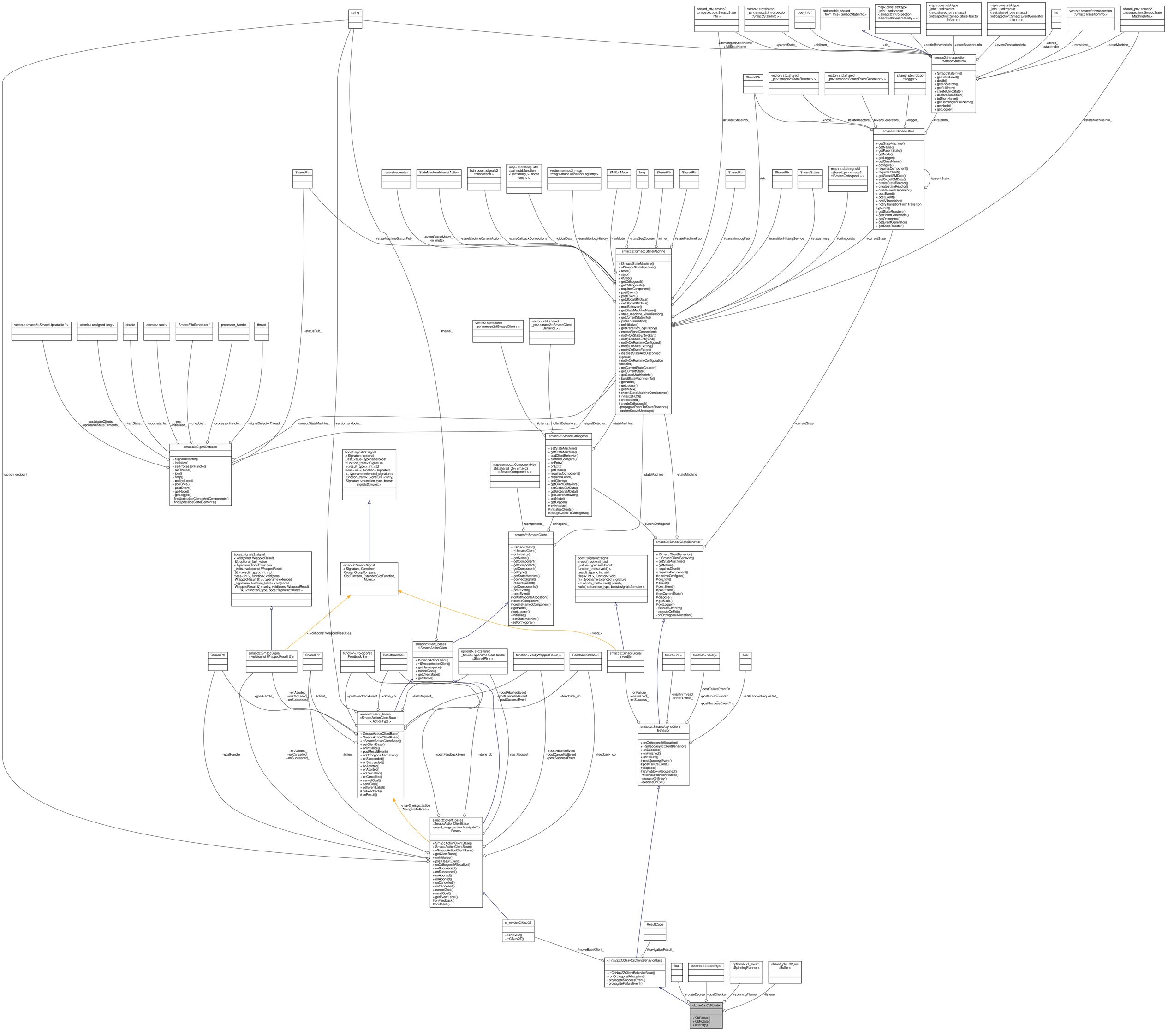
string
shared_ptr< smacc2 :introspection::SmaccState Info >
vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >
type_info *
std::enable_shared _from_this< SmaccStateInfo >
map< const std::type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > >
map< const std::type _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
vector< smacc2::introspection ::SmaccTransitionInfo >
shared_ptr< smacc2 :introspection::SmaccState MachineInfo >
-demangledStateName +fullStateName
+parentState_
+children_
+tid_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_ +stateIndex_
+transitions_
+stateMachine_
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo() + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() + getNode() + getLogger()
SharedPtr
vector< std::shared _ptr< smacc2::StateReactor > >
vector< std::shared _ptr< smacc2::SmaccEventGenerator > >
shared_ptr< rclcpp ::Logger >
#currentStateInfo_
+node_
#stateReactors_
#eventGenerators_
+logger_
#stateInfo_
#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_
SharedPtr
#rh_
SharedPtr
SmaccStatus
map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >
recursive_mutex
StateMachineInternalAction
list< boost::signals2 ::connection >
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >
SMRunMode
long
SharedPtr
SharedPtr
#stateMachineStatusPub_
-eventQueueMutex_ -m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#stateMachinePub_
#transitionLogPub_
#transitionHistoryService_
#status_msg_
#orthogonals_
#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() + disposeStateAndDisconnect Signals() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() + getLogger() + getMutex() # checkStateMachineConsistence() # initializeROS() # oninitialized() # createOrthogonal() - propagateEventToStateReactors() - updateStatusMessage()
vector< smacc2::ISmaccUpdatable * >
atomic< unsigned long >
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
-statusPub_
#name_
vector< std::shared _ptr< smacc2::ISmaccClient > >
vector< std::shared _ptr< smacc2::ISmaccClient Behavior > >
-updatableClients_ -updatableStateElements_
-lastState_
-loop_rate_hz
-end_ -initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-smaccStateMachine_
+action_endpoint_
#clients_
-clientBehaviors_
-signalDetector_
-stateMachine_
-currentState
smacc2::SignalDetector
+ SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + pollOnce() + postEvent() + getNode() + getLogger() - findUpdatableClientsAndComponents() - findUpdatableStateElements()
+action_endpoint_
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 >
map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >
smacc2::ISmaccOrthogonal
+ setStateMachine() + getStateMachine() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() + getNode() + getLogger() # oninitialize() # initializeClients() # assignClientToOrthogonal()
-stateMachine_
-stateMachine_
#components_
