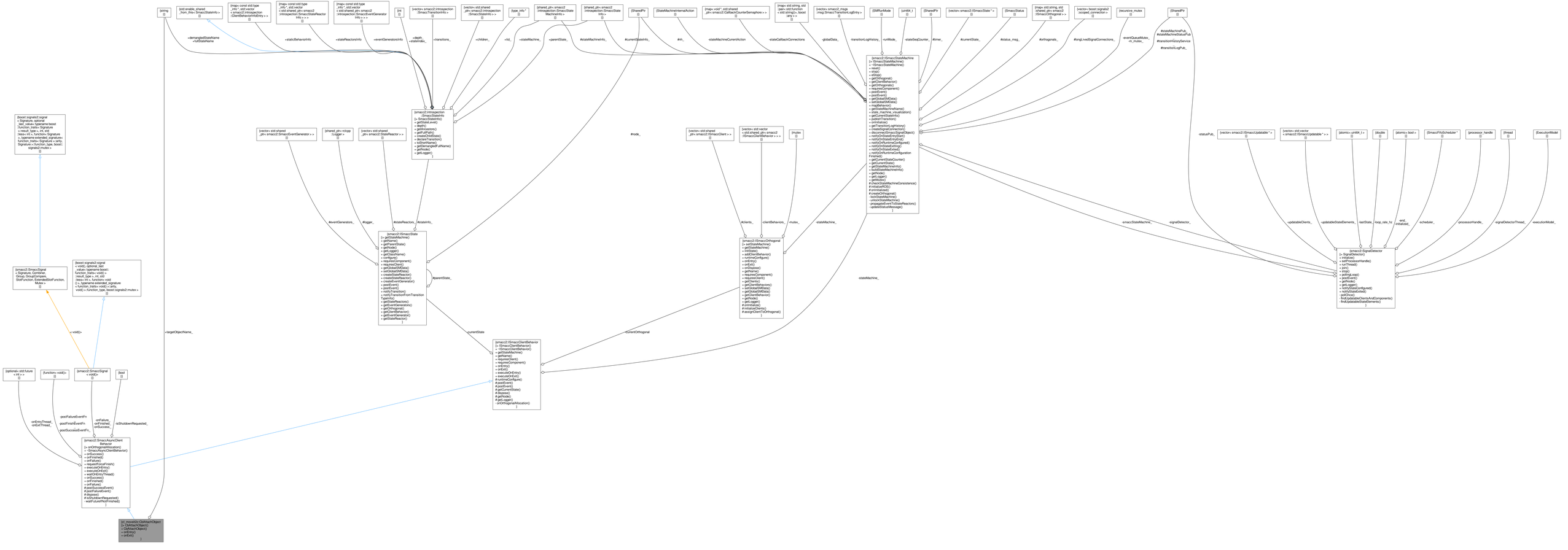
[string]
[std::enable_shared_from_this< SmacciStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo*[] > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacciStateReactorInfo[] > > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmacciEventGeneratorInfo[] > > >]
[int]
[vector< smacc2::introspection::SmacciTransitionInfo[] >]
[vector< std::shared_ptr< smacc2::introspection::SmacciStateInfo[] > >]
[type_info *]
[shared_ptr< smacc2::introspection::SmacciStateMachineInfo[] >]
[shared_ptr< smacc2::introspection::SmacciStateInfo[] >]
[SharedPtr]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore[] > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any[] > >]
[vector< smacc2::_msgs::msg::SmacciTransitionLogEntry[] >]
[SMRuntimeMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmacciState * []]
[SmacciStatus]
[map< std::string, std::shared_ptr< smacc2::ISmacciOrthogonal[] > >]
[vector< boost::signals2::scoped_connection[]]
[recursive_mutex]
[SharedPtr]
+demangleStateName
+fullStateName
+stateBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth
+stateIndex_
+transitions_
+children_
+id_
+stateMachine_
+parentState_
#stateMachineInfo_
#currentStateInfo_
#in_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-currentMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[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 >]
[smacc2::introspection::SmacciStateInfo
[> SmacciStateInfo
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ getStateFullName()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
]
[vector< std::shared_ptr< smacc2::SmacciEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::StateReactor > >]
#node_
[vector< std::shared_ptr< smacc2::ISmacciClient > >]
[vector< std::vector < std::shared_ptr< smacc2::ISmacciClientBehavior > > >]
[mutex]
[smacc2::ISmacciStateMachine
[> ISmacciStateMachine
+ ~ISmacciStateMachine()
+ reset()
+ stop()
+ exit()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ getClientComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateMachine()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ getNumber()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmacciSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateSettings()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getClock()
+ getCurrentStateCounter()
+ getCurrent()State()
+ getStateMachineInfo()
+ toInitialStateMachineInfo()
+ getMutex()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initialize()
# initialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStateMessage()
]
-statusPub_
[vector< smacc2::ISmacciUpdatable *]
[vector< std::vector < smacc2::ISmacciUpdatable * >]
[atomic< uint64_t]
[double]
[atomic< bool]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
[smacc2::ISmacciState
[> getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getDataName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ getClock()
+ postEvent()
+ notifyTransition()
+ notifyOnTransitionFromTransition
Type()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
]
#parentState_
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableElements_
-lastState_
-loop_rate_hz_
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::ISmacciOrthogonal
[> setStateMachine()
+ getStateMachine()
+ getName()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getClients()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
]
-stateMachine_
[smacc2::SignalDetector
[> SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ run()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getClock()
+ notifyStateConfigured()
+ notifyStateExited()
- getClock()
- findUpdatableClientsAndComponents()
- findUpdatableElementsElements()
]
-currentState
-currentOrthogonal
[smacc2::ISmacciClientBehavior
[> ISmacciClientBehavior()
+ ~ISmacciClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ getClientComponent()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getClock()
# get_logger()
- onOrthogonalAllocation()
]
+targetObjectName_
[boost::signals2::signal
< void(), optional_last
_value= typename boost::
function_traits< void() >
::result_type, int,
std::less< int >, function< void
() >, typename extended_signature
< 0, function_traits< void() >::arity,
void() >::function_type, boost::signals2::mutex >
]
[smacc2::ISmaccSignal
< Signature, Combiner,
int, std::less< int >,
SimpleFunction, ExtendedSimpleFunction,
Mutex >
]
< void()>
[optional< std::future
< T0 > >]
[function< void()>]
[smacc2::ISmaccSignal
< void()>]
[bool]
-onEntryThread_
-onExitThread_
postFailureEventFn
postFinishEventFn
postSuccessEventFn
-onFailure_
-onFinished_
onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior
[> onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ onEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureNotFinished()
]
[c: Inherits CbAbstractObject
[> CbAbstractObject()
+ ~CbAbstractObject()
+ onEntry()
+ onExit()
]