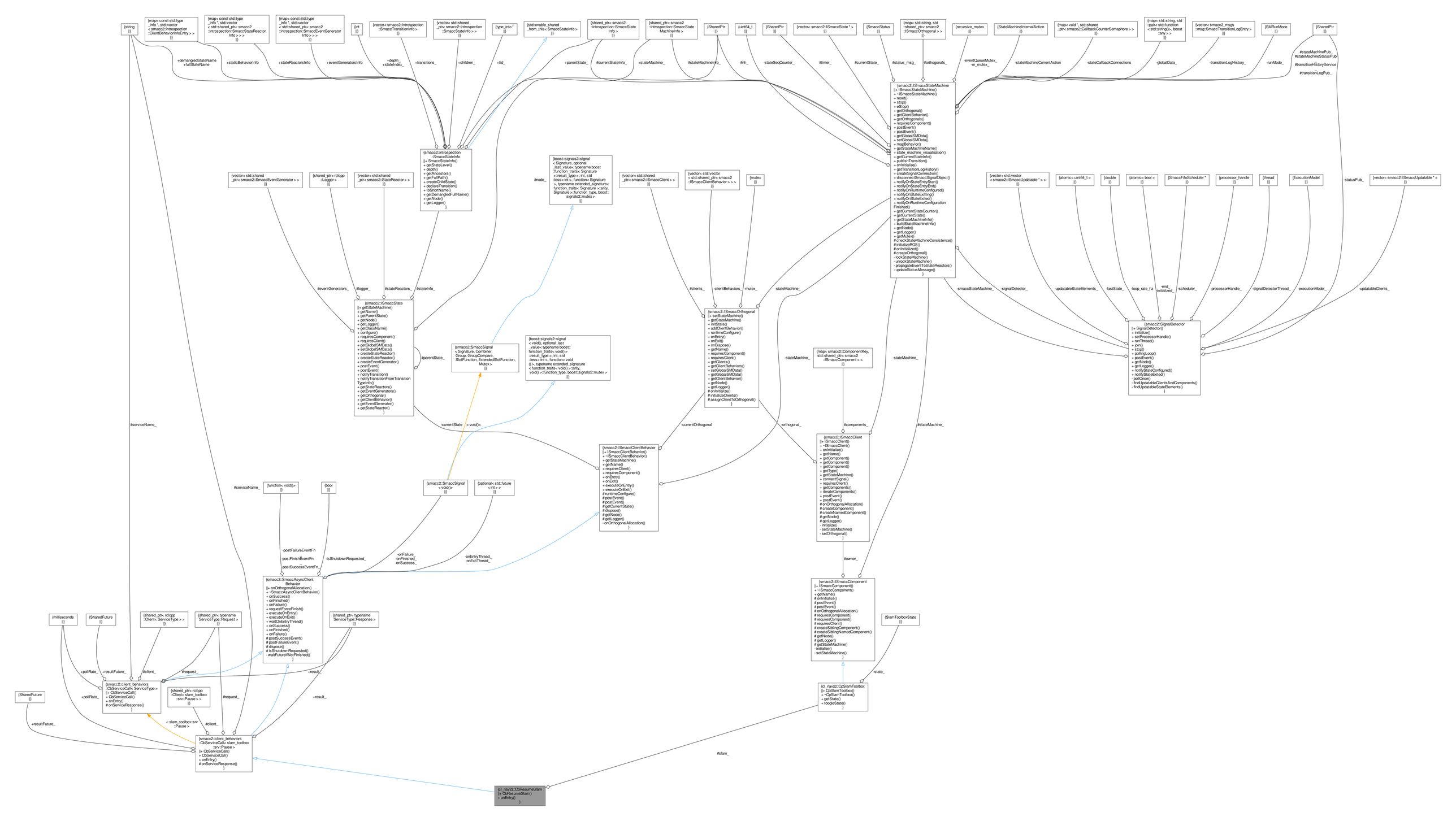
{smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ builtStateMachineInfo()
+ 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()
}
{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()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
{smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
{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::ISmaccComponent
|+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
- setStateMachine()
}
{cl_nav2z::CpSlamToolbox
|+ CpSlamToolbox()
+ ~CpSlamToolbox()
+ getState()
+ toogleState()
}
{smacc2::SmaccAsyncClient
Behavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# IsShutdownRequested()
- waitFutureIfNotFinished()
}
{smacc2::client_behaviors
::CbServiceCall< ServiceType >
|+ CbServiceCall()
+ ~CbServiceCall()
+ onEntry()
# onServiceResponse()
}
{smacc2::client_behaviors
::CbServiceCall< slam_toolbox
::srv::Pause >
|+ CbServiceCall()
+ ~CbServiceCall()
+ onEntry()
# onServiceResponse()
}
{cl_nav2z::CbResumeSlam
|+ CbResumeSlam()
+ onEntry()
}
{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 >
|}
{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 >
|}
{string
|}
{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
|}
{vector< smacc2::introspection
::SmaccTransitionInfo >
|}
{vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
|}
{type_info *
|}
{std::enable_shared
_from_this< SmaccStateInfo >
|}
{shared_ptr< smacc2
::introspection::SmaccState
Info >
|}
{shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
|}
{SharedPtr
|}
{uint64_t
|}
{SharedPtr
|}
{vector< smacc2::ISmaccState * >
|}
{SmaccStatus
|}
{map< std::string, std
::shared_ptr< smacc2
::ISmaccOrthogonal > >
|}
{recursive_mutex
|}
{StateMachineInternalAction
|}
{map< void *, std::shared
