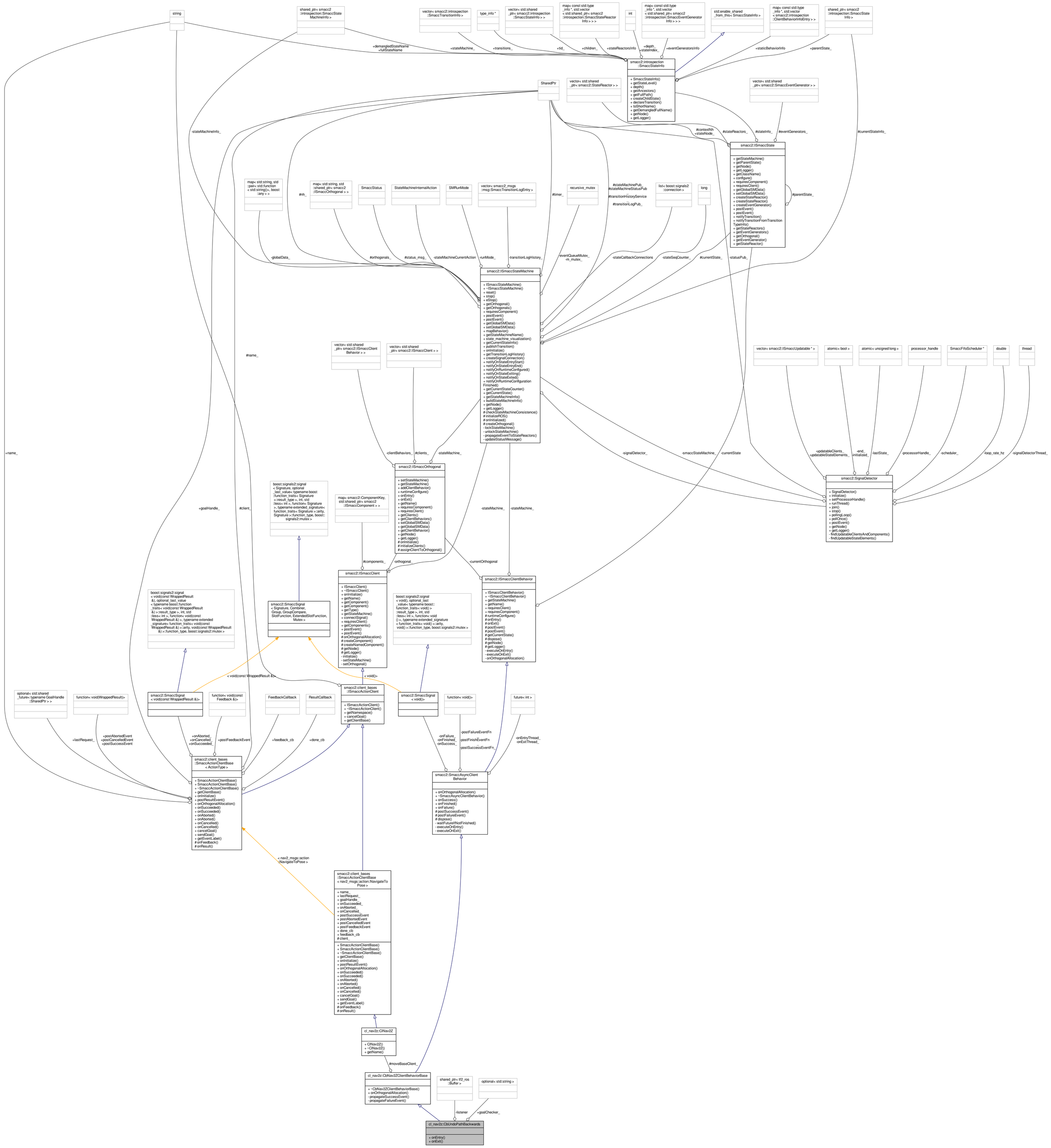
string
shared_ptr< smacc2::introspection::SmaccStateMachineInfo >
vector< smacc2::introspection::SmaccTransitionInfo >
type_info *
vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
int
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >
shared_ptr< smacc2::introspection::SmaccStateInfo >
+demangledStateName
+fullStateName
+stateMachine_
+transitions_
+tid_
+children_
+stateReactorsInfo
+depth_
+stateIndex_
+eventGeneratorsInfo
+staticBehaviorInfo
+parentState_
smacc2::introspection::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
SharedPtr
vector< std::shared_ptr< smacc2::StateReactor > >
vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
-stateMachineInfo_
#contextNh
+stateNode_
#stateReactors_
#stateInfo_
#eventGenerators_
#currentStateInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
map< std::string, std::pair< std::function< std::string()>, boost::any > >
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
#nh_
SmaccStatus
StateMachineInternalAction
SMRunMode
vector< smacc2_msgs::msg::SmaccTransitionLogEntry >
#timer_
recursive_mutex
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
list< boost::signals2::connection >
long
-globalData_
#orthogonals_
#status_msg_
-stateMachineCurrentAction
-runMode_
-transitionLogHistory_
-eventQueueMutex_
-m_mutex_
-stateCallbackConnections
-stateSeqCounter_
#currentState_
-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()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
#name_
vector< std::shared_ptr< smacc2::ISmaccClientBehavior > >
vector< std::shared_ptr< smacc2::ISmaccClient > >
vector< smacc2::ISmaccUpdatable * >
atomic< bool >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
thread
+name_
-clientBehaviors_
#clients_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-currentState
-updatableClients_
-updatableStateElements_
-end_
-initialized_
-lastState_
-processorHandle_
-scheduler_
-loop_rate_hz
-signalDetectorThread_
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()
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 >
map< smacc2::ComponentKey, std::shared_ptr< smacc2::ISmaccComponent > >
+goalHandle_
#client_
-stateMachine_
-stateMachine_
#components_
-orthogonal_
-currentOrthogonal
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()
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 >
smacc2::SmaccSignal< Signature, Combiner, Group, GroupCompare, 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 >
< void(const WrappedResult &)>
< void()>
optional< std::shared_ptr< typename GoalHandle::SharedPtr > >
function< void(WrappedResult)>
smacc2::SmaccSignal< void(const WrappedResult &)>
function< void(const Feedback &)>
FeedbackCallback
ResultCallback
smacc2::client_bases::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getClientBase()
smacc2::SmaccSignal< void()>
function< void()>
future< int >
+lastRequest_
+postAbortedEvent
+postCancelledEvent
+postSuccessEvent
+onAborted_
+onCancelled_
+onSucceeded_
+postFeedbackEvent
+feedback_cb
+done_cb
-onFailure_
-onFinished_
-onSuccess_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onEntryThread_
-onExitThread_
smacc2::client_bases::SmaccActionClientBase< ActionType >
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
smacc2::SmaccAsyncClientBehavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
- executeOnEntry()
- executeOnExit()
< nav2_msgs::action::NavigateToPose >
smacc2::client_bases::SmaccActionClientBase< nav2_msgs::action::NavigateToPose >
+ 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()
cl_nav2z::ClNav2Z
+ ClNav2Z()
+ ~ClNav2Z()
+ getName()
#moveBaseClient_
cl_nav2z::CbNav2ZClientBehaviorBase
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()
shared_ptr< tf2_ros::Buffer >
optional< std::string >
-listener
+goalChecker_
cl_nav2z::CbUndoPathBackwards
+ onEntry()
+ onExit()