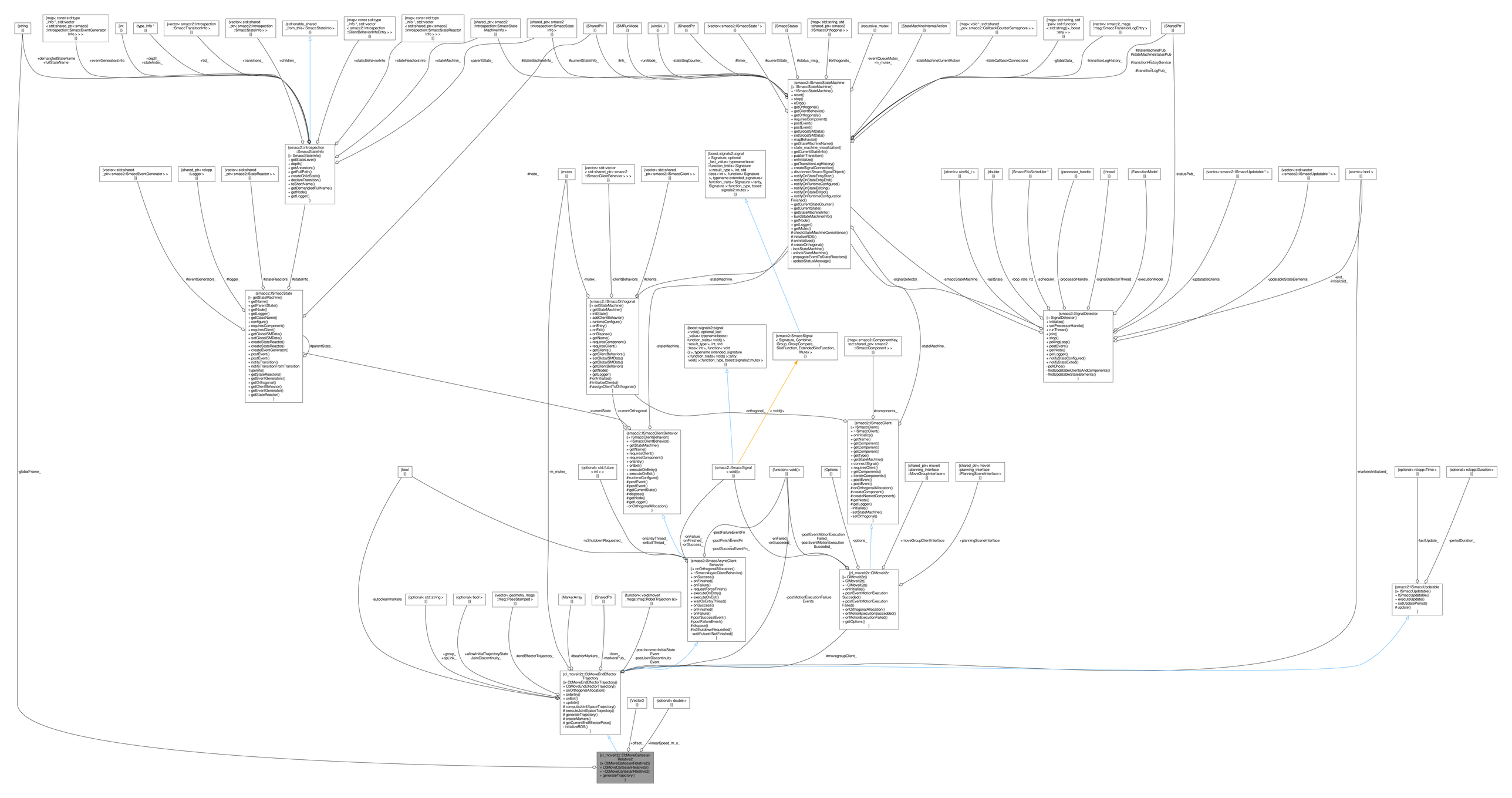
[string]]
[map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > >]]
[int]]
[type_info *]]
[vector< smacc2::introspection ::SmaccTransitionInfo >]]
[vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >]]
[std::enable_shared _from_this< 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 > > >]]
[shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >]]
[shared_ptr< smacc2 ::introspection::SmaccState Info >]]
[SharedPtr]]
[SMRunMode]]
[uint64_t]]
[SharedPtr]]
[vector< smacc2::ISmaccState * >]]
[SmaccStatus]]
[map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal* > >]]
[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 >]]
[SharedPtr]]
+demangledStateName
+fullStateName
+eventGeneratorsInfo
+depth_
+stateIndex_
+tid_
+transitions_
+children_
+staticBehaviorInfo
+stateReactorsInfo
+stateMachine_
+parentState_
#stateMachineInfo_
+currentStateInfo_
#hh_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
#stateMachinePub_
#stateMachineStatusPub
#transitionHistoryService
#transitionLogPub_
[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() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() + getLogger() + getMutex() # checkStateMachineConsistence() # initializeROS() # onInitialized() # createOrthogonal() - lockStateMachine() - unlockStateMachine() - propagateEventToStateReactors() - updateStatusMessage()
[atomic< uint64_t >]]
[double]]
[SmaccFifoScheduler *]]
[processor_handle]]
[thread]]
[ExecutionModel]]
[vector< smacc2::ISmaccUpdatable * >]]
[vector< std::vector < smacc2::ISmaccUpdatable * > >]]
[atomic< bool >]]
-statusPub_
[smacc2::introspection ::SmaccStateInfo]|= SmaccStateInfo() + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() + getNode() + getLogger() }
[vector< std::shared _ptr< smacc2::SmaccEventGenerator > >]]
[shared_ptr< rclcpp ::Logger >]]
[vector< std::shared _ptr< smacc2::StateReactor > >]]
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
[smacc2::ISmaccState]|= getStateMachine() + getName() + getParentState() + getNode() + getLogger() + getStateName() + configure() + requiresComponent() + requiresClient() + getGlobalSMData() + setGlobalSMData() + createStateReactor() + createStateReactor() + createEventGenerator() + postEvent() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getStateReactors() + getEventGenerators() + getOrthogonal() + getClientBehavior() + getEventGenerator() + getStateReactor() }
#parentState_
#node_
[mutex]]
[vector< std::vector < std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >]]
[vector< std::shared _ptr< smacc2::ISmaccClient > >]]
[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 >]]
-mutex_
-clientBehaviors_
#clients_
-stateMachine_
[smacc2::ISmaccOrthogonal]|= setStateMachine() + getStateMachine() + initState() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + onDispose() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() + getNode() + getLogger() # onInitialize() # initializeClients() # assignClientToOrthogonal() }
[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::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >]]
[map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >]]
-stateMachine_
-signalDetector_
-smaccStateMachine_
-lastState_
-loop_rate_hz
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-end_ -initialized_
