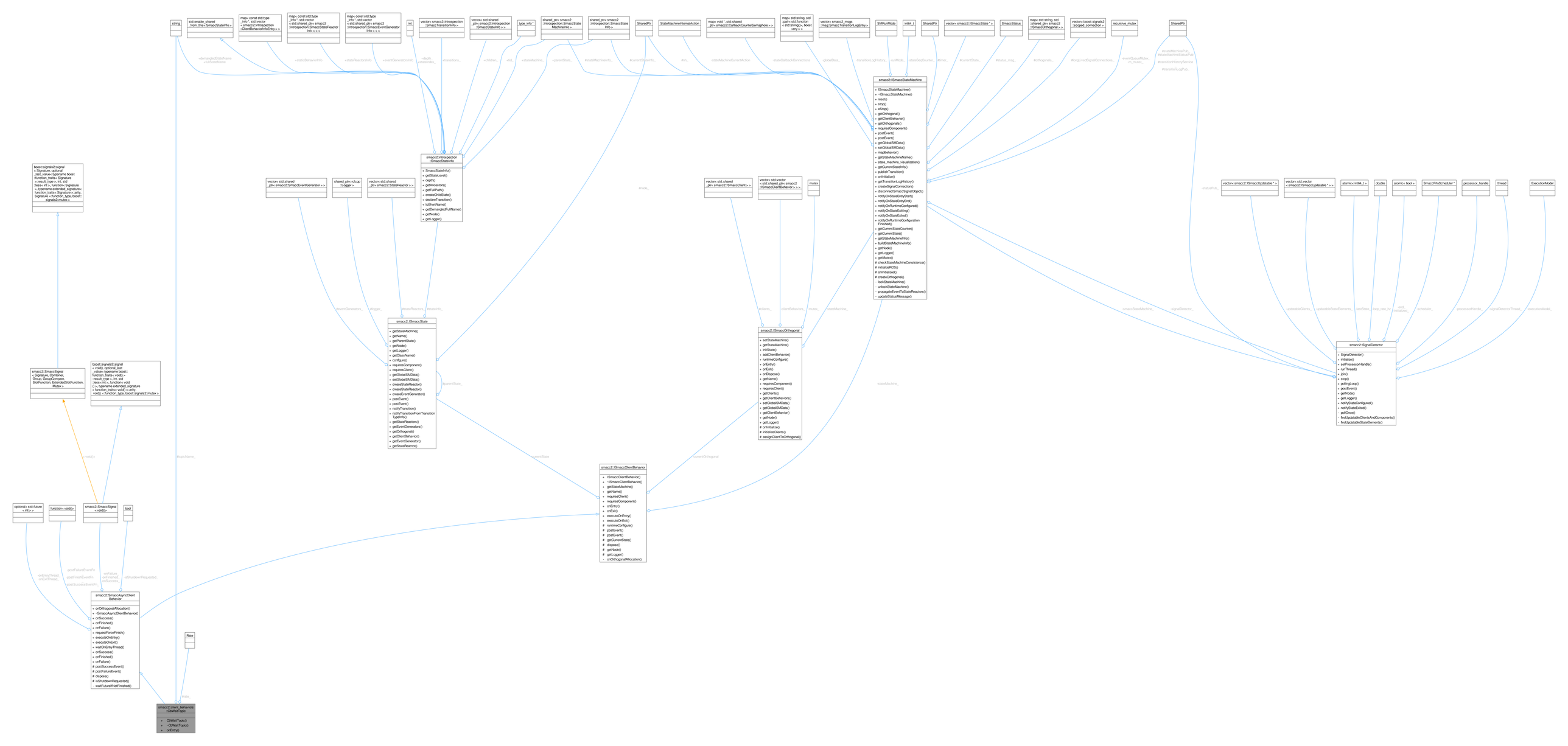
string
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::IClientBehaviorInfoEntry > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >
map< const std::type_info *, 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::shared_ptr< std::function< std::string(), boost::JSV > > >
vector< smacc2::_msg::msg::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
+demangledStateName
+fullStateName
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth
+stateIndex
+transitions
+children
+isL
+stateMachine
+parentState
#stateMachineInfo
#currentStateInfo
#fn
+stateMachineCurrentAction
+stateCallbackConnections
+globalData
#transitionLogHistory
+runMode
+stateSeqCounter
#time
#currentState
+status_msg
+orthogonals
#longLivedSignalConnections
+eventQueueMutex
+m_mutex
#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()
- propagateEvenrToStateReactors()
- updateStatusMessage()
smacc2::introspection ::ISmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createOnEstate()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
#node_
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()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
#parentState_
vector< std::shared_ptr< smacc2::ISmaccClient* > >
vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior* > > >
mutex
#clients_
#clientBehaviors_
#mutex_
#stateMachine_
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
#stateMachine_
#currentOrthogonal
#currentState
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
#statusPub_
vector< smacc2::ISmaccUpdatable* >
vector< smacc2::ISmaccUpdatable* >
atomic< int64_t >
double
atomic< bool >
SmaccFifoScheduler*
processor_handle
thread
ExecutorModel
#smaccStateMachine_
#signalDetector_
#updatableClients_
#updatableStateElements_
#startState_
#loop_rate_hz
#end_initialized_
#scheduler_
#processorHandle_
#signalDetectorThread_
#executionModel_
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
boost::signals2::signal< void(), 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::SmaccSignal< Signature, Combiner, Group, Group::operator(), 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()+
#topicName_
optional< std::future< rfl::Ref > >
function< void()>
smacc2::SmaccSignal< void()>
bool
+ isShutdownRequested_
+ onEntryThread_
+ onExitThread_
+ postFailureEventFn_
+ postFinishEventFn_
+ postSuccessEventFn_
+ onFailure_
+ onFinished_
+ onSuccess_
smacc2::SmaccAsyncClient Behavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
Rate
#rate_
smacc2client_behaviors ::CbWaitTopic
+ CbWaitTopic()
+ ~CbWaitTopic()
+ onEntry()