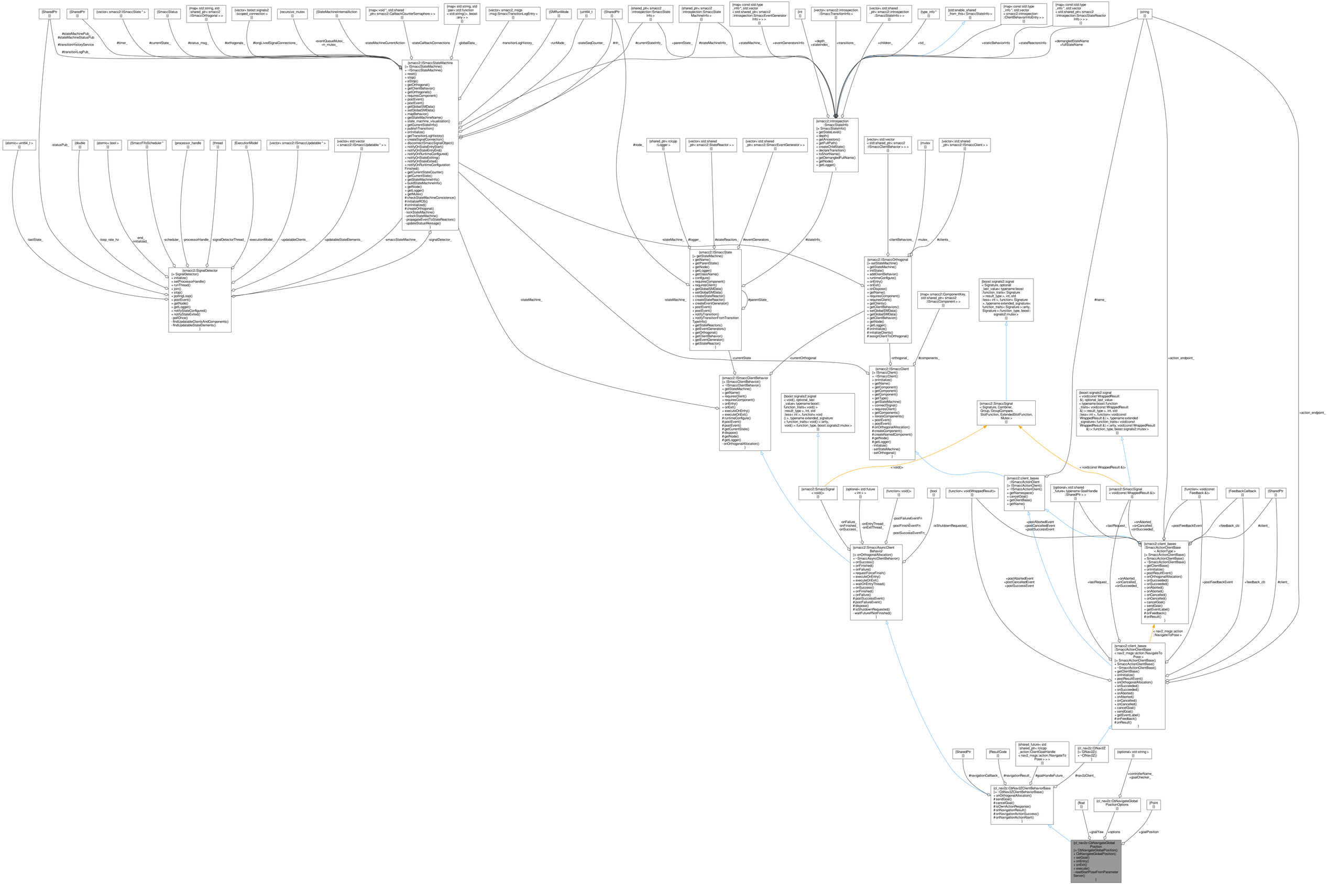
[SharedPtr]]
[SharedPtr]]
[vector< smacc2::ISmaccState *]]
[SmaccStatus]]
[map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >]]
[vector< boost::signals2 ::scoped_connection >]]
[recursive_mutex]]
[StateMachineInternalAction]]
[map< void *, std::shared _ptr< smacc2::CallbackCounterSemaphore > >]]
[map< std::string, std ::pair< std::function < std::string()>, boost ::any > >]]
[vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >]]
[SMRunMode]]
[uint64_t]]
[SharedPtr]]
[shared_ptr< smacc2 ::introspection::ISmaccState]]
[shared_ptr< smacc2 ::introspection::ISmaccState MachineInfo >]]
[map< const std::type _info *, std::shared _ptr< smacc2::SmaccEventGenerator]]
[int]]
[vector< smacc2::introspection ::SmaccTransitionInfo]]
[vector< std::shared _ptr< smacc2::introspection ::ISmaccStateInfo > >]]
[type_info *]]
[std::enable_shared _from_this< SmaccStateInfo >]]
[map< const std::type _info *, std::vector < smacc2::introspection ::ISmaccBehaviorInfoEntry > >]]
[map< const std::type _info *, std::vector < smacc2::introspection::SmaccStateReactor Info > >]]
[string]]
#stateMachinePub
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#rh_
#currentStateInfo_
+parentState_
#stateMachineInfo_
+stateMachine_
+eventGeneratorsInfo
+depth_
+stateIndex_
+transitions_
+children_
+tid_
+staticBehaviorInfo
+stateReactorsInfo
+demangledStateName
+fullStateName
[smacc2::ISmaccStateMachine]|+ ISmaccStateMachine() + ~ISmaccStateMachine() + reset() + stop() + eStop() + getOrthogonal() + getClientBehavior() + getOrthogonals() + requiresComponent() + postEvent() + postEvent() + getGlobalSMData() + setGlobalSMData() + mapBehavior() + getStateMachineName() + state_machine_visualizations() + getCurrentStateInfo() + publishTransition() + onInitialize() + getTransitionLogHistory() + createSignalConnection() + disconnectSmaccSignalObject() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExitting() + notifyOnStateExited() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + 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()]
[atomic< uint64_t >]
-statusPub_
[double]]
[atomic< bool >]]
[SmaccFifoScheduler *]]
[processor_handle]]
[thread]]
[ExecutionModel]]
[vector< smacc2::ISmaccUpdatable * >]]
[vector< std::vector < smacc2::ISmaccUpdatable * > >]]
#node_
[shared_ptr< rclcpp ::Logger >]]
[vector< std::shared _ptr< smacc2::StateReactor > >]]
[vector< std::shared _ptr< smacc2::SmaccEventGenerator > >]]
[vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >]]
[mutex]]
[vector< std::shared _ptr< smacc2::ISmaccClient > >]]
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-smaccStateMachine_
-signalDetector_
-stateMachine_
-logger_
-stateReactors_
-eventGenerators_
-stateInfo_
-clientBehaviors_
-mutex_
-clients_
[smacc2::SignalDetector]|+ SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + postEvent() + getNode() + getLogger() + notifyStateConfigured() + notifyStateExited() - pollOnce() - findUpdatableClientsAndComponents() - findUpdatableStateElements()]
