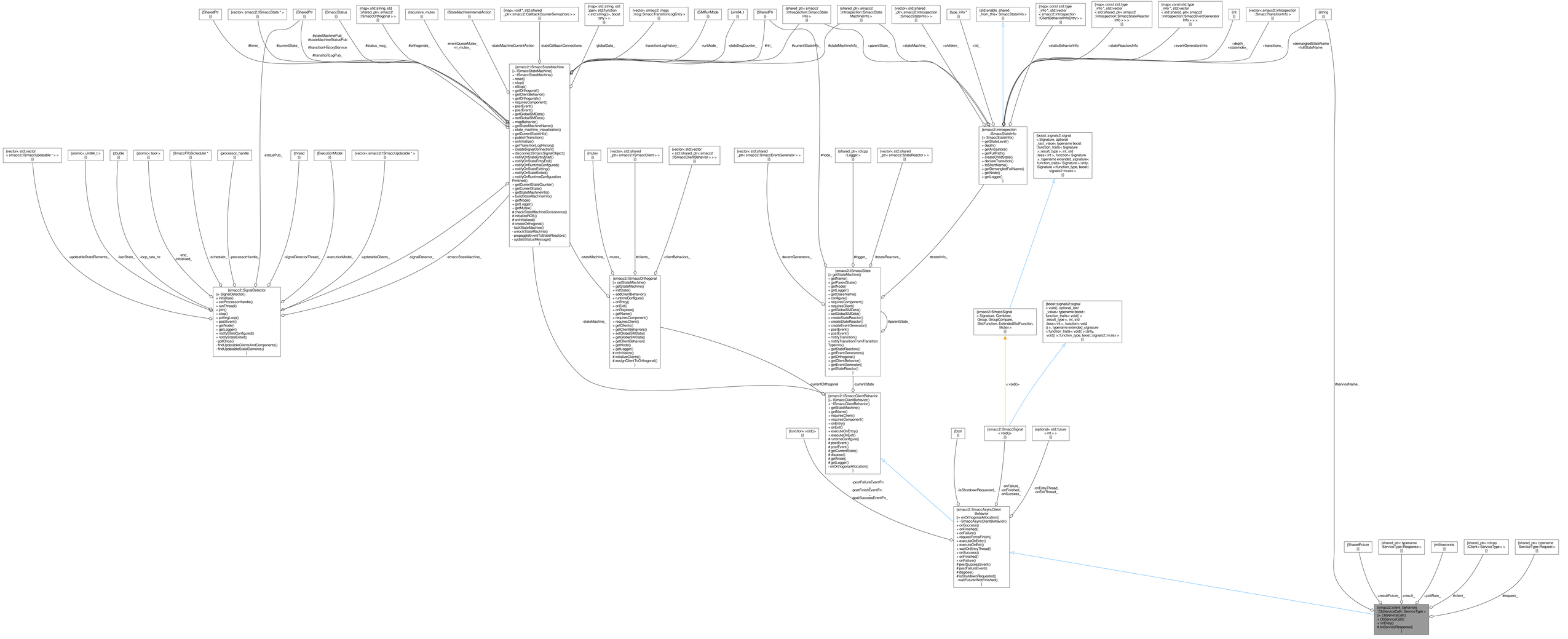
[SharedPtr]
[vector< smacc2::ISmaccState * >]
[SharedPtr]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc2::ISmaccOrthogonal > >]
[recursive_mutex]
[StateMachineInternalAction]
[map< void *, std::shared_ptr< smacc2::CallbackCounterSemaphore > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any > >]
[vector< smacc2_msgs::msg::SmaccTransitionLogEntry >]
[SMRunMode]
[uint64_t]
[SharedPtr]
[shared_ptr< smacc2::introspection::SmaccState Info >]
[shared_ptr< smacc2::introspection::SmaccState MachineInfo >]
[vector< std::shared_ptr< smacc2::introspection::SmaccStateInfo > >]
[type_info *]
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< smacc2::introspection::ClientBehaviorInfoEntry > >]
[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]
[vector< smacc2::introspection::SmaccTransitionInfo >]
[string]
#timer_
#currentState_
#stateMachinePub_
#stateMachineStatusPub_
#transitionHistoryService_
#transitionLogPub_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#rh_
#currentStateInfo_
#stateMachineInfo_
+parentState_
+stateMachine_
+children_
+id_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+transitions_
+demangledStateName
+fullStateName
[smacc2::ISmaccStateMachine]
[= ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonalBehavior()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ getCurrentTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
+ getLogger()
+ getMutex()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# onOrthogonalInitialized()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()]
[smacc2::introspection::SmaccStateInfo]
[= SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
+ getNode()
+ getLogger()]
[boost::signals2::signal< Signature, optional _last_value= typename boost ::function_traits< Signature >::result_type >, int, std ::less< int >, function< Signature _type(typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost:: signals2::mutex >]
[vector< std::vector< smacc2::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[double]
[atomic< bool >]
[ISmaccFifoScheduler *]
[processor_handle]
[thread]
[IExecutionModel]
[vector< smacc2::ISmaccUpdatable * >]
-statusPub_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-signalDetector_
-smaccStateMachine_
[smacc2::ISmaccOrthogonal]
[= setStateMachine()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onInitialize()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# setupClients()
# assignClientToOrthogonal()]
[mutex]
[vector< std::shared_ptr< smacc2::ISmaccClient > >]
[vector< std::vector< std::shared_ptr< smacc2 ::ISmaccClientBehavior > > >]
-stateMachine_
-mutex_
#clients_
-clientBehaviors_
[vector< std::shared_ptr< smacc2::ISmaccEventGenerator > >]
[shared_ptr< rclcpp ::Logger>]
[vector< std::shared_ptr< smacc2::StateReactor > >]
#mode_
#eventGenerators_
#logger_
#stateReactors_
#stateInfo_
[smacc2::ISmaccState]
[= getStateMachine()
+ getName()
+ getParentState()
+ getNode()
+ getLogger()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition
TypeInfo()
+ getStateReactors()
+ getClientBehaviors()
+ getOrthogonal()
+ getClientBehavior()
+ getEventGenerator()
+ getStateReactor()]
-stateMachine_
#parentState_
[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 >]
-currentOrthogonal
-currentState
[smacc2::ISmaccClientBehavior]
[= ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
+ onOrthogonalAllocated()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- onOrthogonalAllocation()
]
[function< void()>]
< void()>
[bool]
[smacc2::SmaccSignal
< void()>]
[optional< std::future
< int > >]
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-isShutdownRequested_
-onFailure_
-onFinished_
-onSuccess_
-onEntryThread_
-onExitThread_
[smacc2::SmaccAsyncClient Behavior
[= onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onFinished()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
- waitFutureWasFinished()
]
#serviceName_
[ISharedFuture]
[shared_ptr< typename ServiceType::Response >]
[milliseconds]
[shared_ptr< rclcpp ::Client< ServiceType > >]
[shared_ptr< typename ServiceType::Request >]
+resultFuture_
+result_
+pollRate_
#client_
#request_
[smacc2::client_behaviors ::CbServiceCall< ServiceType >
[= CbServiceCall()
+ onEntry()
# onServiceResponse()
]