-orthogonal_
-currentOrthogonal
smacc2::ISmaccClient
+ ISmaccClient() + ~ISmaccClient() + onInitialize() + getName() + getComponent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() + postEvent() + postEvent() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # getNode() # getLogger() - initialize() - setStateMachine() - setOrthogonal()
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() - executeOnEntry() - executeOnExit() - onOrthogonalAllocation()
boost::signals2::signal < void(const WrappedResult &), optional_last_value < typename boost ::function_traits< void(const WrappedResult &) >::result_type >, int, std ::less< int >, function< void(const WrappedResult &) >, typename extended _signature< ,function_traits< void(const WrappedResult &) >::arity, void(const WrappedResult &) >::function_type, boost::signals2::mutex >
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 >
< void(const WrappedResult &)>
< void()>
smacc2::client_bases ::SmaccActionClient
+ ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getClientBase() + getName()
optional< std::shared _future< typename GoalHandle ::SharedPtr > >
function< void(WrappedResult)>
FeedbackCallback
smacc2::SmaccSignal < void()>
future< int >
function< void()>
bool
SharedPtr
smacc2::SmaccSignal < void(const WrappedResult &)>
SharedPtr
function< void(const Feedback &)>
ResultCallback
+goalHandle_
+onAborted_ +onCancelled_ +onSucceeded_
#client_
+postFeedbackEvent
+done_cb
+lastRequest_
+postAbortedEvent +postCancelledEvent +postSuccessEvent
+feedback_cb
-onFailure_ -onFinished_ -onSuccess_
-onEntryThread_ -onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-isShutdownRequested_
smacc2::client_bases ::SmaccActionClientBase < ActionType >
+ SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + onInitialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback() # onResult()
smacc2::SmaccAsyncClient Behavior
+ onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() # isShutdownRequested() - waitFutureIfNotFinished() - executeOnEntry() - executeOnExit()
+goalHandle_
+onAborted_ +onCancelled_ +onSucceeded_
#client_
+postFeedbackEvent
+done_cb
+lastRequest_
+postAbortedEvent +postCancelledEvent +postSuccessEvent
+feedback_cb
< nav2_msgs::action ::NavigateToPose >
smacc2::client_bases ::SmaccActionClientBase < nav2_msgs::action::NavigateTo Pose >
+ SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + onInitialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback() # onResult()
cl_nav2z::ClNav2Z
+ ClNav2Z() + ~ClNav2Z()
ResultCode
#moveBaseClient_
#navigationResult_
cl_nav2z::CbNav2ZClientBehaviorBase
+ ~CbNav2ZClientBehaviorBase() + onOrthogonalAllocation() - propagateSuccessEvent() - propagateFailureEvent()
float
optional< std::string >
optional< cl_nav2z ::SpinningPlanner >
shared_ptr< tf2_ros ::Buffer >
+rotateDegree
+goalChecker_
+spinningPlanner
-listener
cl_nav2z::CbRotate
+ CbRotate() + CbRotate() + onEntry()