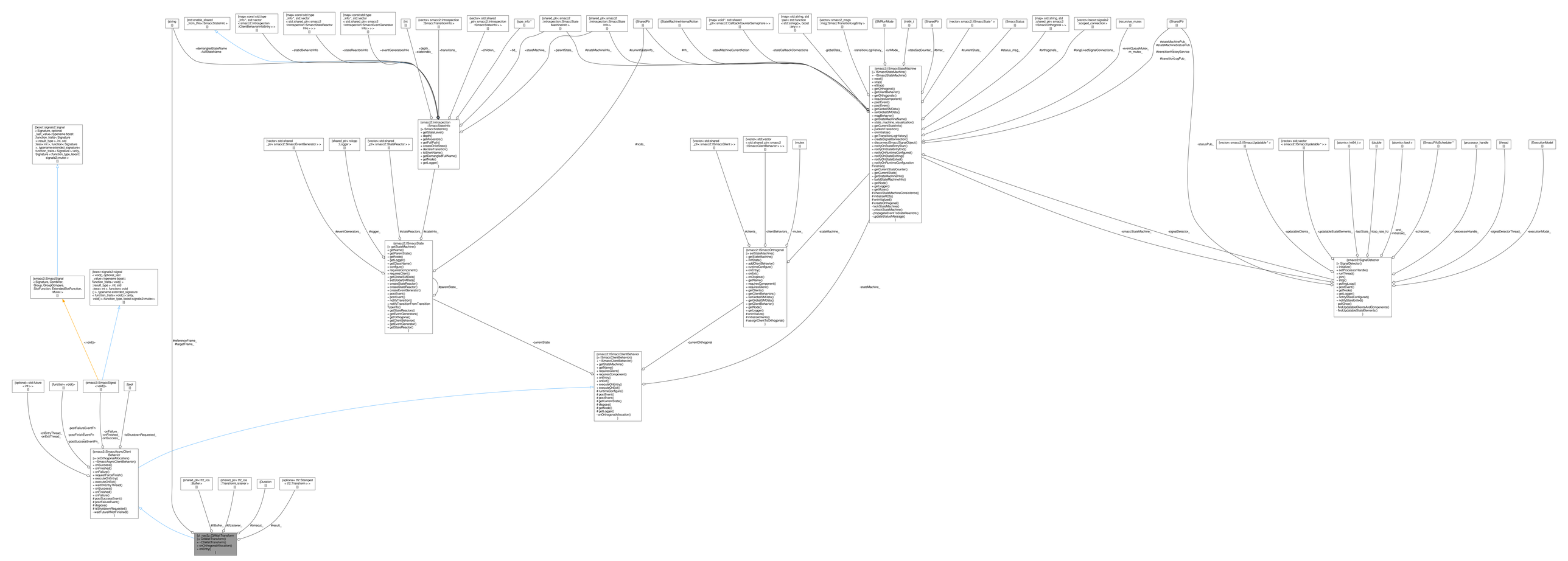
[std::string ]
[std::enable_shared_from_this< [smacc2::ISmaccStateInfo ] ]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo* > ]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > ]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > ]
[int ]
[int ]
[vector< smacc2::introspection::SmaccTransitionInfo ]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > ]
[type_info * ]
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo ]
[shared_ptr< smacc2::introspection::SmaccStateInfo ]
[SharedPtr ]
[StateMachineInternalAction ]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > ]
[map< std::string, std::pair< std::function< std::string()>, boost::any > ]
[vector< smacc2::msg::msg::SmaccTransitionLogEntry ]
[SMRuntMode ]
[int64_t ]
[SharedPtr ]
[vector< smacc2::ISmaccState * ]
[SmaccStatus ]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > ]
[vector< boost::signals2::scoped_connection > ]
[recursive_mutex ]
[SharedPtr ]
+demangledStateName
+fullStateName
+staticBehaviorInfo
+staticReactorsInfo
+eventGeneratorsInfo
+depth
+stateIndex_
+transitions_
+children_
+id_
+stateMachine_
+parentState_
#stateMachineInfo_
#currentStateInfo_
#n_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#mer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ getParent()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateMachine()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ pubtestTransition()
+ getStates()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getUID()
+ getCurrentStateCounter()
+ getCurrentState()
- getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializePCS()
# initialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]
[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 >
]
[vector< std::shared_ptr< smacc2::ISmaccEventGenerator > ]
[shared_ptr< rclcpp::Logger ]
[vector< std::shared_ptr< smacc2::IStateReactor > ]
#node_
[vector< std::shared_ptr< smacc2::ISmaccClient > ]
[vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > ]
[mutex ]
-statusPub_
[vector< smacc2::ISmaccUpdatable * ]
[vector< std::vector< smacc2::ISmaccUpdatable * > ]
[atomic< int64_t > ]
[double ]
[atomic< bool > ]
[ISmaccFitsScheduler * ]
[processor_handle ]
[thread ]
[ExecutionModel ]
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableSteneMs_
-lastState_
-loop_rate_hz_
-and_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::ISmaccSignal
+ Signature, Combiner,
Group, Group Compare,
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 >
]
[smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ getParent()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateMachine()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ pubtestTransition()
+ getStates()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getUID()
+ getCurrentStateCounter()
+ getCurrentState()
- getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializePCS()
# initialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]
[smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ run()
+ stop()
+ polling_loop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- getDoc()
- findUpdatableClientsAndComponents()
- findUpdatableStateSteneMs()
]
#referenceFrame_
#targetFrame_
[smacc2::introspection
::SmaccStateInfo
|+ SmaccStateInfo()
+ getLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ getSmaccStates()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
]
#currentState
#currentOrthogonal
[smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ getClients()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# onRuntimeConfigured()
# postEvent()
# postEvent()
# getCurrentState()
# getParent()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]
[smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ getName()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getClients()
+ getName()
+ requiresComponent()
+ requiresClients()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getParent()
# orthogonalInit()
# initializeClients()
# assignClientToOrthogonal()
]
[optional< std::future
< int8 > ]
[function< void() ]
[smacc2::SmaccSignal
< void() ]
[bool ]
< void() >
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestFinishFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
+ postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
]
[shared_ptr< tf2_ros::Buffer >]
[shared_ptr< tf2_ros::TransformListener >]
[Duration ]
[optional< tf2::Stamped
< tf2::Transform > >]
#tfBuffer_
#tfListener_
#timeout_
#result_
[s] nav2::GetWaitTransform
|+ GetWaitTransform()
+ ~GetWaitTransform()
+ onOrthogonalAllocation()
+ onEntry()
]