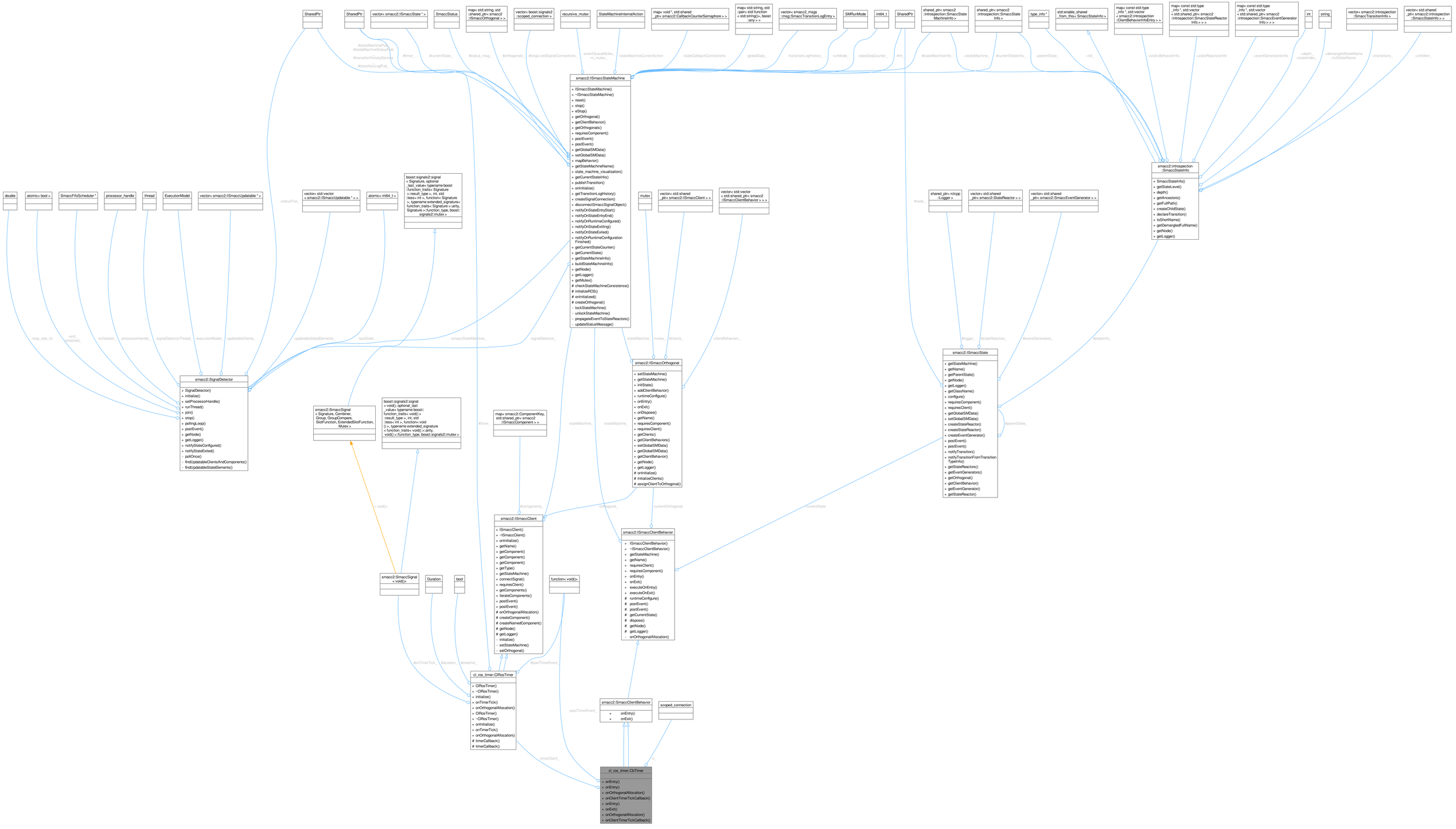
SharedPtr
SharedPtr
vector< smacc2::ISmaccState * >
SmaccStatus
map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >
vector< boost::signals2 ::scoped_connection >
recursive_mutex
StateMachineInternalAction
map< void *, std::shared _ptr< smacc2::CallbackCounterSemaphore > >
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
vector< smacc2::msg ::msg::SmaccTransitionLogEntry >
SMRunMode
int64_t
SharedPtr
shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >
shared_ptr< smacc2 ::introspection::SmaccState Info >
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::SmaccStateReactor Info > > >
map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > >
int
string
vector< smacc2::introspection ::SmaccTransitionInfo >
vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService_
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
_eventQueueMutex _m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#rh_
#stateMachineInfo_
+stateMachine_
#currentStateInfo_
+parentState_
+lid_
+staticBehaviorInfo
+stateReactorsInfo
+eventGenerators Info
+depth_ +stateIndex_
+demangledStateName +fullStateName
+transitions_
+children_
smacc2::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ 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()
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
ExecutionModel
vector< smacc2::ISmaccUpdatable * >
-statusPub_
vector< std::vector < smacc2::ISmaccUpdatable * > >
atomic< int64_t >
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 >
mutex
vector< std::shared _ptr< smacc2::ISmaccClient > >
vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >
#node_
shared_ptr< rclcpp ::Logger >
vector< std::shared _ptr< smacc2::StateReactor > >
vector< std::shared _ptr< smacc2::SmaccEventGenerator > >
-loop_rate_hz
__end_ initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-lastState_
-smaccStateMachine_
-signalDetector_
-stateMachine_
-mutex_
#clients_
-clientBehaviors_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
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()
-currentState
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 >
map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >
#timer_
-stateMachine_
-stateMachine_
#components_
-orthogonal_
-currentOrthogonal
< void()>
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
smacc2::SmaccSignal < void()>
Duration
bool
function< void()>
#onTimerTick_
#duration_
#oneshot_
#postTimerEvent_
cl_ros_timer::ClRosTimer
+ ClRosTimer()
+ ~ClRosTimer()
+ initialize()
+ onTimerTick()
+ onOrthogonalAllocation()
+ ClRosTimer()
+ ~ClRosTimer()
+ onInitialize()
+ onTimerTick()
+ onOrthogonalAllocation()
# timerCallback()
# timerCallback()
-postTimerEvent_
smacc2::SmaccClientBehavior
+ onEntry()
+ onExit()
scoped_connection
-timerClient_
-c_
cl_ros_timer::CbTimer
+ onEntry()
+ onEntry()
+ onOrthogonalAllocation()
+ onClientTimerTickCallback()
+ onEntry()
+ onExit()
+ onOrthogonalAllocation()
+ onClientTimerTickCallback()