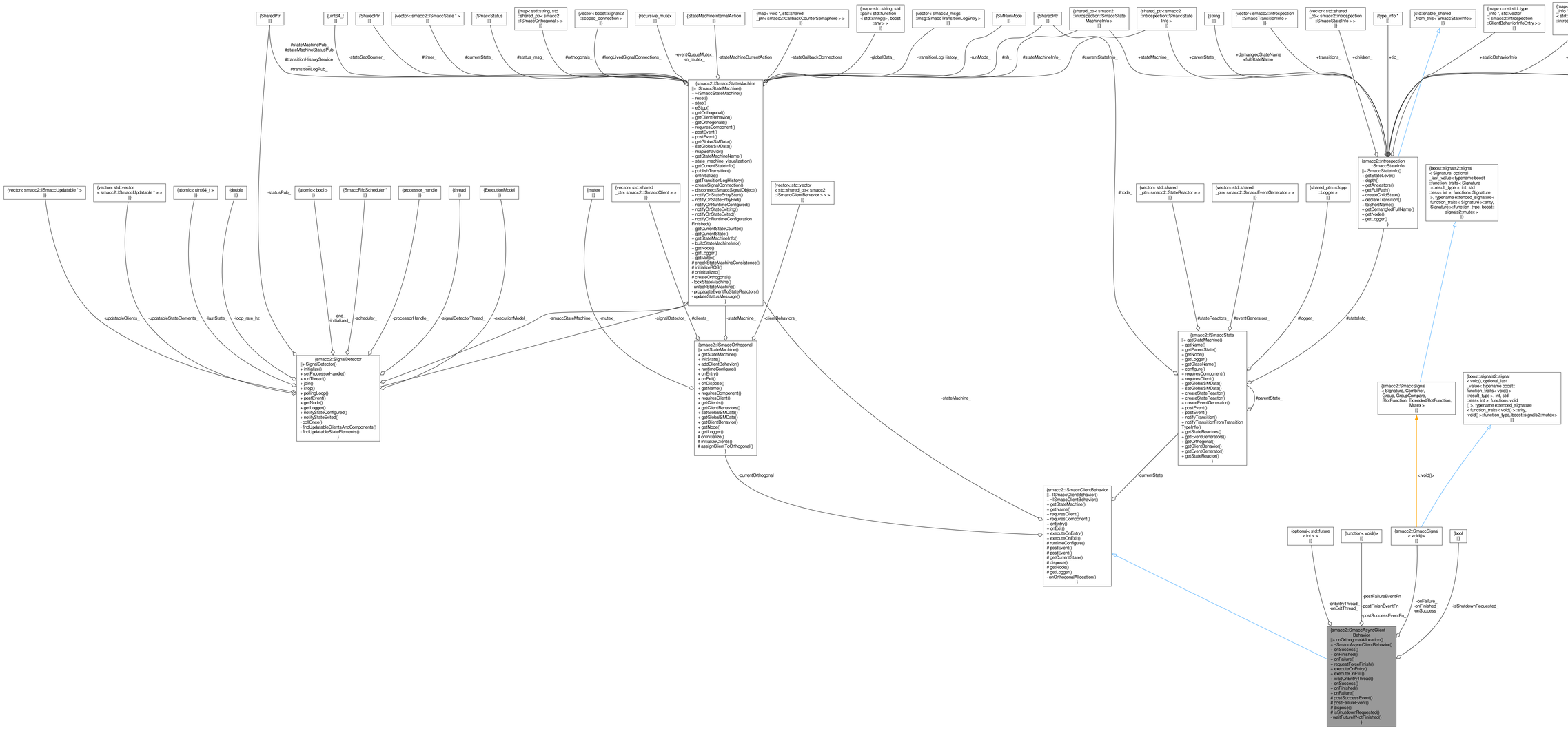
[SharedPtr]
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[uint64_t]
-stateSeqCounter_
[SharedPtr]
[vector< smacc2::ISmaccState * >]
#timer_
[SmaccStatus]
#currentState_
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
#status_msg_
[vector< boost::signals2::scoped_connection >]
#orthogonals_
[recursive_mutex]
#longLivedSignalConnections_
[StateMachineInternalAction]
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
-stateCallbackConnections
[map< std::string, std::tuple< std::function< std::string()>, boost::any > >]
-globalData_
[vector< smacc2::msgs::msg::SmaccTransitionLogEntry >]
-transitionLogHistory_
[SMRunMode]
-runMode_
[SharedPtr]
#hh_
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo >]
#stateMachineInfo_
#currentStateInfo_
[shared_ptr< smacc2::introspection::SmaccStateInfo >]
+stateMachine_
+parentState_
[string]
[vector< smacc2::introspection::SmaccTransitionInfo >]
+demangledStateName
+fullStateName
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
+transitions_
+children_
[type_info *]
+tid_
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >]
+staticBehaviorInfo
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >]
+stateReactorsInfo
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >]
+eventGeneratorsInfo
[int]
+depth_
+stateIndex_
[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()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]
[vector< smacc2::ISmaccUpdatable * >]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-statusPub_
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[mutex]
[vector< std::shared_ptr< smacc2::ISmaccClient > >]
[vector< std::vector< smacc2::ISmaccClientBehavior > > >]
-smaccStateMachine_
-mutex_
-signalDetector_
#clients_
-stateMachine_
-clientBehaviors_
[smacc2::SignalDetector
[+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
]
[smacc2::ISmaccOrthogonal
[+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
]
-currentOrthogonal
-stateMachine_
#node_
[vector< std::shared_ptr< smacc2::StateReactor > >]
[vector< std::shared_ptr< smacc2::SmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
#stateReactors_
#eventGenerators_
#logger_
#stateInfo_
[smacc2::ISmaccState
[+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
]
#parentState_
[smacc2::introspection::SmaccStateInfo
[+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
]
[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::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 >]
-currentState
[smacc2::ISmaccClientBehavior
[+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]
< void()>
[optional< std::future< int > >]
[function< void()>]
[smacc2::SmaccSignal< void()>]
[bool]
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior
[+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
]