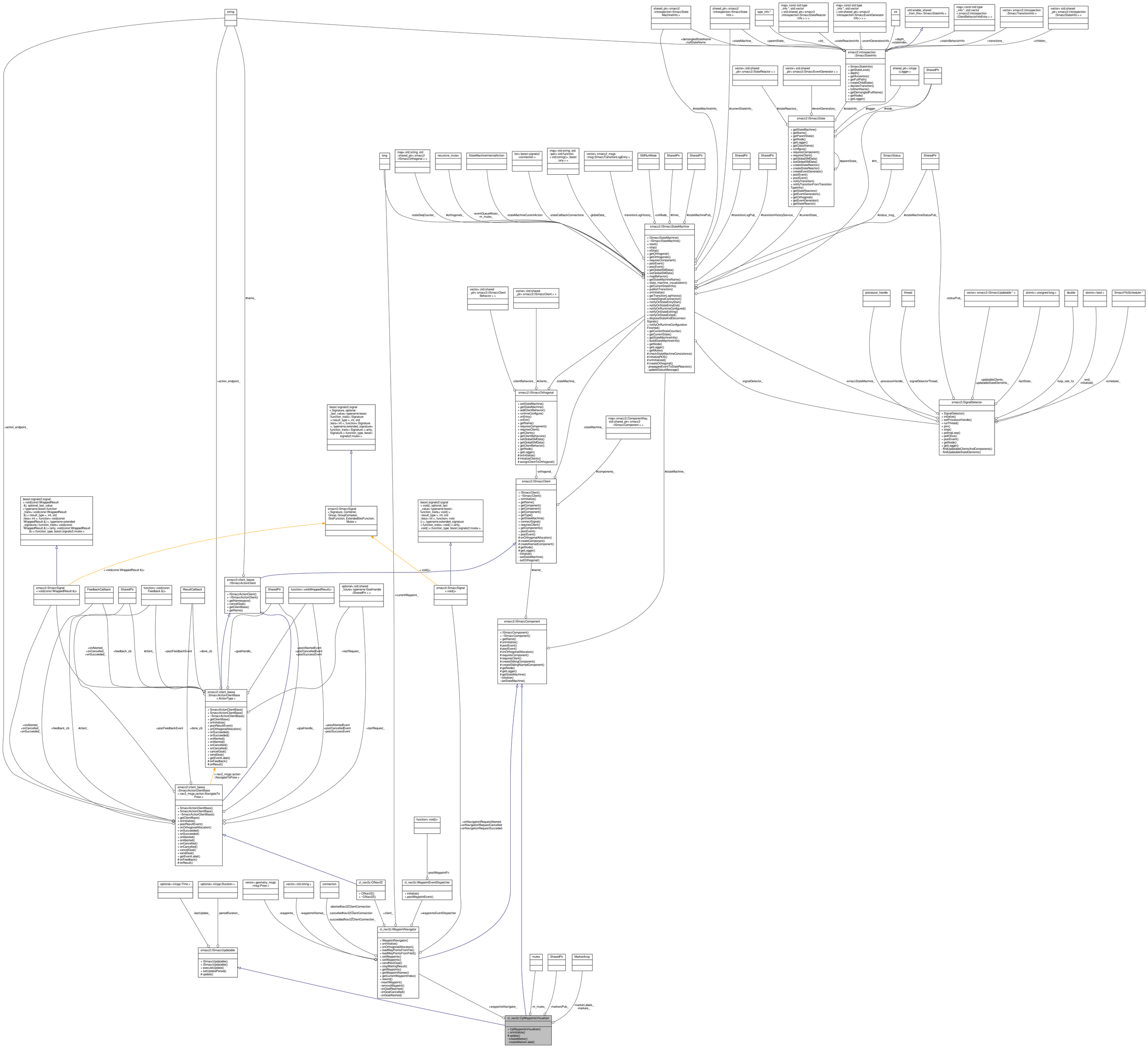
string
shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >
shared_ptr< smacc2 ::introspection::SmaccState Info >
type_info *
map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccStateReactor Info > > >
map< const std::type_info *, std::vector < std::shared_ptr< smacc2 ::introspection::SmaccEventGenerator Info > > >
int
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector < smacc2::introspection ::SmaccClientBehaviorInfoEntry > >
vector< smacc2::introspection ::SmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection ::SmaccStateInfo > >
+demangledStateName
+fullStateName
+stateMachine_
+parentState_
+sId_
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+staticBehaviorInfo
+transitions_
+children_
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared_ptr< smacc2::StateReactor > >
vector< std::shared_ptr< smacc2::SmaccEventGenerator > >
shared_ptr< rclcpp ::Logger >
SharedPtr
#stateMachineInfo_
#currentStateInfo_
#stateReactors_
#eventGenerators_
#stateInfo_
#logger_
#node_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
long
map< std::string, std ::shared_ptr< smacc2 ::ISmaccOrthogonal > >
recursive_mutex
StateMachineInternalAction
list< boost::signals2 ::connection >
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
vector< smacc2_msgs ::msg::SmaccTransitionLogEntry >
SMRunMode
SharedPtr
SharedPtr
SharedPtr
SharedPtr
#nh_
SmaccStatus
SharedPtr
-stateSeqCounter_
#orthogonals_
-eventQueueMutex_ -m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
#timer_
#stateMachinePub_
#transitionLogPub_
#transitionHistoryService_
#currentState_
#status_msg_
#stateMachineStatusPub_
smacc2::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ disposeStateAndDisconnect Signals()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
vector< std::shared_ptr< smacc2::ISmaccClient Behavior > >
vector< std::shared_ptr< smacc2::ISmaccClient > >
processor_handle
thread
vector< smacc2::ISmaccUpdatable * >
atomic< unsigned long >
double
atomic< bool >
SmaccFifoScheduler *
#name_
-statusPub_
+action_endpoint_
-clientBehaviors_
#clients_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-processorHandle_
-signalDetectorThread_
-updatableClients_ -updatableStateElements_
-lastState_
-loop_rate_hz
-end_ -initialized_
-scheduler_
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
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 >
