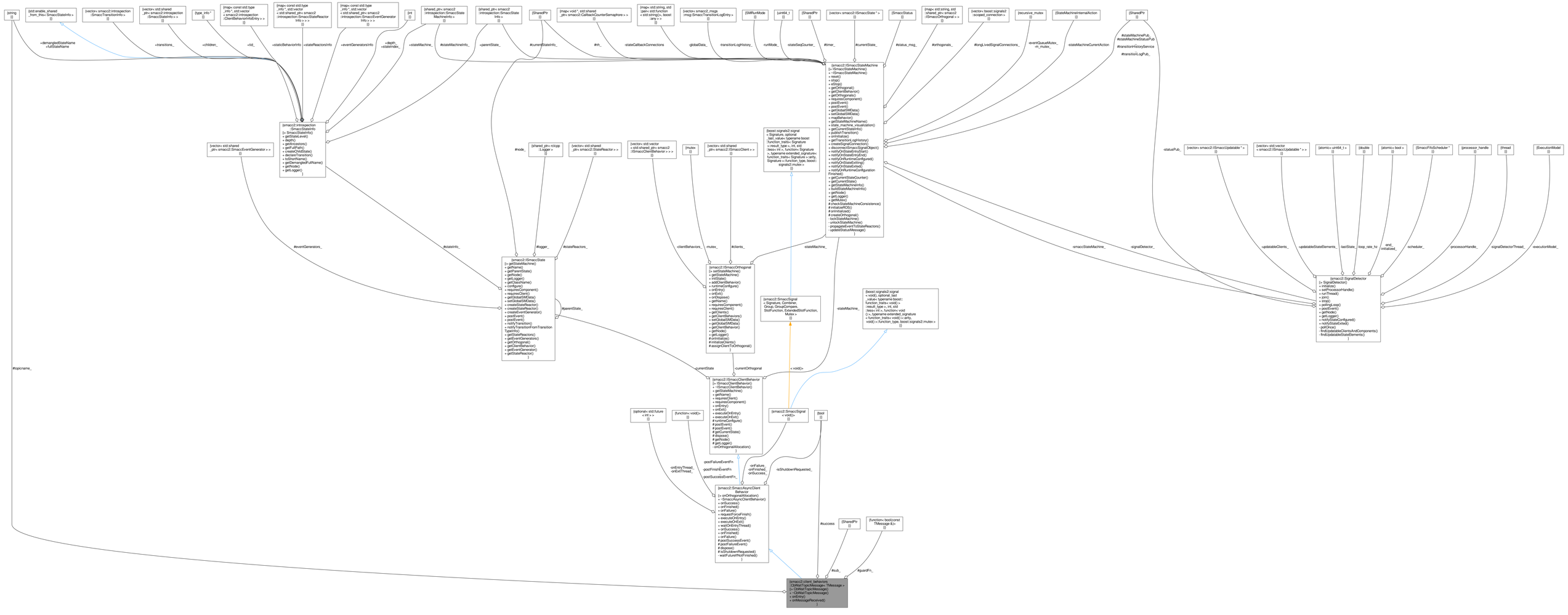
[std::string]
[std::enable_shared_from_this< SmaccStateInfo >]
[vector< smacc2::introspection::SmaccTransitionInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
[type_info *]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::ClientBehaviorInfoEntry > >]
[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]
[shared_ptr< smacc2::introspection::SmaccStateMachineInfo >]
[shared_ptr< smacc2::introspection::SmaccStateInfo >]
[SharedPtr]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore >]
[map< std::string, std::pair< std::function< std::string()>, bool> :any>]
[vector< smacc2::msg::SmaccTransitionLogEntry >]
[SMRunMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[vector< boost::signals2::scoped_connection >]
[recursive_mutex]
[StateMachineInternalAction]
[SharedPtr]
=demangleStateName
=IsStateName
+transitions_
+children_
+tid_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+stateMachine_
#stateMachineInfo_
+parentState_
#currentStateInfo_
#rh_
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
statusPub_
[smacc2::introspection::SmaccStateInfo]
[+ SmaccStateInfo()]
+ getStateLevel()
+ getTid()
+ getAllVertices()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
[vector< std::shared_ptr< smacc2::SmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::IStateReactor > >]
[vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > > >]
[mutex]
[vector< std::shared_ptr< smacc2::ISmaccClient >]
[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::ISmaccStateMachine]
[+ ISmaccStateMachine()]
[+ ~ISmaccStateMachine()]
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ getallSignalConnections()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getNode()
+ getLogger()
+ getCurrent()
# checkStateMachineConsistence()
# initializeROS()
# oninitialize()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
[]
#topicname_
#eventGenerators_
#stateInfo_
#node_
#logger_
#stateReactors_
#parentState_
-clientBehaviors_
-mutex_
#clients_
-stateMachine_
-stateMachine_
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[vector< smacc2::ISmaccUpdatable * >]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
[smacc2::SignalDetector]
[- SignalDetector()]
[+ ~SignalDetector()]
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
[]
[boost::signals2::signal< void(), optional _last_value= typename boost::function_traits< void(), int, std::less< int >, function< void() (> >::type, typename extended_signature< function_traits< void() >::arity, void() >::function_type, boost::signals2::mutex >]
[smacc2::ISmaccOrthogonal]
[- setStateMachine()]
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ onOrthogonalCfgRqst()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getNode()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# oninitialize()
# initializeClients()
# assignClientToOrthogonal()
[]
[smacc2::ISmaccSignal< Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >]
[]
-currentStateInfo_
-currentOrthogonal
< void()>
[smacc2::ISmaccClientBehavior]
[- ISmaccClientBehavior()]
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ getParameters()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# getNode()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
[]
[optional< std::future< int> >]
[function< void()>]
[smacc2::ISmaccSignal< void()>]
[]
[bool]
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onEntryThread_
-onExitThread_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior]
[+ onOrthogonalAllocation()]
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
- onSuccess()
- onFinished()
- onFailure()
postSuccessEvent()
postFailureEvent()
dispose()
isShutdownRequested()
- waitFutureIsRFinished()
[]
#success
[SharedPtr]
[]
[function< bool(const TMessage &)>]
[]
#sub_
#guardFn_
[smacc2::client_behaviors::CbWaitTopicMessage< TMessage >]
[+ CbWaitTopicMessage()]
+ ~CbWaitTopicMessage()
+ onEntry()
+ onMessageReceived()
[]