[smacc2::SmaccState]|+ 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()]
[map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >]]
[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 >]]
#name_
+action_endpoint_
-currentState
-currentOrthogonal
-orthogonal_
#components_
[smacc2::ISmaccClientBehavior]|+ ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + onEntry() + onExit() + executeOnEntry() + executeOnExit() #runtimeConfigure() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() - onOrthogonalAllocation()]
[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 >]]
[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::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >]]
[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 >]]
< void()>
< void(const WrappedResult &)>
[smacc2::SmaccSignal < void()>]]
[optional< std::future < int > >]]
[function< void()>]]
[bool]]
[function< void(WrappedResult)>]]
[smacc2::client_bases ::ISmaccActionClient]|+ ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getClientBase() + getName()]
[optional< std::shared _future< typename GoalHandle ::SharedPtr > >]]
[smacc2::SmaccSignal < void(const WrappedResult &)>]]
[function< void(const Feedback &)>]]
[FeedbackCallback]]
[SharedPtr]]
-onFailure_
-onFinished_
-onSuccess_
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-isShutdownRequested_
+postAbortedEvent
+postCancelledEvent
+postSuccessEvent
+lastRequest_
+onAborted_
+onCancelled_
+onSucceeded_
+postFeedbackEvent
+feedback_cb
#client_
[smacc2::SmaccAsyncClient Behavior]|+ onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() + requestForceFinish() + executeOnEntry() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() # isShutdownRequested() - waitFutureIfNotFinished()]
[smacc2::client_bases ::SmaccActionClientBase < ActionType >]|+ SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + onInitialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback() # onResult()]
< 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()]
[SharedPtr]]
[ResultCode]]
[shared_future< std ::shared_ptr< rclcpp _action::ClientGoalHandle < nav2_msgs::action::NavigateTo Pose > > >]]
[cl_nav2z::ClNav2Z]|+ ClNav2Z() + ~ClNav2Z()]
[optional< std::string >]]
#navigationCallback_
#navigationResult_
#goalHandleFuture_
#nav2zClient_
+controllerName_
+goalChecker_
[cl_nav2z::ClNav2Z ClientBehaviorBase]|+ ~ClNav2ZClientBehaviorBase() + onOrthogonalAllocation() # sendGoal() # cancelGoal() # isClientActionResponse() # onNavigationResult() # onNavigationActionSuccess() # onNavigationActionAbort()]
[float]]
[cl_nav2z::ClNavigateGlobal PositionOptions]]
[Point]]
+goalYaw
+options
+goalPosition
[cl_nav2z::ClNavigateGlobal Position]|+ ClNavigateGlobalPosition() + ClNavigateGlobalPosition() + setGoal() + onEntry() + onExit() + execute() - readStartPoseFromParameter Server()]