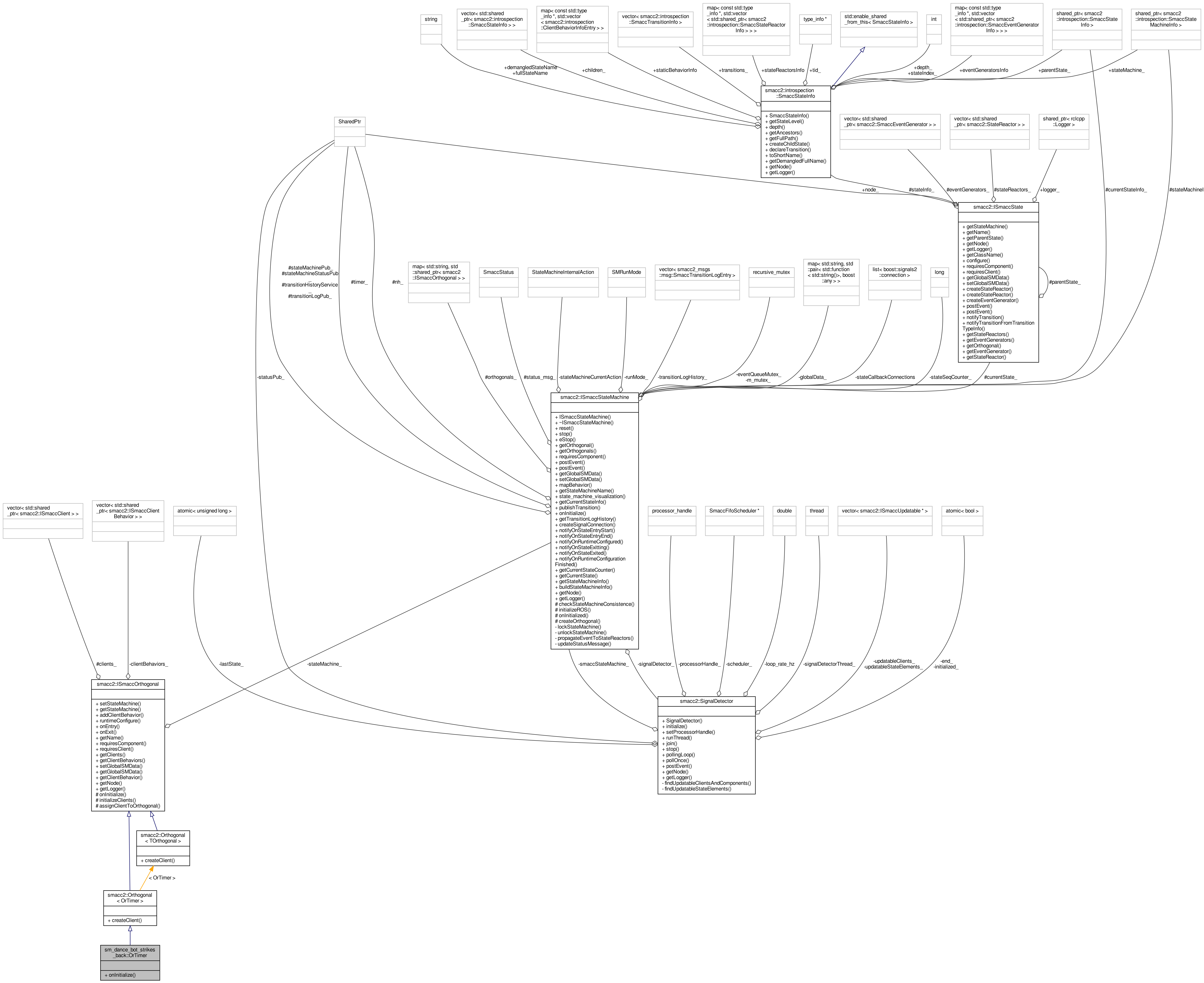
string
vector< std::shared_ptr< smacc2::introspection ::SmaccStateInfo > >
map< const std::type_info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > >
vector< smacc2::introspection ::SmaccTransitionInfo >
map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info > > >
type_info *
std::enable_shared _from_this< SmaccStateInfo >
int
map< const std::type _info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > >
shared_ptr< smacc2 ::introspection::SmaccState Info >
shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >
+demangledStateName
+fullStateName
+children_
+staticBehaviorInfo
+transitions_
+stateReactorsInfo
+tid_
+depth_
+stateIndex_
+eventGeneratorsInfo
+parentState_
+stateMachine_
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
SharedPtr
vector< std::shared _ptr< smacc2::SmaccEventGenerator > >
vector< std::shared _ptr< smacc2::StateReactor > >
shared_ptr< rclcpp ::Logger >
+node_
#stateInfo_
#eventGenerators_
#stateReactors_
+logger_
#currentStateInfo_
#stateMachineInfo_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
#stateMachinePub_
#stateMachineStatusPub _
#transitionHistoryService _
#transitionLogPub_
#timer_
#nh_
map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >
SmaccStatus
StateMachineInternalAction
SMRunMode
vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >
recursive_mutex
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
list< boost::signals2 ::connection >
long
-statusPub_
#orthogonals_
#status_msg_
-stateMachineCurrentAction
-runMode_
-transitionLogHistory_
-eventQueueMutex_
-m_mutex_
-globalData_
-stateCallbackConnections
-stateSeqCounter_
#currentState_
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()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::shared _ptr< smacc2::ISmaccClient > >
vector< std::shared _ptr< smacc2::ISmaccClient Behavior > >
atomic< unsigned long >
processor_handle
SmaccFifoScheduler *
double
thread
vector< smacc2::ISmaccUpdatable * >
atomic< bool >
#clients_
-clientBehaviors_
-lastState_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-processorHandle_
-scheduler_
-loop_rate_hz
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-end_
-initialized_
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()
smacc2::Orthogonal < TOrthogonal >
+ createClient()
< OrTimer >
smacc2::Orthogonal < OrTimer >
+ createClient()
sm_dance_bot_strikes _back::OrTimer
+ onInitialize()