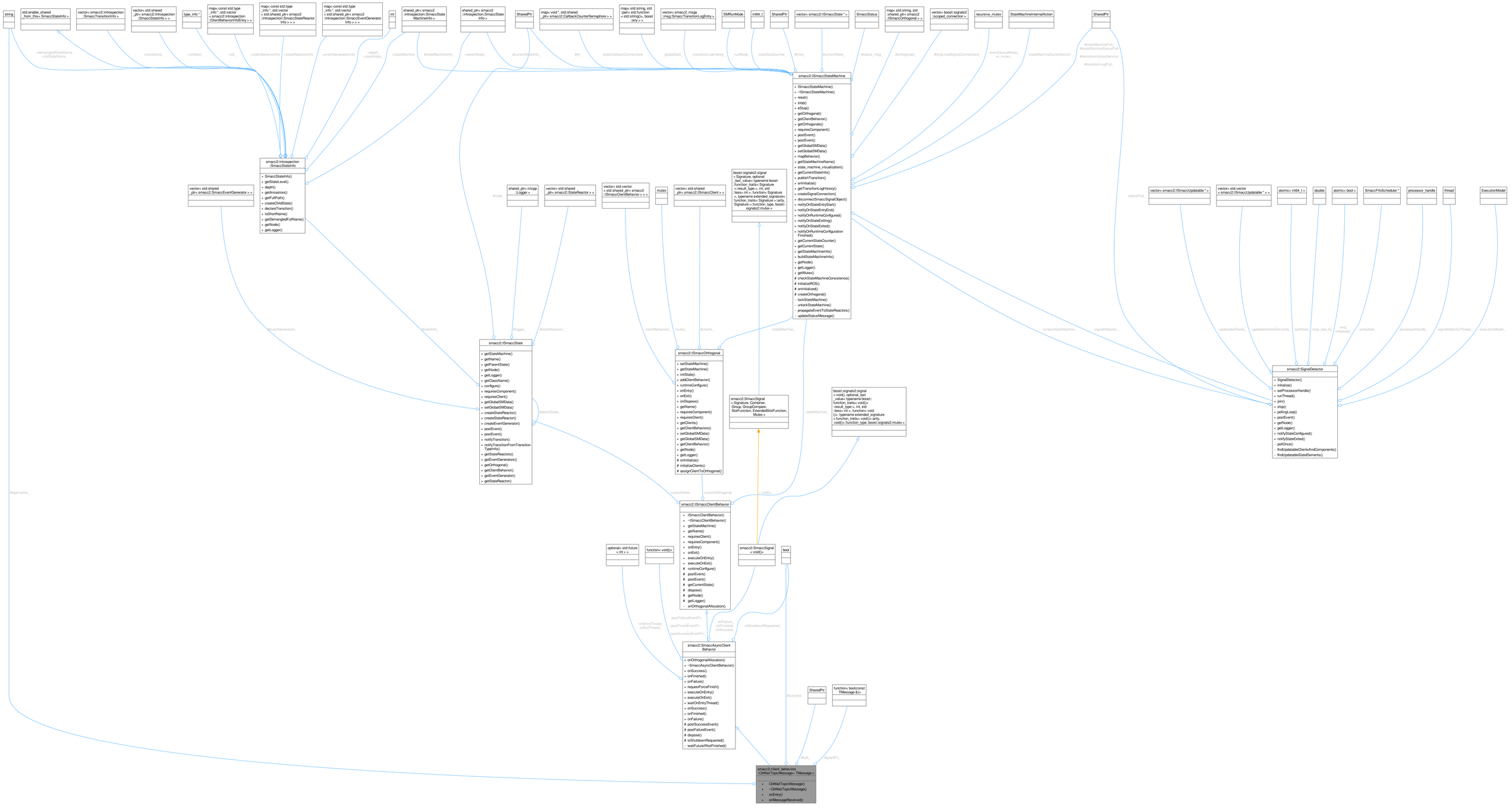
string
std::enable_shared_from_this< SmaccStateInfo >
vector< smacc2::introspection::SmaccTransitionInfo >
vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >
type_info *
map< const std::type_info *, std::vector < smacc2::introspection::ClientBehaviorInfoEntry > >
map< const std::type_info *, 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()>, boost::any > >
vector< smacc2::msgs::msg::SmaccTransitionLogEntry >
SMFlunMode
int64_t
SharedPtr
vector< smacc2::ISmaccState * >
SmaccStatus
map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >
vector< boost::signals2::scoped_connection >
recursive_mutex
StateMachineInternalAction
SharedPtr
+demangledStateName
+fullStateName
+transitions_
+children_
+id_
+staticBehaviorInfo
+staticReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+stateMachine_
#stateMachineInfo_
+parentState_
#currentISMaccInfo_
#nh_
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#mw_
#currentState_
#status_msg_
#orthogonals_
#longLivedSignalConnections_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
#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()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
smacc2::IntrospectionInfo
:SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()
vector< std::shared_ptr< smacc2::ISmaccEventGenerator > >
#node_
shared_ptr< rclcpp::Logger >
vector< std::shared_ptr< smacc2::StateReactor > >
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
, Signature= typename extended_signature<
function_traits< Signature >::arity,
Signature >::function_type, boost::
signals2::mutex >
#eventGenerators_
#stateInfo_
#logger_
#stateReactors_
#clientBehaviors_
#mutex_
#clients_
#stateMachine_
-smaccStateMachine_
-signalDetector_
vector< smacc2::ISmaccUpdatable * >
vector< std::vector < smacc2::ISmaccUpdatable * > >
atomic< int64_t >
double
atomic< bool >
SmaccFifoScheduler *
processor_handle
thread
ExecutionModel
-statusPub_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz_
-end_initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
smacc2::ISmaccState
+ getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfos()
+ getStateReactors()
+ getEventGenerators()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()
#parentState_
smacc2::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onDispose()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
smacc2::SmaccSignal
< Signature, Combiner,
Group, GroupCompare,
SlotFunction, ExtendedSlotFunction,
Mutex >
boost::signals2::signal
< void(), optional_last
_value= typename boost::
function_traits< void()>
::result_type >, int, std
::less< int >, function< void
()>, typename extended_signature
<function_traits< void()>::arity,
void()>::function_type, boost::signals2::mutex >
smacc2::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ getNode()
+ getLogger()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClientsAndComponents()
- findUpdatableStateElements()
#topicname_
#currentState
#currentOrthogonal
smacc2::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
optional< std::future
< int > >
function< void()>
smacc2::SmaccSignal
< void()>
bool
postFailureEventFn
postFinishEventFn
postSuccessEventFn
onEntryThread_
onExitThread_
onFailure_
onFinished_
onSuccess_
isShutdownRequested_
smacc2::SmaccAsyncClient
Behavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestFinishFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
SharedPtr
function< bool(const
TMessage &)>
#success
#sub_
#guardFn_
smacc2::client_behaviors
::CbWaitTopicMessage< TMessage >
+ CbWaitTopicMessage()
+ ~CbWaitTopicMessage()
+ onEntry()
+ onMessageReceived()