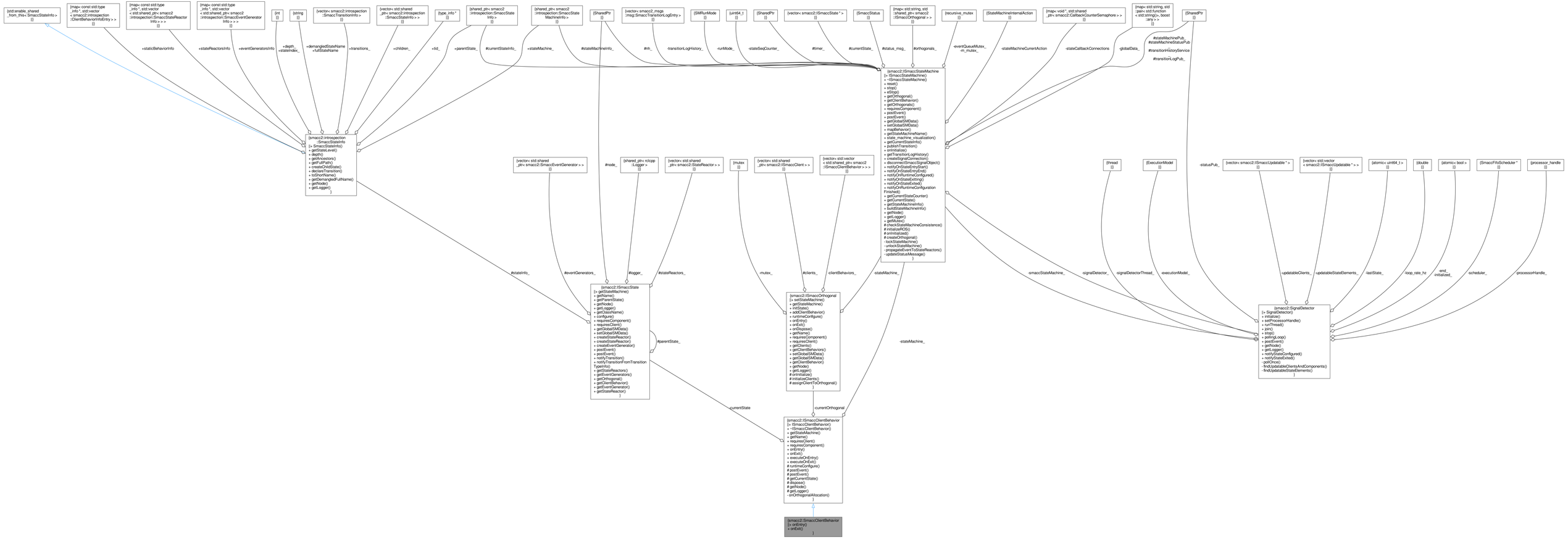
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >]
[int]
[string]
[vector< smacc2::introspection::SmaccTransitionInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
[type_info *]
[shared_ptr< smacc2::introspection::SmaccStateInfo >]
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo >]
[SharedPtr]
[vector< smacc2_msgs::msg::SmaccTransitionLogEntry >]
[SMRunMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[ISmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[recursive_mutex]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std::function< std::string()>, boost::any > >]
[SharedPtr]
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+transitions_
+children_
+sid_
+parentState_
#currentStateInfo_
+stateMachine_
#stateMachineInfo_
#thh_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[smacc2::introspection::SmaccStateInfo]
[+ SmaccStateInfo()]
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
[smacc2::ISmaccStateMachine]
[+ ISmaccStateMachine()]
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ getInitialState()
+ 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::shared_ptr< smacc2::ISmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::StateReactor > >]
[mutex]
[vector< std::shared_ptr< smacc2::ISmaccClient > >]
[vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >]
[thread]
[ExecutionModel]
[vector< smacc2::ISmaccUpdatable * >]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
#stateInfo_
#eventGenerators_
#node_
#logger_
#stateReactors_
-mutex_
#clients_
-clientBehaviors_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-signalDetectorThread_
-executionModel_
-statusPub_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
[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]
[+ setStateMachine()]
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
[smacc2::SignalDetector]
[+ SignalDetector()]
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findOrphanStateClientsAndComponents()
- findUpdatableStateElements()
#parentState_
-currentState
-currentOrthogonal
[smacc2::ISmaccClientBehavior]
[+ ISmaccClientBehavior()]
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ runtimeConfigure()
# postEvent()
# postEvents()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
-onOrthogonalAllocation()
[smacc2::SmaccClientBehavior]
[+ onEntry()]
+ onExit()