[map< const std:type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::ISmaccStateReactor Info > > > ]]
[map< const std:type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::ISmaccEventGenerator Info > > > ]]
[int ]]
[string ]]
#stateMachinePub, #stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_ -rh_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#rh_
#stateMachineInfo_
+stateMachine_
#currentStateInfo_
+parentState_
+transitions_
+children_
+Id_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_, +stateIndex_
+demangledStateName +fullStateName
[smacc2::ISmaccStateMachine
[|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ getGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitStart()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# initialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]]
[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 > ]]
[vector< smacc2::ISmaccUpdatable * > ]]
[vector< std::vector < smacc2::ISmaccUpdatable * > > ]]
[atomic< uint64_t > ]]
[double ]]
[atomic< bool > ]]
[ISmaccFifoScheduler * ]]
[processor_handle ]]
-statusPub_
[thread ]]
[ExecutionModel ]]
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_ -initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-smaccStateMachine_
-signalDetector_
[smacc2::SignalDetector
[|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ getNodeHandle()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
]]
[vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > > ]]
[mutex ]]
[vector< std::shared _ptr< smacc2::ISmaccClient > > ]]
-stateMachine_
-clientBehaviors_
-mutex_
-#clients_
[smacc2::ISmaccOrthogonal
[+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
]]
#node_
[vector< std::shared _ptr< smacc2::ISmaccEventGenerator > > ]]
[shared_ptr< rclcpp ::Logger > ]]
[vector< std::shared _ptr< smacc2::ISmaccReactor > > ]]
[smacc2::introspection ::SmaccStateInfo
[|+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNetworkID()
+ getLogger()
]]
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
[smacc2::ISmaccState
[|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ destroyStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
]]
#parentState_
[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::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex > ]]
< void()>
[smacc2::SmaccSignal < void()> ]]
-currentOrthogonal
-currentState
[smacc2::ISmaccClientBehavior
[+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]]
[function< void()> ]]
[optional< std::future < int > > ]]
[bool ]]
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_ -onFinished_ -onSuccess_
-onEntryThread_ -onExitThread_
-isShutdownRequested_
[smacc2::SmaccAsyncClient Behavior
[+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
]]
#topicname_
#success
[SharedPtr ]]
[function< bool(const TMessage &)> ]]
#sub_
#guardFn_
[smacc2::client_behaviors ::ZkWaitTopicMessage< TMessage > [|+ ZkWaitTopicMessage()
+ ~ZkWaitTopicMessage()
+ onEntry()
+ onMessageReceived()
]]