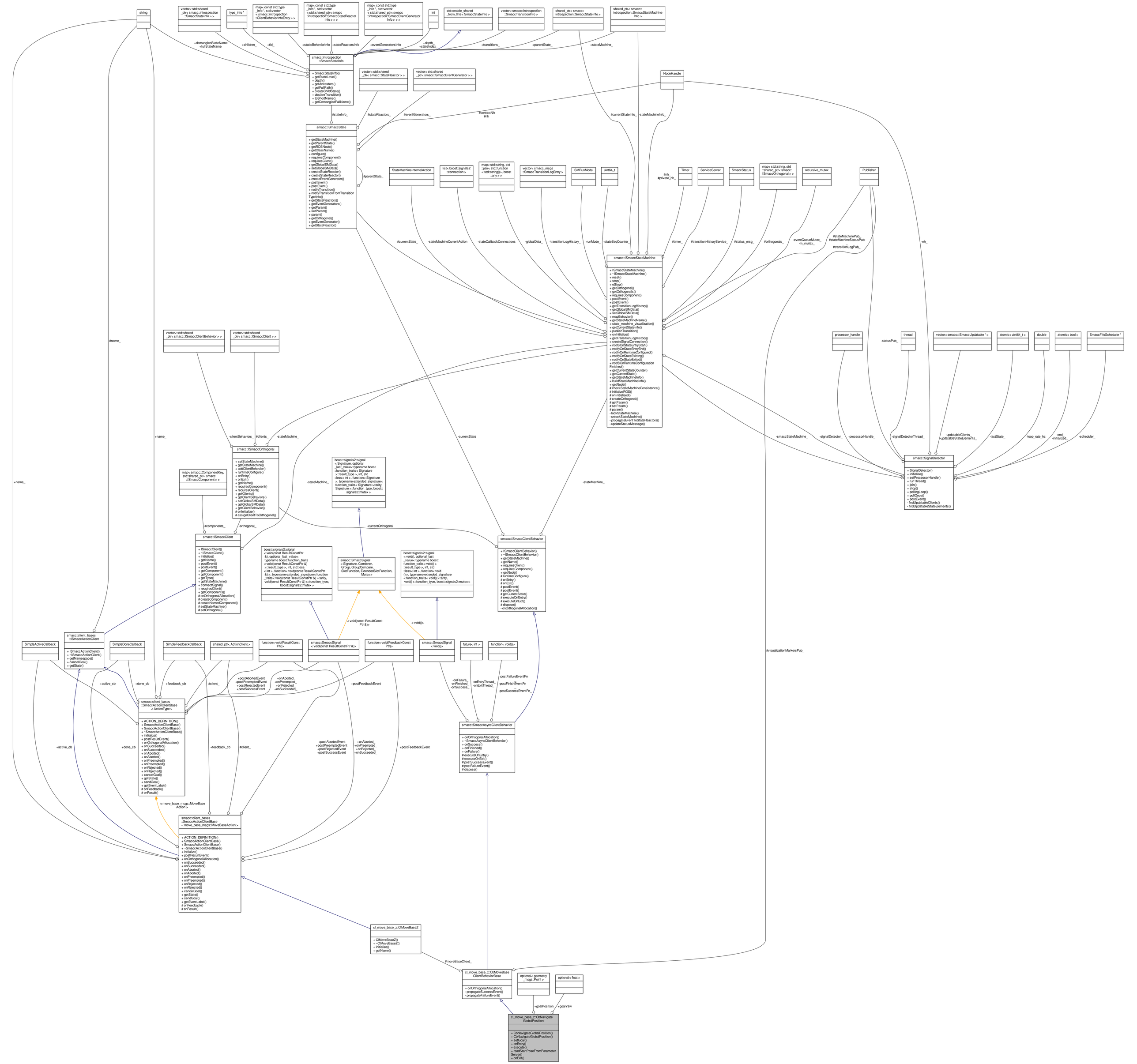
string
vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > >
type_info *
map< const std::type _info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > >
map< const std::type _info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccEventGenerator Info > > >
int
std::enable_shared _from_this< SmaccStateInfo >
vector< smacc::introspection ::SmaccTransitionInfo >
shared_ptr< smacc:: introspection::SmaccStateInfo >
shared_ptr< smacc:: introspection::SmaccStateMachine Info >
+demangledStateName
+fullStateName
+children_
+tid_
+staticBehaviorInfo
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+transitions_
+parentState_
+stateMachine_
smacc::introspection ::SmaccStateInfo
+ SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getFullPath()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
vector< std::shared _ptr< smacc::StateReactor > >
vector< std::shared _ptr< smacc::SmaccEventGenerator > >
NodeHandle
#stateInfo_
#stateReactors_
#eventGenerators_
#contextNh
#nh
#currentStateInfo_
-stateMachineInfo_
smacc::ISmaccState
+ getStateMachine()
+ getParentState()
+ getROSNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransition()
+ notifyTransitionFromTransition TypeInfo()
+ getStateReactors()
+ getEventGenerators()
+ getParam()
+ setParam()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
#parentState_
StateMachineInternalAction
list< boost::signals2 ::connection >
map< std::string, std ::pair< std::function < std::string()>, boost ::any > >
vector< smacc_msgs ::SmaccTransitionLogEntry >
SMFunMode
uint64_t
#nh_
#private_nh_
Timer
ServiceServer
SmaccStatus
map< std::string, std ::shared_ptr< smacc:: ISmaccOrthogonal > >
recursive_mutex
Publisher
#currentState_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#timer_
#transitionHistoryService_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
#stateMachinePub_
#stateMachineStatusPub_
#transitionLogPub_
-nh_
smacc::ISmaccStateMachine
+ ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnection()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExitting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration Finished()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
# checkStateMachineConsistence()
# initializeROS()
# onInitialized()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
processor_handle
-statusPub_
thread
vector< smacc::ISmaccUpdatable * >
atomic< uint64_t >
double
atomic< bool >
SmaccFifoScheduler *
vector< std::shared _ptr< smacc::ISmaccClientBehavior > >
vector< std::shared _ptr< smacc::ISmaccClient > >
#name_
+name_
-clientBehaviors_
#clients_
-stateMachine_
-currentState
-smaccStateMachine_
-signalDetector_
-processorHandle_
-signalDetectorThread_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
-end_
-initialized_
-scheduler_
smacc::ISmaccOrthogonal
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
smacc::SignalDetector
+ SignalDetector()
+ initialize()
+ setProcessorHandle()
