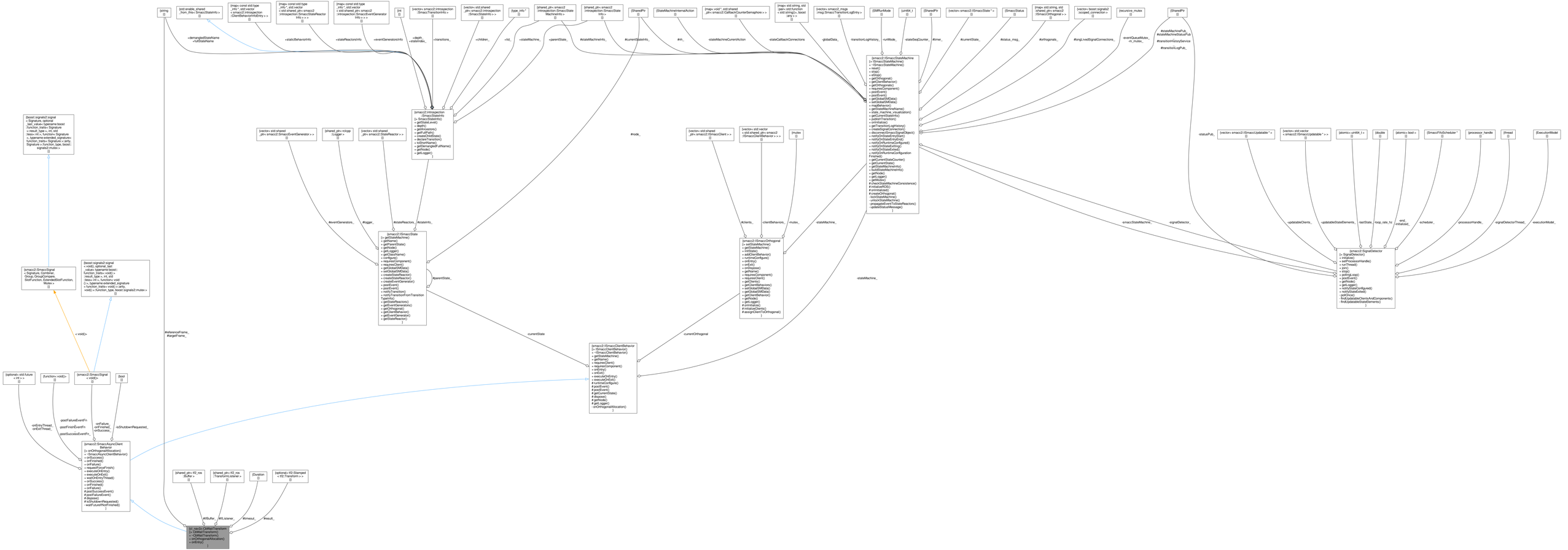
[string]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfo*> >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccStateReactorInfo > > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc2::introspection::SmaccEventGeneratorInfo > > >]
[int]
[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 >]
[SMRuntimeMode]
[uint64_t]
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal* > >]
[vector< boost::signals2::scoped_connection* >]
[recursive_mutex]
[SharedPtr]
=demangleStateName
=fullStateName
=stateBehaviorInfo
=stateReactorsInfo
=eventGeneratorsInfo
=depth
=stateIndex_
=transitions_
=children_
=id_
=stateMachine_
=parentState_
#stateMachineInfo_
#currentStateInfo_
#n_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService
#transitionLogPub_
[smacc2::ISmaccStateMachine
|+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ editor()
+ getOrthogonal()
+ getClientBehavior()
+ getOrthogonals()
+ getClientComponent()
+ initialEvent()
+ pastEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ getStateMachine()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ getLogger()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigure()
+ notifyOnStateSetting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getClock()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initialsROS()
# initialsROS()
# onexecOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
-statusPub_
[vector< smacc2::ISmaccUpdatable * >]
[vector< std::vector < smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
[boost::signals2::signal < Signature, optional < typename boost::function_traits< Signature >::result_type > (less< int >, function< Signature >, typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost::signals2::mutex >]
[smacc2::introspection::SmaccStateInfo
|+ SmaccStateInfo()
+ getLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ getStateMachine()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
}
[vector< std::shared_ptr< smacc2::IEventGenerator > >]
[shared_ptr< rclcpp::Logger >]
[vector< std::shared_ptr< smacc2::IStateReactor > >]
#node_
[vector< std::shared_ptr< smacc2::IClientBehavior > >]
[vector< std::vector < std::shared_ptr< smacc2::IClientBehavior > > >]
[mutex]
-smaccStateMachine_
-signalDetector_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz_
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
[smacc2::ISmaccSignal
+ Signature, Combiner,
StateFunctionSignature,
StoFunction, ExtendedStoFunction,
Mutex >
]
[boost::signals2::signal
+ void(), optional_last
-value< typename boost::
function_traits< void()>
::result_type >(less< int >,
less< int >, function< void
()> , typename extended_signature
+ function_traits< void()> ::arity,
void() > ::function_type, boost::signals2::mutex >
]
[smacc2::ISmaccOrthogonal
|+ setStateMachine()
+ getStateMachine()
+ getClients()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getOrthogonal()
+ getName()
+ requireComponent()
+ requireClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# initialize()
# initializeClients()
# assignClientToOrthogonal()
}
[smacc2::ISmaccState
|+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getDataName()
+ configure()
+ requireComponent()
+ requireClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ getClients()
+ pastEvent()
+ notifyTransition()
+ notifyTransitionFromTransitionTypeStart()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
}
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
#parentState_
-currentState
-currentOrthogonal
-stateMachine_
[smacc2::SignalDetector
|+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ run()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- getDoxo()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
}
#referenceFrame_
#targetFrame_
[smacc2::SmaccClientBehavior
|+ ~SmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requireClient()
+ requireComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# getClients()
# getNode()
# getLogger()
- onOrthogonalAllocation()
}
[optional< std::future
< IfE >]
[function< void()>]
[smacc2::SmaccSignal
< void()>]
[bool]
-onEntryThread_
-onExitThread_
postFailureEventFn
postFinishEventFn
postSuccessEventFn
-onFailure_
-onFinished_
-onSuccess_
-isShutdowrnRequested_
[smacc2::SmaccAsyncClientBehavior
|+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
+ postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdowrnRequested()
- waitFutureIfNotFinished()
}
[shared_ptr< tf2_ros::Buffer >]
[shared_ptr< tf2_ros::TransformListener >]
[Duration]
[optional< tf2::Stamped < tf2::Transform > >]
#tfBuffer_
#tfListener_
#timeout_
#result_
[pt_nav2::CallWaitTransform
|+ ~CallWaitTransform()
+ ~IcallWaitTransform()
+ onOrthogonalAllocation()
+ onEntry()
}