map< smacc2::ComponentKey, std::shared_ptr< smacc2 ::ISmaccComponent > >
-stateMachine_
-orthogonal_
smacc2::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
#components_
#stateMachine_
boost::signals2::signal < void(const WrappedResult &), optional_last_value < typename 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 >
< void()>
< void(const WrappedResult &)>
#owner_
smacc2::client_bases ::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getClientBase()
+ getName()
smacc2::SmaccSignal < void(const WrappedResult &)>
FeedbackCallback
SharedPtr
function< void(const Feedback &)>
ResultCallback
SharedPtr
function< void(WrappedResult)>
optional< std::shared_future< typename GoalHandle ::SharedPtr > >
smacc2::SmaccSignal < void()>
+currentWaypoint_
smacc2::ISmaccComponent
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
- setStateMachine()
+onAborted_ +onCancelled_ +onSucceeded_
+feedback_cb
#client_
+postFeedbackEvent
+done_cb
+goalHandle_
+postAbortedEvent +postCancelledEvent +postSuccessEvent
+lastRequest_
smacc2::client_bases ::SmaccActionClientBase < ActionType >
+ SmaccActionClientBase()
+ 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()
function< void()>
postWaypointFn
+onNavigationRequestAborted +onNavigationRequestCancelled +onNavigationRequestSucceded
optional< rclcpp::Time >
optional< rclcpp::Duration >
vector< geometry_msgs ::msg::Pose >
vector< std::string >
connection
cl_nav2z::CINav2Z
+ CINav2Z()
+ ~CINav2Z()
cl_nav2z::WaypointEventDispatcher
+ initialize()
+ postWaypointEvent()
-lastUpdate_
-periodDuration_
-waypoints_
-waypointsNames_
-abortedNav2ZClientConnection
-cancelledNav2ZClientConnection
-succeddedNav2ZClientConnection_
+client_
+waypointsEventDispatcher
cl_nav2z::WaypointNavigator
+ WaypointNavigator()
+ onInitialize()
+ onOrthogonalAllocation()
+ loadWayPointsFromFile()
+ loadWayPointsFromFile()
+ setWaypoints()
+ setWaypoints()
+ sendNextGoal()
+ stopWaitingResult()
+ getWaypoints()
+ getWaypointNames()
+ getCurrentWaypointIndex()
+ rewind()
- insertWaypoint()
- removeWaypoint()
- onGoalReached()
- onGoalCancelled()
- onGoalAborted()
smacc2::ISmaccUpdatable
+ ISmaccUpdatable()
+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
mutex
SharedPtr
MarkerArray
+waypointsNavigator_
-m_mutex_
-markersPub_
-markerLabels_ -markers_
cl_nav2z::CpWaypointsVisualizer
+ CpWaypointsVisualizer()
+ onInitialize()
# update()
- createMarker()
- createMarkerLabel()