[smacc2::SignalDetector]|= SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + postEvent() + getNode() + getLogger() + notifyStateConfigured() + notifyStateExited() - pollOnce() - findUpdatableClientsAndComponents() - findUpdatableStateElements() }
-currentState
-currentOrthogonal
-orthogonal_
< void()>
#components_
[smacc2::ISmaccClientBehavior]|= ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + onEntry() + onExit() + executeOnEntry() + executeOnExit() # runtimeConfigure() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() - onOrthogonalAllocation() }
[smacc2::ISmaccClient]|= ISmaccClient() + ~ISmaccClient() + onInitialize() + getName() + getComponent() + getComponents() + getComponent() + getComponents() + getType() + getStateMachine() + connect(Signal) + requiresClient() + getComponents() + iterateComponents() + postEvent() + postEvent() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # getNode() # getLogger() - initialize() - setStateMachine() - setOrthogonal() }
[bool]]
[optional< std::future < int > >]]
[smacc2::SmaccSignal < void()>]]
[function< void()>]]
[Options]]
[shared_ptr< moveit ::planning_interface ::MoveGroupInterface >]]
[shared_ptr< moveit ::planning_interface ::PlanningSceneInterface >]]
-m_mutex_
-markersInitialized_
[optional< rclcpp::Time >]]
[optional< rclcpp::Duration >]]
-globalFrame_
-isShutdownRequested_
-onEntryThread_
-onExitThread_
-onFailure_
-onFinished_
-onSuccess_
postFailureEventFn
postFinishEventFn
postSuccessEventFn_
-onFailed_
-onSucceeded_
-postEventMotionExecution Failed_
-postEventMotionExecution Succeded_
-options_
+moveGroupClientInterface
+planningSceneInterface
-lastUpdate_
-periodDuration_
[smacc2::SmaccAsyncClient Behavior]|= onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() + requestForceFinish() + executeOnEntry() + executeOnExit() + waitOnEntryThread() + onSuccess() + onFinished() + onFailure() # postSuccessEvent() # postFailureEvent() # dispose() # isShutdownRequested() - waitFutureIfNotFinished() }
[cl_moveit2z::ClMoveit2z]|= ClMoveit2z() + ClMoveit2z() + ~ClMoveit2z() + onInitialize() + postEventMotionExecution Succeded() + postEventMotionExecution Failed() + onOrthogonalAllocation() + onMotionExecutionSucceeded() + onMotionExecutionFailed() + getOptions() }
-postMotionExecutionFailure Events
[optional< std::string >]]
[optional< bool >]]
[vector< geometry_msgs ::msg::PoseStamped >]]
[MarkerArray]]
[SharedPtr]]
[function< void(moveit _msgs::msg::RobotTrajectory &)>]]
-autoclearmarkers
+group_ +tipLink_
+allowInitialTrajectoryState JointDiscontinuity_
#endEffectorTrajectory_
#behaviorMarkers_
-iksrv_ -markersPub_
-postIncorrectInitialState Event
-postJointDiscontinuity Event
#movegroupClient_
[smacc2::ISmaccUpdatable]|= ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update() }
[cl_moveit2z::ClMoveEndEffector Trajectory]|= ClMoveEndEffectorTrajectory() + ClMoveEndEffectorTrajectory() + onOrthogonalAllocation() + onEntry() + onExit() + update() # computeJointSpaceTrajectory() # executeJointSpaceTrajectory() # generateTrajectory() # createMarkers() # getCurrentEndEffectorPose() - initializeROS() }
[Vector3]]
[optional< double >]]
+offset_
+linearSpeed_m_s_
[cl_moveit2z::ClMoveCartesian Relative2]|= ClMoveCartesianRelative2() + ClMoveCartesianRelative2() + ~ClMoveCartesianRelative2() + generateTrajectory() }