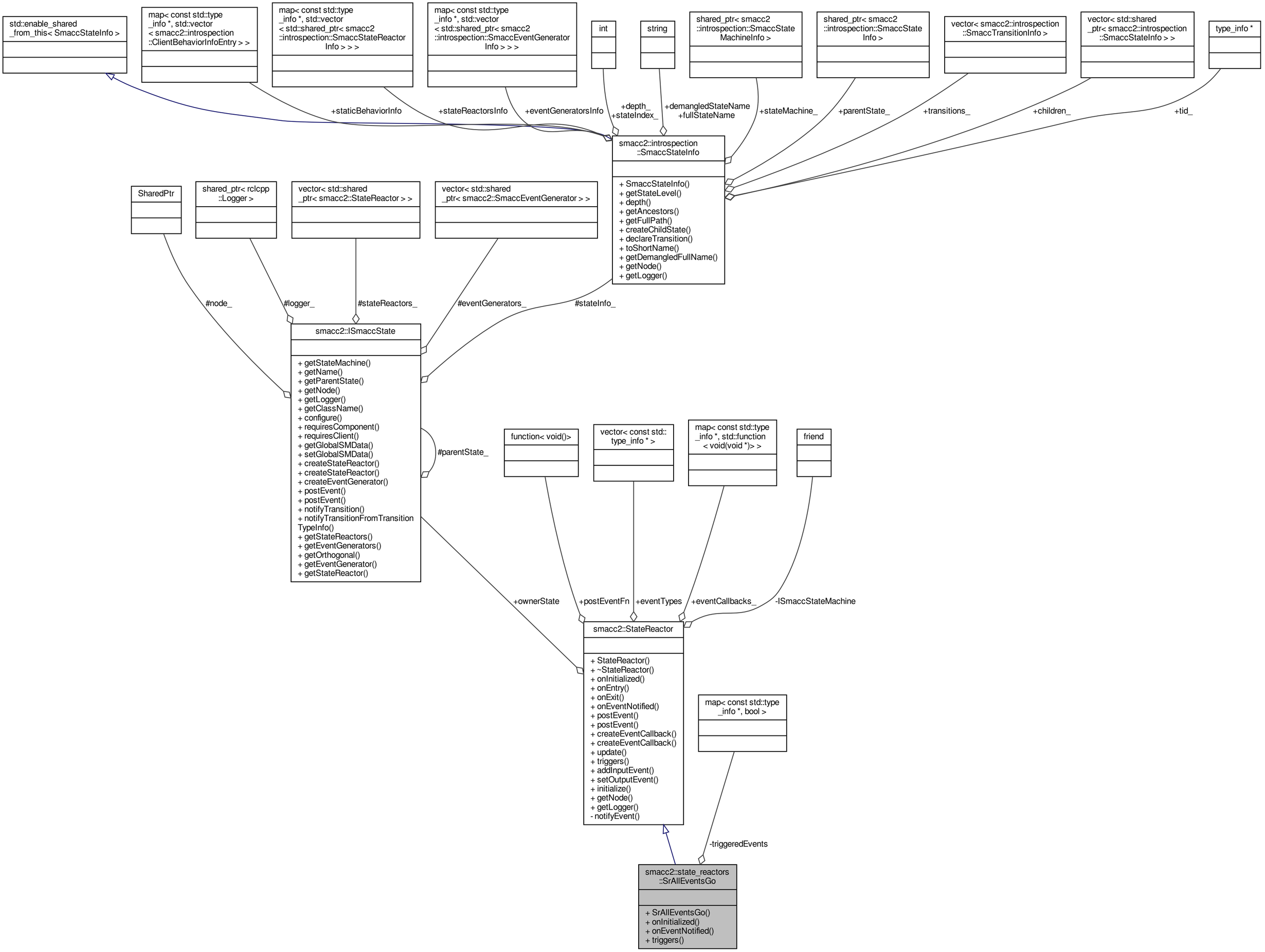
std::enable_shared
_from_this< SmaccStateInfo >
map< const std::type
_info *, std::vector
< smacc2::introspection
::ClientBehaviorInfoEntry > >
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccStateReactor
Info > > >
map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccEventGenerator
Info > > >
int
string
shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
shared_ptr< smacc2
::introspection::SmaccState
Info >
vector< smacc2::introspection
::SmaccTransitionInfo >
vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
type_info *
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+demangledStateName
+fullStateName
+stateMachine_
+parentState_
+transitions_
+children_
+tid_
smacc2::introspection
::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
SharedPtr
shared_ptr< rclcpp
::Logger >
vector< std::shared
_ptr< smacc2::StateReactor > >
vector< std::shared
_ptr< smacc2::SmaccEventGenerator > >
#node_
#logger_
#stateReactors_
#eventGenerators_
#stateInfo_
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_
function< void()>
vector< const std::
type_info * >
map< const std::type
_info *, std::function
< void(void *)> >
friend
+ownerState
+postEventFn
+eventTypes
+eventCallbacks_
-ISmaccStateMachine
smacc2::StateReactor
+ StateReactor()
+ ~StateReactor()
+ onInitialized()
+ onEntry()
+ onExit()
+ onEventNotified()
+ postEvent()
+ postEvent()
+ createEventCallback()
+ createEventCallback()
+ update()
+ triggers()
+ addInputEvent()
+ setOutputEvent()
+ initialize()
+ getNode()
+ getLogger()
- notifyEvent()
map< const std::type
_info *, bool >
-triggeredEvents
smacc2::state_reactors
::SrAllEventsGo
+ SrAllEventsGo()
+ onInitialized()
+ onEventNotified()
+ triggers()