+ runThread()
+ join()
+ stop()
+ pollingLoop()
+ pollOnce()
+ postEvent()
- findUpdatableClients()
- findUpdatableStateElements()
map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > >
boost::signals2::signal < Signature, optional _last_value= typename boost ::function_traits< Signature >::result_type >, int, std ::less< int >, function< Signature >, typename extended_signature< function_traits< Signature >::arity, Signature >::function_type, boost:: signals2::mutex >
-stateMachine_
-stateMachine_
#components_
-orthogonal_
-currentOrthogonal
smacc::ISmaccClient
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
boost::signals2::signal < void(const ResultConstPtr &), optional_last_value< typename boost::function_traits < void(const ResultConstPtr &) >::result_type >, int, std::less < int >, function< void(const ResultConstPtr &) >, typename extended_signature< function _traits< void(const ResultConstPtr &) >::arity, void(const ResultConstPtr &) >::function_type, boost::signals2::mutex >
smacc::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 >
smacc::ISmaccClientBehavior
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ getNode()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
- onOrthogonalAllocation()
#visualizationMarkersPub_
smacc::client_bases ::ISmaccActionClient
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
SimpleActiveCallback
SimpleDoneCallback
SimpleFeedbackCallback
shared_ptr< ActionClient >
function< void(ResultConst Ptr)>
smacc::SmaccSignal < void(const ResultConstPtr &)>
function< void(FeedbackConst Ptr)>
smacc::SmaccSignal < void()>
future< int >
function< void()>
< void(const ResultConst Ptr &)>
< void()>
+active_cb
+done_cb
+feedback_cb
#client_
+postAbortedEvent
+postPreemptedEvent
+postRejectedEvent
+postSuccessEvent
+onAborted_
+onPreempted_
+onRejected_
+onSucceeded_
+postFeedbackEvent
-onFailure_
-onFinished_
-onSuccess_
-onEntryThread_
-onExitThread_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
smacc::client_bases ::SmaccActionClientBase < ActionType >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
smacc::SmaccAsyncClientBehavior
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
+postAbortedEvent
+postPreemptedEvent
+postRejectedEvent
+postSuccessEvent
+onAborted_
+onPreempted_
+onRejected_
+onSucceeded_
+postFeedbackEvent
< move_base_msgs::MoveBase Action >
smacc::client_bases ::SmaccActionClientBase < move_base_msgs::MoveBaseAction >
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
cl_move_base_z::ClMoveBaseZ
+ ClMoveBaseZ()
+ ~ClMoveBaseZ()
+ initialize()
+ getName()
#moveBaseClient_
cl_move_base_z::CbMoveBase ClientBehaviorBase
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()
optional< geometry _msgs::Point >
optional< float >
+goalPosition
+goalYaw
cl_move_base_z::CbNavigate GlobalPosition
+ CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
+ setGoal()
+ onEntry()
+ execute()
+ readStartPoseFromParameter Server()
+ onExit()