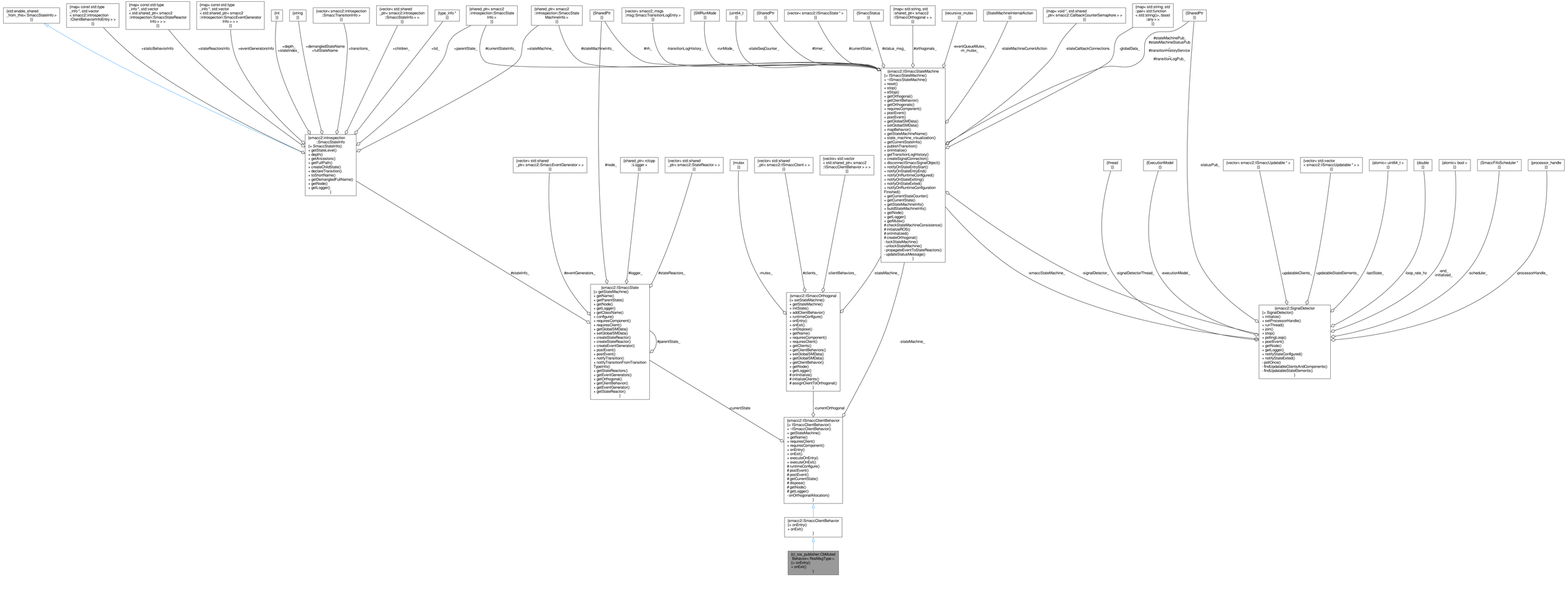
std::enable_shared
_from_this< SmaccStateInfo >
[map< const std::type
_info *, std::vector
< smacc2::introspection
::ClientBehaviorInfoEntry > >
[int
[string
[vector< smacc2::introspection
::SmaccTransitionInfo >
[vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
[type_info *
[shared_ptr< smacc2
::introspection::SmaccState
Info >
[shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
[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
::any, std::function
< std::string()>, boost
::any > >
[SharedPtr
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+transitions_
+children_
+sid_
+parentState_
#currentStateInfo_
+stateMachine_
#stateMachineInfo_
#trh_
-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()
+ getTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnPluntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnPluntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
#checkStateMachineConsistence()
#initializeROS()
#onInitialized()
#createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
}
[vector< std::shared
_ptr< smacc2::ISmaccEventGenerator > >
[node_
[shared_ptr< rclcpp
::Logger >
[vector< std::shared
_ptr< smacc2::StateReactor > >
[mutex
[vector< std::shared
_ptr< smacc2::ISmaccClient > >
[vector< std::vector
< std::shared_ptr< smacc2
::ISmaccClientBehavior > > >
[thread
[ExecutionModel
-statusPub_
[vector< smacc2::ISmaccUpdatable * >
[vector< std::vector
< smacc2::ISmaccUpdatable * > >
[atomic< uint64_t >
[double
[atomic< bool >
[SmaccFifoScheduler *
[processor_handle
#stateInfo_
#eventGenerators_
#logger_
#stateReactors_
-mutex_
#clients_
-clientBehaviors_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-signalDetectorThread_
-executionModel_
-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()
+ notifyConfigured()
+ notifyStateExited()
+ initOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
#parentState_
-currentState
-currentOrthogonal
-stateMachine_
[smacc2::ISmaccClientBehavior
]+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
[smacc2::SmaccClientBehavior
]+ onEntry()
+ onExit()
}
[cl_ros_publisher::ClMMuted
Behavior< RosMsgType >
]+ onEntry()
+ onExit()
}