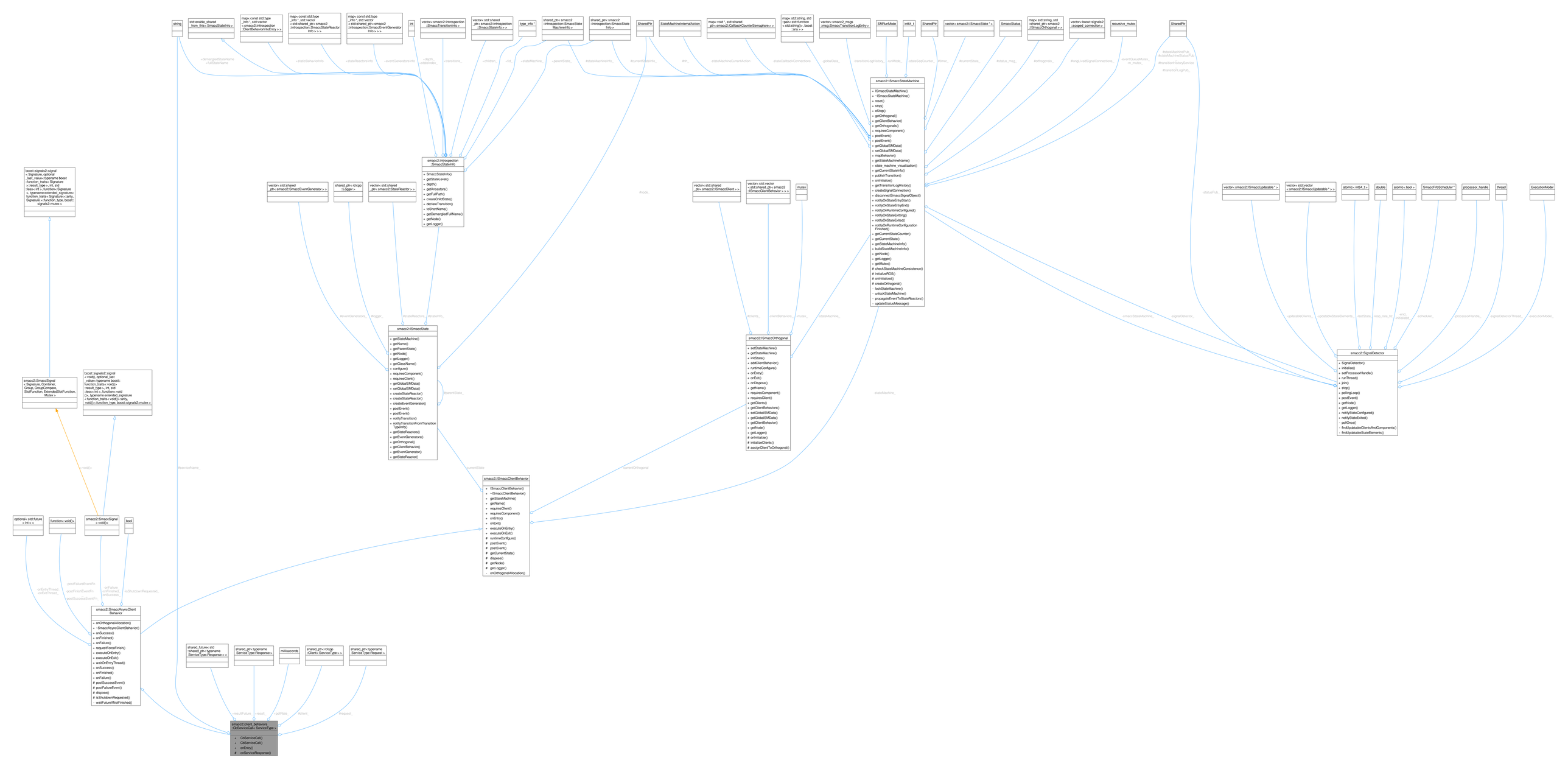
string
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >
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::_msgs::SmaccTransitionLogEntry >
SMRunMode
int64_t
SharedPtr
vector< smacc2::ISmaccState* >
SmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
vector< boost::signals2::scoped_connection >
recursive_mutex
SharedPtr
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()
+ 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()
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::SmaccEventGenerator > >
shared_ptr< rclcpp::Logger >
vector< std::shared_ptr< smacc2::IStateReactor > >
vector< std::shared_ptr< smacc2::ISmaccClient > >
vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >
mutex
vector< smacc2::ISmaccUpdatable* >
vector< std::vector< smacc2::ISmaccUpdatable* > >
atomic< int64_t >
double
atomic< bool >
SmaccFloScheduler*
processor_handle
thread
ExecutionModel
smacc2::ISmaccState
+ 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()
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
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::Smacc Signal< Signature, Combiner, Group, GroupCompare, SlotFunction, SlotExtendedSlotFunction, Mutex >
optional< std::future< int > >
function< void()>
smacc2::SmaccSignal< void()>
bool
smacc2::SmaccAsyncClient Behavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
shared_future< std::shared_ptr< typename ServiceType::Response > >
shared_ptr< typename ServiceType::Response >
milliseconds
shared_ptr< rclcpp::Client< ServiceType > >
shared_ptr< typename ServiceType::Request >
smacc2::client_behaviors::CbServiceCall< ServiceType >
+ CbServiceCall()
+ CbServiceCall()
+ onEntry()
# onServiceResponse()