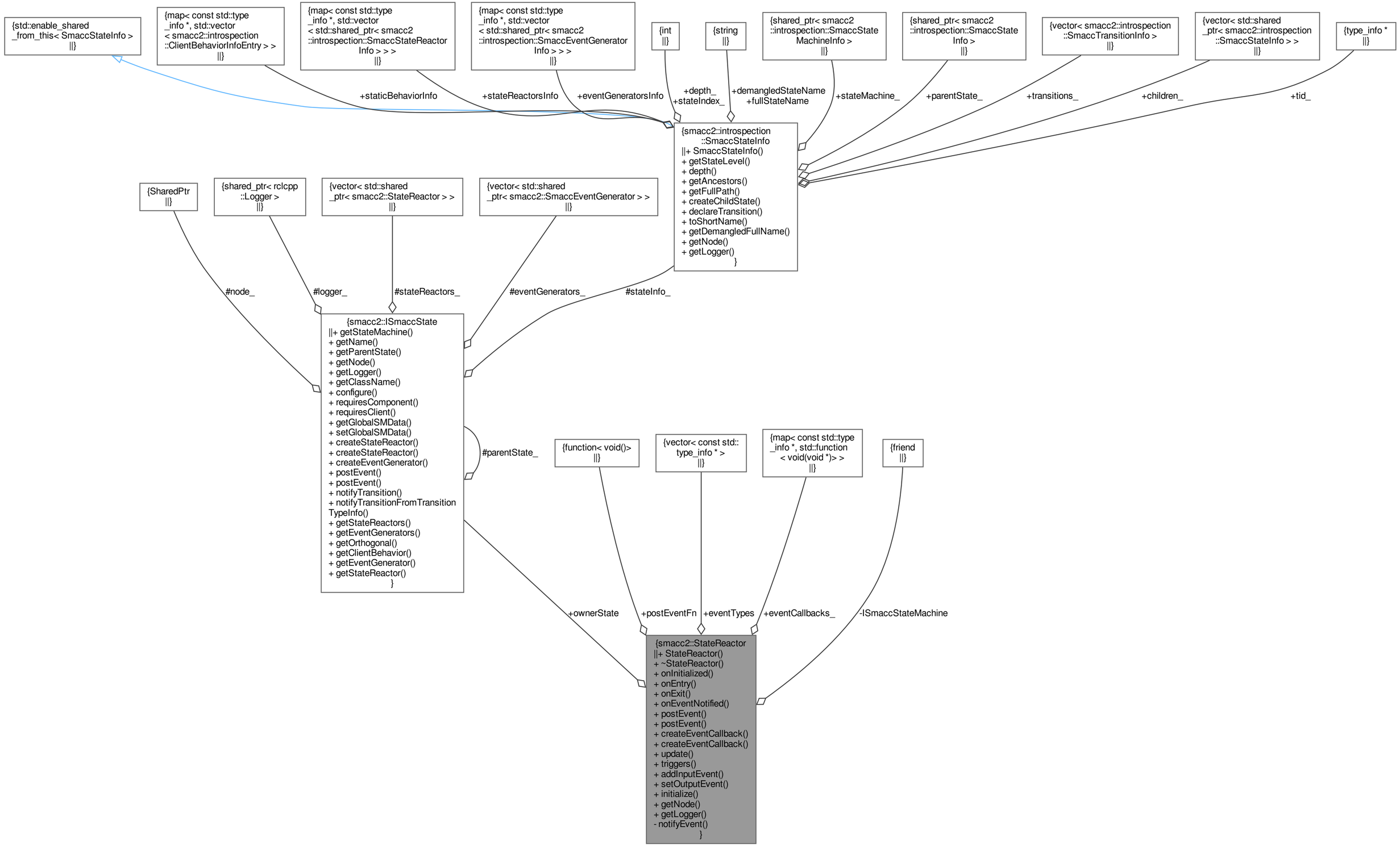
{std::enable_shared
_from_this< SmaccStateInfo >
||}
{map< const std::type
_info *, std::vector
< smacc2::introspection
::ClientBehaviorInfoEntry > >
||}
{map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccStateReactor
Info > > >
||}
{map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccEventGenerator
Info > > >
||}
{int
||}
{string
||}
{shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
||}
{shared_ptr< smacc2
::introspection::SmaccState
Info >
||}
{vector< smacc2::introspection
::SmaccTransitionInfo >
||}
{vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
||}
{type_info *
||}
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+stateMachine_
+parentState_
+transitions_
+children_
+tid_
{smacc2::introspection
::SmaccStateInfo
||+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
{SharedPtr
||}
{shared_ptr< rclcpp
::Logger >
||}
{vector< std::shared
_ptr< smacc2::StateReactor > >
||}
{vector< std::shared
_ptr< smacc2::SmaccEventGenerator > >
||}
#node_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
{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()
}
#parentState_
{function< void()>
||}
{vector< const std::
type_info * >
||}
{map< const std::type
_info *, std::function
< void(void *)> >
||}
{friend
||}
+ownerState
+postEventFn
+eventTypes
+eventCallbacks_
-ISmaccStateMachine
{smacc2::StateReactor
||+ StateReactor()
+ ~StateReactor()
+ onInitialized()
+ onEntry()
+ onExit()
+ onEventNotified()
+ postEvent()
+ postEvent()
+ createEventCallback()
+ createEventCallback()
+ update()
+ triggers()
+ addInputEvent()
+ setOutputEvent()
+ initialize()
+ getNode()
+ getLogger()
- notifyEvent()
}