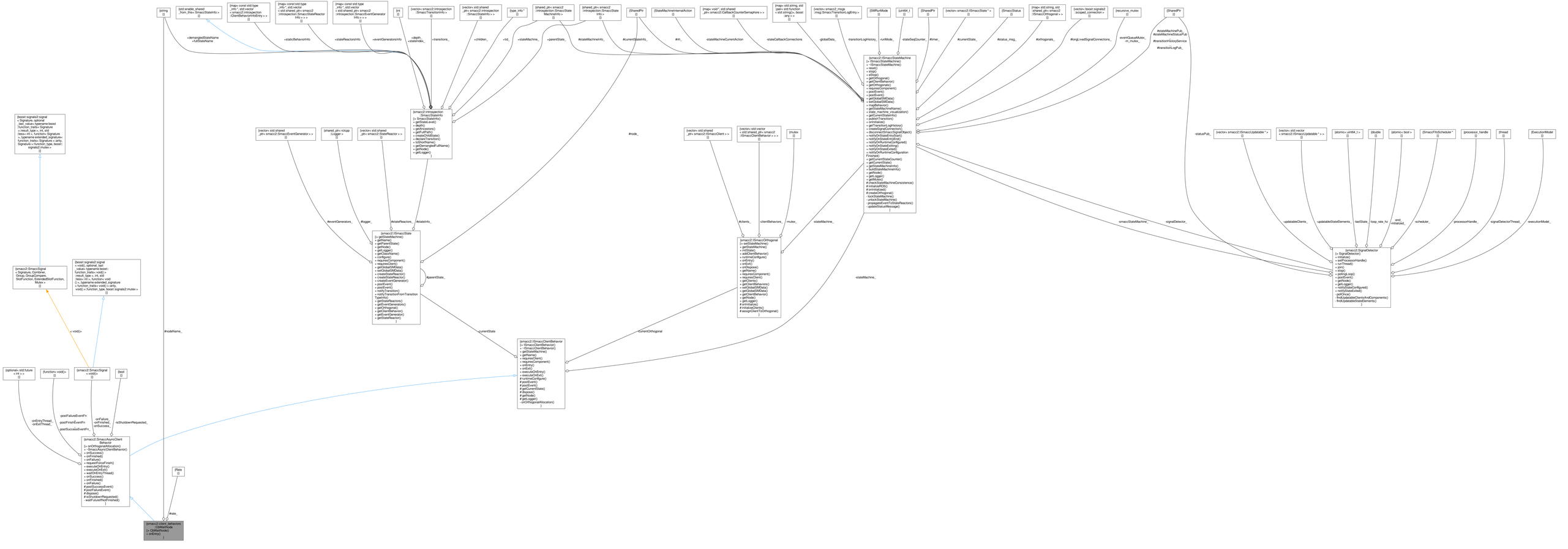
[string]
[std::enable_shared_from_this< SmacmStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo*,std::less< std::type_info * >, std::allocator< std::pair< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo* > > > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacmStateReactorInfo,std::less< std::type_info * >, std::allocator< std::pair< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacmStateReactorInfo > > > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacmEventGeneratorInfo,std::less< std::type_info * >, std::allocator< std::pair< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacmEventGeneratorInfo > > > >]
[int]
[vector< smacc2::introspection::SmacmTransitionInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmacmStateInfo > >]
[type_info *]
[shared_ptr< smacc2::introspection::SmacmStateMachineInfo >]
[shared_ptr< smacc2::introspection::SmacmStateInfo >]
[SharedPtr]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any > >]
[vector< smacc2_msgs::msg::SmacmTransitionLogEntry >]
[SMRuntimeMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal* > >]
[vector< boost::signals2::scoped_connection* >]
[recursive_mutex]
[SharedPtr]
-demangledStateName
-fullStateName
-stateCfgBehaviorInfo
-stateReactorsInfo
-eventGeneratorsInfo
-depth
-stateIndex_
-transitions_
-children_
-id_
-stateMachine_
-parentState_
#stateMachineInfo_
#currentStateInfo_
#n_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[smacc2::introspection::SmacmStateInfo
|+ SmacmStateInfo()
+ getLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createOnInitState()
+ getStateHierarchy()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
[smacc2::ISmacmStateMachine
|+ ~ISmacmStateMachine()
+ reset()
+ stop()
+ editor()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ getClientComponent()
+ requestEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ getNodeName()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ getMutex()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmacmSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateSetting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getNode()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initialsRCB()
# initialsOrthogonals()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}
[smacc2::introspection
::SmacmStateInfo]
[vector< std::shared_ptr< smacc2::SmacmEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::SmacmStateReactor > >]
#node_
[vector< std::shared_ptr< smacc2::SmacmClient > >]
[vector< std::vector< std::shared_ptr< smacc2::ISmacmClientBehavior > > >]
[mutex]
-statusPub_
[vector< smacc2::ISmaccUpdatable* >]
[vector< std::vector< smacc2::ISmaccUpdatable* > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
[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 >
]
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
[smacc2::ISmaccState
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getStateName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ setGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ getClients()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
-parentState_
-clients_
-clientBehaviors_
-mutex_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz_
-and_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::ISmaccSignal
+ Signature, Combiner,
Group, Group Compare,
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 >
]
-stateMachine_
[smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ getName()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getClients()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# initialize()
# initializeClients()
# assignClientToOrthogonal()
}
[smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ run()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- getDone()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
#nodeName_
-currentState
-currentOrthogonal
[smacc2::ISmaccClientBehavior
|+ setStateMachine()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ getClientBehavior()
# postEvent()
# postEvents()
# getCurrentState()
# dispatch()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
[optional< std::future
< int* > >]
[function< void()>]
[smacc2::SmaccSignal
< void()>]
[pool]
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClient
Behavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ onEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispatch()
# isShutdownRequested()
- waitFutureIfNotFinished()
}
[Rate]
#rate_
[smacc2::client_behaviors
::DoNothingNode]
|+ CtrlWaitNode()
+ onEntry()
}