_ptr< smacc2::CallbackCounterSemaphore > >
|}
{map< std::string, std
::pair< std::function
< std::string()>, boost
::any > >
|}
{vector< smacc2_msgs
::msg::SmaccTransitionLogEntry >
|}
{SMFRunMode
|}
{SharedPtr
|}
{vector< std::shared
_ptr< smacc2::SmaccEventGenerator > >
|}
{shared_ptr< rclcpp
::Logger >
|}
{vector< std::shared
_ptr< smacc2::StateReactor > >
|}
{vector< std::shared
_ptr< smacc2::ISmaccClient > >
|}
{vector< std::vector
< std::shared_ptr< smacc2
::ISmaccClientBehavior > > >
|}
{mutex
|}
{vector< std::vector
< smacc2::ISmaccUpdatable * > >
|}
{atomic< uint64_t >
|}
{double
|}
{atomic< bool >
|}
{SmaccFifoScheduler *
|}
{processor_handle
|}
{thread
|}
{IExecutionModel
|}
{vector< smacc2::ISmaccUpdatable * >
|}
{map< smacc2::ComponentKey,
std::shared_ptr< smacc2
::ISmaccComponent > >
|}
{function< void()>
|}
{bool
|}
{optional< std::future
< int > >
|}
{milliseconds
|}
{SharedFuture
|}
{shared_ptr< rclcpp
::Client< ServiceType > >
|}
{shared_ptr< typename
ServiceType::Request >
|}
{shared_ptr< typename
ServiceType::Response >
|}
{SharedFuture
|}
{shared_ptr< rclcpp
::Client< slam_toolbox
::srv::Pause > >
|}
{SlamToolboxState
|}
#serviceName_
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
#parentState_
#node_
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
-currentState_
< void()>
-currentOrthogonal
-orthogonal_
#components_
#owner_
-smaccStateMachine_
-signalDetector_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-statusPub_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn
-isShutdownRequested_
-onFailure_
-onFinished_
-onSuccess_
-onEntryThread_
-onExitThread_
+pollRate_
+resultFuture_
#client_
#request_
+result_
+pollRate_
+resultFuture_
< slam_toolbox::srv
::Pause >
#client_
#request_
+result_
-state_
#slam_