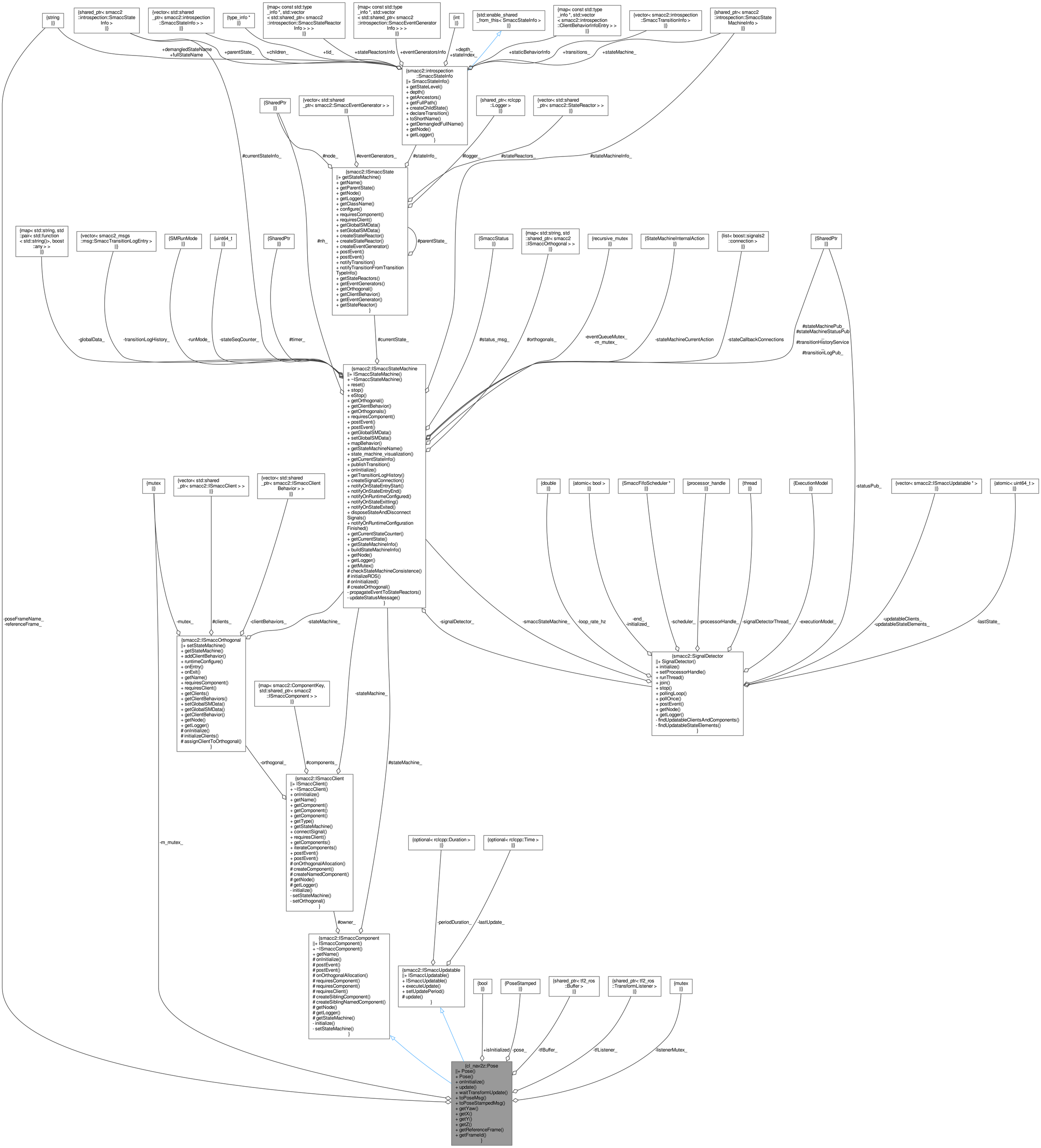
{string
|}}
{shared_ptr< smacc2
::introspection::SmaccState
Info >
|}}
{vector< std::shared
_ptr< smacc2::introspection
::SmaccStateInfo > >
|}}
{type_info *
|}}
{map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccStateReactor
Info > > >
|}}
{map< const std::type
_info *, std::vector
< std::shared_ptr< smacc2
::introspection::SmaccEventGenerator
Info > > >
|}}
{int
|}}
{std::enable_shared
_from_this< SmaccStateInfo >
|}}
{map< const std::type
_info *, std::vector
< smacc2::introspection
::ClientBehaviorInfoEntry > >
|}}
{vector< smacc2::introspection
::SmaccTransitionInfo >
|}}
{shared_ptr< smacc2
::introspection::SmaccState
MachineInfo >
|}}
+demangledStateName
+fullStateName
+parentState_
+children_
+tid_
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+staticBehaviorInfo
+transitions_
+stateMachine_
{smacc2::introspection
::SmaccStateInfo
||+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
{SharedPtr
|}}
{vector< std::shared
_ptr< smacc2::SmaccEventGenerator > >
|}}
{shared_ptr< rclcpp
::Logger >
|}}
{vector< std::shared
_ptr< smacc2::StateReactor > >
|}}
#currentStateInfo_
#node_
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
#stateMachineInfo_
{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()
}
{map< std::string, std
::pair< std::function
< std::string()>, boost
::any > >
|}}
{vector< smacc2_msgs
::msg::SmaccTransitionLogEntry >
|}}
{SMRunMode
|}}
{uint64_t
|}}
{SharedPtr
|}}
#nh_
#parentState_
{SmaccStatus
|}}
{map< std::string, std
::shared_ptr< smacc2
::ISmaccOrthogonal > >
|}}
{recursive_mutex
|}}
{StateMachineInternalAction
|}}
{list< boost::signals2
::connection >
|}}
{SharedPtr
|}}
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
#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()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ disposeStateAndDisconnect
