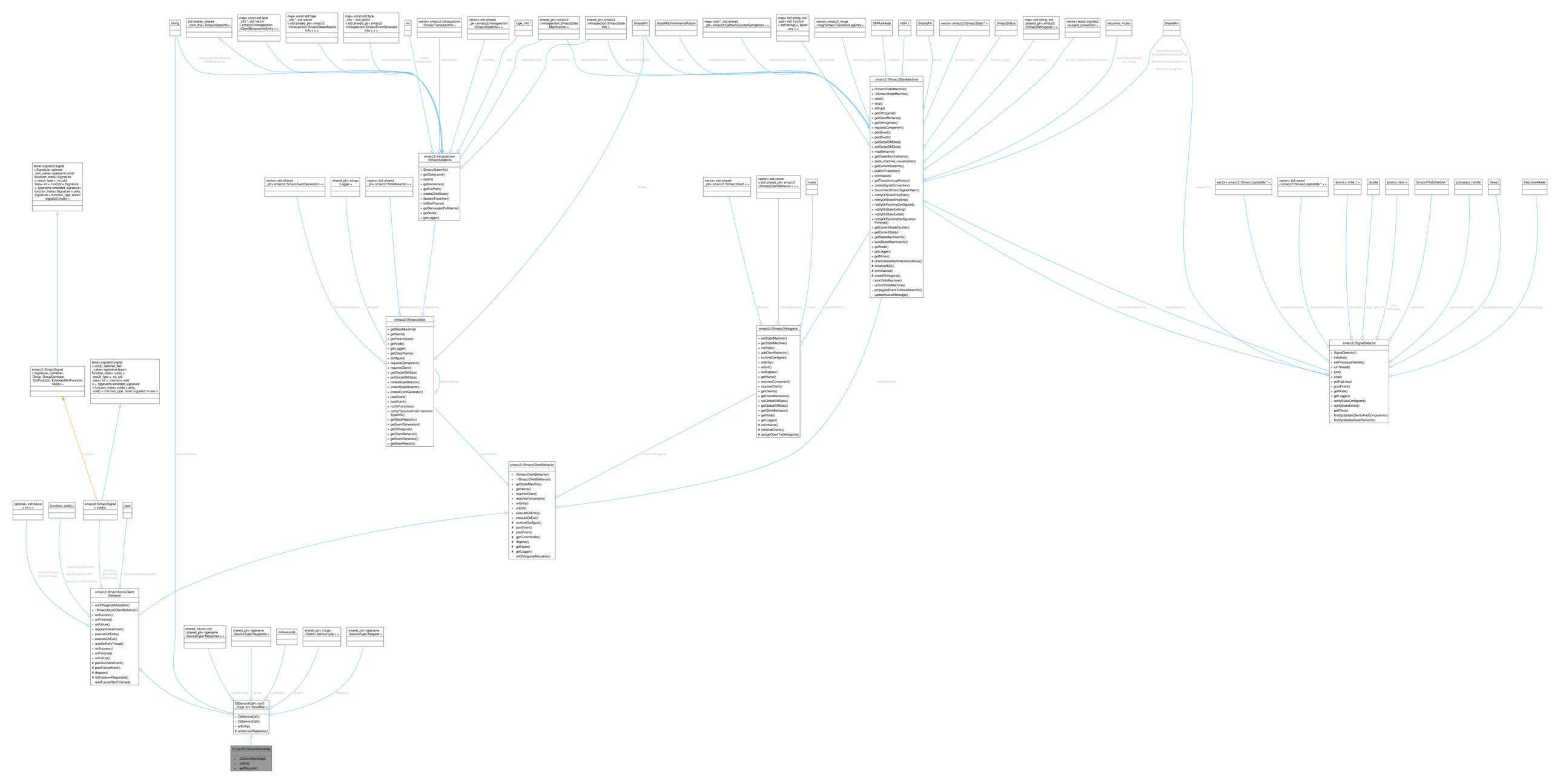
string
std::enable_shared_from_this< SmaccStateInfo >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::IClientBehaviorInfoEntry > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::ISmaccStateReactorInfo > > >
map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::ISmaccEventGeneratorInfo > > >
int
vector< smacc2::introspection::ISmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection::ISmaccStateInfo > >
type_info *
shared_ptr< smacc2::introspection::ISmaccStateMachineInfo >
shared_ptr< smacc2::introspection::ISmaccStateInfo >
SharedPtr
StateMachineInternalAction
map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >
map< std::string, std::tuple< std::function < std::string(), boost::JSY > > >
vector< smacc2::_msgs::msg::ISmaccTransitionLogEntry >
SMRuntimeMode
int64_t
SharedPtr
vector< smacc2::ISmaccState* >
SmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
vector< boost::signals2::scoped_connection >
recursive_mutex
SharedPtr
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()
+ disconnectSmaccSignalObjects()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfigurationFinished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROSIf()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
smacc2::ISmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared_ptr< smacc2::ISmaccEventGenerator > >
shared_ptr< rclcpp::Logger >
vector< std::shared_ptr< smacc2::ISmaccReactor > >
vector< std::shared_ptr< smacc2::ISmaccClient > >
vector< std::vector < std::shared_ptr< smacc2::ISmaccClientBehavior > > >
mutex
vector< smacc2::ISmaccUpdatable* >
vector< std::vector < smacc2::ISmaccUpdatable* > >
atomic< int64_t >
double
atomic< bool >
SmaccFifoScheduler*
processor_handle
thread
ExecutorModel
boost::signals2::signal < Signature, typename boost::function_traits< Signature >::result_type>, int, std::less< int >, typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost::signals2::mutex >
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
- getStateMachine()
- getName()
- requiresClient()
- requiresComponent()
- onEntry()
- onExit()
- executeOnEntry()
- executeOnExit()
runtimeConfigure()
postEvent()
postEvent()
getCurrentState()
dispose()
getNode()
getLogger()
- onOrthogonalAllocation()
boost::signals2::signal < void(), optional_last , value= typename boost::function_traits< void() >::result_type, int, std::less< int >, function< void() >::function_type, boost::signals2::mutex >
smacc2::SmaccSignal < void()>
smacc2::SmaccSignal < Signature, Combiner, Group, Group::operator(), SlotFunction, ExtendedSlotFunction, Mutex >
optional< std::future < int* > >
function< void()>
smacc2::SmaccSignal < void()>
bool
smacc2::SmaccAsyncClientBehavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# 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 >
OtServiceCall< navrr::msg::srv::SaveMap >
+ OtServiceCall()
+ OtServiceCall()
+ onEntry()
# onServiceResponse()
cl_navrr::OtSaveSlamMap
+ OtSaveSlamMap()
+ onExit()
+ getRequest()