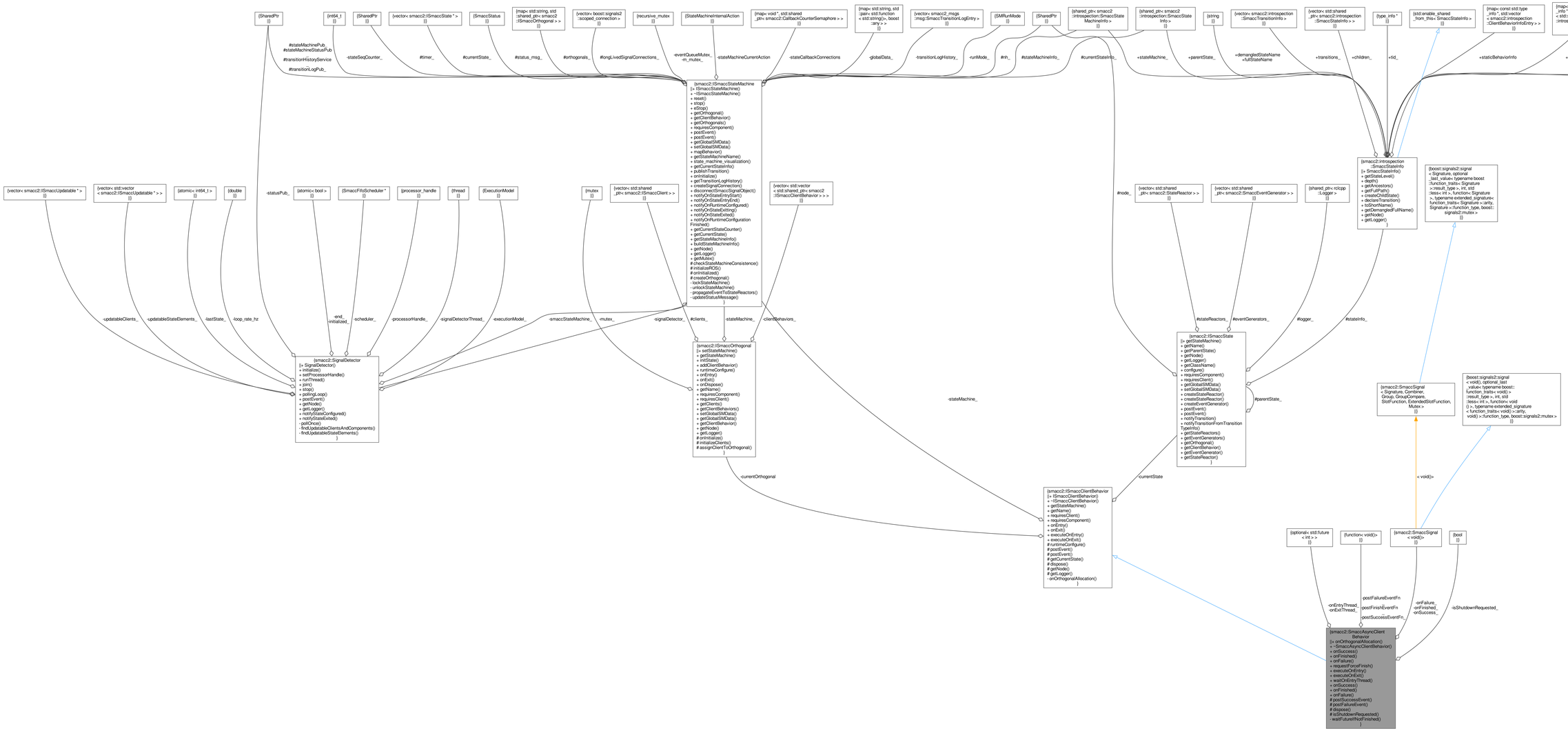
{SharedPtr }
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
{int64_t }
-stateSeqCounter_
{SharedPtr }
#timer_
{vector< smacc2::ISmaccState * > }
#currentState_
{SmaccStatus }
#status_msg_
{map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > > }
#orthogonals_
{vector< boost::signals2::scoped_connection > }
#longLivedSignalConnections_
{recursive_mutex }
-eventQueueMutex_
-m_mutex_
{StateMachineInternalAction }
-stateMachineCurrentAction
{map< void*, std::shared_ptr< smacc2::CallbackCounterSemaphore > > }
-stateCallbackConnections
{map< std::string, std::pair< std::function< std::string()>, boost::any > > }
-globalData_
{vector< smacc2_msgs::msg::SmaccTransitionLogEntry > }
-transitionLogHistory_
{SMRunMode }
-runMode_
{SharedPtr }
#hh_
{shared_ptr< smacc2::introspection::SmaccStateMachineInfo > }
#stateMachineInfo_
{shared_ptr< smacc2::introspection::SmaccStateInfo > }
#currentStateInfo_
{string }
+stateMachine_
{vector< smacc2::introspection::SmaccTransitionInfo > }
+parentState_
{vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > > }
+demangledStateName
+fullStateName
{type_info * }
+transitions_
{std::enable_shared_from_this< SmaccStateInfo > }
+children_
{map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > > }
+sid_
{map< const std::type_info *, std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > }
+staticBehaviorInfo
{map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGenerator Info > > }
+stateReactorsInfo
{int }
+depth_
+stateIndex_
+eventGeneratorsInfo
{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()
}
{vector< smacc2::ISmaccUpdatable * > }
{vector< std::vector< smacc2::ISmaccUpdatable * > > }
{atomic< int64_t > }
{double }
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-status$Pub_
{atomic< bool > }
-end_
-initialized_
{SmaccFifoScheduler * }
-scheduler_
{processor_handle }
-processorHandle_
{thread }
-signalDetectorThread_
{ExecutionModel }
-executionModel_
{mutex }
-mutex_
{vector< std::shared_ptr< smacc2::ISmaccClient > > }
-smaccStateMachine_
-signalDetector_
{vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > > }
-clientBehaviors_
{smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
#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()
}
-currentOrthogonal
#node_
{vector< std::shared_ptr< smacc2::StateReactor > > }
{vector< std::shared_ptr< smacc2::SmaccEventGenerator > > }
{shared_ptr< rclcpp::Logger > }
#stateReactors_
#eventGenerators_
#logger_
#stateInfo_
{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 >
|}
{smacc2::ISmaccState
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ requestStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
#parentState_
-stateMachine_
-currentState
{smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
{smacc2::SmaccSignal
< void,
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()>
{optional< std::future
< int > >
|}
{function< void()>
|}
{smacc2::SmaccSignal
< void()>
|}
{bool
|}
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
{smacc2::SmaccAsyncClient
Behavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
}