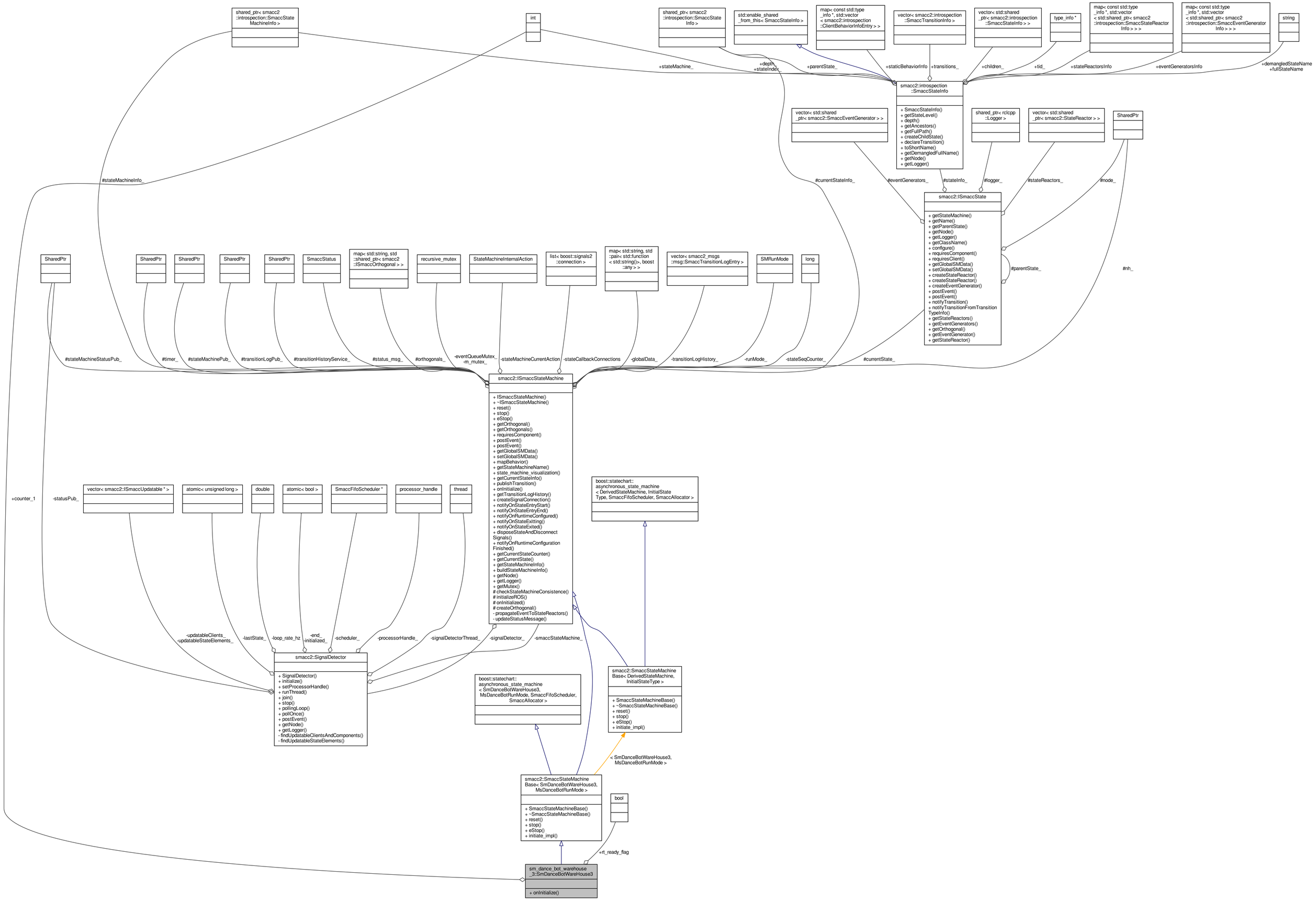
shared_ptr< smacc2 ::introspection::SmaccState MachineInfo >
int
shared_ptr< smacc2 ::introspection::SmaccState Info >
std::enable_shared _from_this< SmaccStateInfo >
map< const std::type _info *, std::vector < smacc2::introspection ::ClientBehaviorInfoEntry > >
vector< smacc2::introspection ::SmaccTransitionInfo >
vector< std::shared _ptr< smacc2::introspection ::SmaccStateInfo > >
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 > > >
string
+stateMachine_
+depth_
+stateIndex_
+parentState_
+staticBehaviorInfo
+transitions_
+children_
+tid_
+stateReactorsInfo
+eventGeneratorsInfo
+demangledStateName
+fullStateName
smacc2::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared _ptr< smacc2::SmaccEventGenerator > >
shared_ptr< rclcpp ::Logger >
vector< std::shared _ptr< smacc2::SmaccStateReactor > >
SharedPtr
#stateMachineInfo_
#currentStateInfo_
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
#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_
#nh_
SharedPtr
SharedPtr
SharedPtr
SharedPtr
SmaccStatus
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
long
#stateMachineStatusPub_
#timer_
#stateMachinePub_
#transitionLogPub_
#transitionHistoryService_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#currentState_
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()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ disposeStateAndDisconnect Signals()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
+counter_1
-statusPub_
vector< smacc2::ISmaccUpdatable * >
atomic< unsigned long >
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
boost::statechart:: asynchronous_state_machine < DerivedStateMachine, InitialState Type, SmaccFifoScheduler, SmaccAllocator >
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-signalDetector_
-smaccStateMachine_
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
boost::statechart:: asynchronous_state_machine < SmDanceBotWareHouse3, MsDanceBotRunMode, SmaccFifoScheduler, SmaccAllocator >
smacc2::SmaccStateMachine Base< DerivedStateMachine, InitialStateType >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
< SmDanceBotWareHouse3, MsDanceBotRunMode >
smacc2::SmaccStateMachine Base< SmDanceBotWareHouse3, MsDanceBotRunMode >
+ SmaccStateMachineBase()
+ ~SmaccStateMachineBase()
+ reset()
+ stop()
+ eStop()
+ initiate_impl()
bool
+rt_ready_flag
sm_dance_bot_warehouse _3::SmDanceBotWareHouse3
+ onInitialize()