Signals()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- propagateEventToStateReactors()
- updateStatusMessage()
}
{mutex
|}}
{vector< std::shared
_ptr< smacc2::ISmaccClient > >
|}}
{vector< std::shared
_ptr< smacc2::ISmaccClient
Behavior > >
|}}
{double
|}}
{atomic< bool >
|}}
{SmaccFifoScheduler *
|}}
{processor_handle
|}}
{thread
|}}
{ExecutionModel
|}}
-statusPub_
{vector< smacc2::ISmaccUpdatable * >
|}}
{atomic< uint64_t >
|}}
-poseFrameName_
-referenceFrame_
-mutex_
#clients_
-clientBehaviors_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-lastState_
{smacc2::ISmaccOrthogonal
||+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
}
{smacc2::SignalDetector
||+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
+ getNode()
+ getLogger()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
{map< smacc2::ComponentKey,
std::shared_ptr< smacc2
::ISmaccComponent > >
|}}
-stateMachine_
-orthogonal_
#components_
#stateMachine_
{smacc2::ISmaccClient
||+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
- initialize()
- setStateMachine()
- setOrthogonal()
}
-m_mutex_
{optional< rclcpp::Duration >
|}}
{optional< rclcpp::Time >
|}}
#owner_
-periodDuration_
-lastUpdate_
{smacc2::ISmaccComponent
||+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
- setStateMachine()
}
{smacc2::ISmaccUpdatable
||+ ISmaccUpdatable()
+ executeUpdate()
+ setUpdatePeriod()
# update()
}
{bool
|}}
{PoseStamped
|}}
{shared_ptr< tf2_ros
::Buffer >
|}}
{shared_ptr< tf2_ros
::TransformListener >
|}}
{mutex
|}}
+isInitialized
-pose_
-tfBuffer_
-tfListener_
-listenerMutex_
{cl_nav2z::Pose
||+ Pose()
+ Pose()
+ onInitialize()
+ update()
+ waitTransformUpdate()
+ toPoseMsg()
+ toPoseStampedMsg()
+ getYaw()
+ getX()
+ getY()
+ getZ()
+ getReferenceFrame()
+ getFrameId()
}