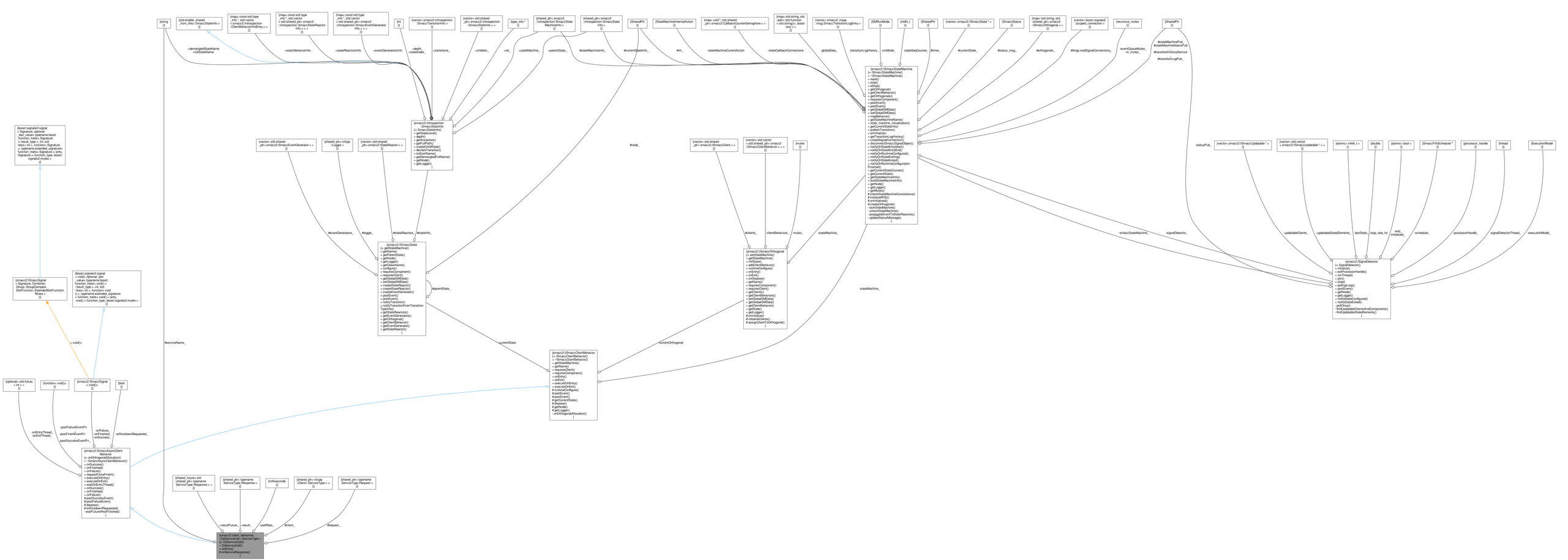
[std::string]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >]
[map< const std::type_info *, std::vector< smacc2::introspection::SmaccStateReactorInfo > >]
[map< const std::type_info *, std::vector< std::shared_ptr< 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::pair< std::function< std::string()>, boost::any > >]
[vector< smacc2::msgs::msg::SmaccTransitionLogEntry >]
[SMRuntMode]
[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_
+id_
+stateMachine_
+parentState_
#stateMachineInfo_
#currentStateInfo_
#n_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#mer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[boost::signals2::signal< Signature, optional last_value= typename boost::function_traits< Signature >::result_type, int(int*, int*), int, typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost::signals2::mutex >]
[smacc2::ISmaccStateMachine
|+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ stop()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ getStateMachine()
+ getGlobalSMData()
+ setGlobalSMData()
+ getGlobal()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ getStates()
+ getTransitionLogHistory()
+ createSignalConnection()
- disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitingS()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getPeriod()
+ getCurrentStateCounter()
+ getCurrentState()
- getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializePCS()
# initializeROS()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
-statusPub_
[vector< smacc2::ISmaccUpdatable *]
[vector< std::vector< smacc2::ISmaccUpdatable * >]
[atomic< int64_t >]
[double]
[atomic< bool >]
[SmaccFitlsScheduler *]
[processor_handle]
[thread]
[ExecutionModel]
[vector< std::shared_ptr< smacc2::ISmaccEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::IStateReactor > >]
[smacc2::introspection::SmaccStateInfo
|+ SmaccStateInfo()
+ getEvents()
+ depth()
+ getAncestors()
+ getFullPath()
+ createOnEdgeState()
+ getFullTypeNames()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
#node_
[vector< std::shared_ptr< smacc2::ISmaccClient > >]
[vector< std::vector< std::shared_ptr< smacc2::ISmaccClientBehavior > >]
[mutex]
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-and_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-smaccStateMachine_
-signalDetector_
[smacc2::ISmaccSignal
+ Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex >
]
[boost::signals2::signal
+ void(), optional_last_value= typename boost::function_traits< void() >::result_type, int(int*, int*), int, void(int, int >::function< void() >::function_type, boost::signals2::mutex >]
[smacc2::ISmaccStateReactor
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getStateReactor()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ getEvents()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition-Type(int)
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
#parentState_
#serviceName_
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
#clients_
-clientBehaviors_
-mutex_
-stateMachine_
[smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ getNode()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getClient()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}
-currentState
-currentOrthogonal
-stateMachine_
[smacc2::ISmaccClientBehavior
|+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ requiresComponent()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
[smacc2::ISmaccEventGenerator
|+ getStateMachine()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getStateReactor()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ getEvents()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition-Type(int)
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
[smacc2::ISmaccDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ stop()
+ stop()
+ polling-Loop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- getDone()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
[boost::signals2::signal
+ void(), optional_last_value= typename boost::function_traits< void() >::result_type, int(int*, int*), int, void(int, int >::function< void() >::function_type, boost::signals2::mutex >]
[smacc2::SmaccSignal
+ void()>
]
[optional< std::future
+ rtt2 >]
[function< void()>]
[bool]
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSucceissEventFn_
-onFailure_
-onFinished_
-onSuccess_
-isShutdownRequested_
[smacc2::SmaccAsyncClientBehavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ onEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSucceissEvents()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
}
[shared_future< std::shared_ptr< typename ServiceType::Response > >]
[shared_ptr< typename ServiceType::Response >]
[milliseconds]
[shared_ptr< rclcpp::Client< ServiceType > >]
[shared_ptr< typename ServiceType::Request >]
+resultFuture_
-result_
-pollRate_
#client_
#request_
[smacc2::client_services::ClsServiceCall< ServiceType >
|+ ClsServiceCall()
+ ~ClsServiceCall()
+ onEntry()
# onServiceResponse()
}