[shared_ptr< smacc::introspection::SmaccStateInfo >]
[shared_ptr< smacc::introspection::SmaccStateMachineInfo >]
[Timer]
[ServiceServer]
[vector< smacc::ISmaccState * >]
[SmaccStatus]
[map< std::string, std::shared_ptr< smacc::ISmaccOrthogonal > >]
[recursive_mutex]
[StateMachineInternalAction]
[map< void*, std::shared_ptr< smacc::CallbackCounterSemaphore > >]
[map< std::string, std::pair< std::function< std::string()>, boost::any > >]
[vector< smacc_msgs::SmaccTransitionLogEntry >]
[SMRunMode]
[uint64_t]
[NodeHandle]
[Publisher]
#currentStateInfo_
-stateMachineInfo_
#timer_
#transitionHistoryService_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
-runMode_
-stateSeqCounter_
#nh_
#private_nh_
#stateMachinePub_
#stateMachineStatusPub
#transitionLogPub_
[smacc::ISmaccStateMachine
[= ISmaccStateMachine()
+ ~ISmaccStateMachine()
+ reset()
+ stop()
+ eStop()
+ getOrthogonal()
+ getOrthogonals()
+ requiresComponent()
+ postEvent()
+ postEvent()
+ getTransitionLogHistory()
+ getGlobalSMData()
+ setGlobalSMData()
+ mapBehavior()
+ getStateMachineName()
+ state_machine_visualization()
+ getCurrentStateInfo()
+ publishTransition()
+ onInitialize()
+ getTransitionLogHistory()
+ createSignalConnections()
+ disconnectSmaccSignalObject()
+ notifyOnStateEntryStart()
+ notifyOnStateEntryEnd()
+ notifyOnRuntimeConfigured()
+ notifyOnStateExiting()
+ notifyOnStateExited()
+ notifyOnRuntimeConfiguration
+ getNode()
+ getCurrentStateCounter()
+ getCurrentState()
+ getStateMachineInfo()
+ buildStateMachineInfo()
+ getNode()
# checkStateMachineConsistence()
# initializeROS()
# setup()
# createOrthogonal()
# getParam()
# setParam()
# param()
- lockStateMachine()
- unlockStateMachine()
- propagateEventToStateReactors()
- updateStatusMessage()
]
[string]
+parentState_
[vector< smacc::introspection::SmaccTransitionInfo >]
[vector< std::shared_ptr< smacc::introspection::SmaccStateInfo > >]
[type_info *]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc::introspection::SmaccEventGeneratorInfo > > >]
[int]
+stateMachine_
[std::enable_shared_from_this< SmaccStateInfo >]
[map< const std::type_info *, std::vector< ClientBehaviorInfoEntry > >]
[map< const std::type_info *, std::vector< std::shared_ptr< smacc::introspection::SmaccStateReactorInfo > > >]
[vector< std::shared_ptr< smacc::ISmaccClient > >]
[vector< std::vector< std::shared_ptr< smacc::ISmaccClientBehavior > > >]
[double]
-nh_
[thread]
[ExecutionModel]
-statusPub_
[vector< smacc::ISmaccUpdatable * >]
[vector< std::vector< smacc::ISmaccUpdatable * > >]
[atomic< uint64_t >]
[atomic< bool >]
[SmaccFifoScheduler *]
[processor_handle]
+demangledStateName
+fullStateName
+transitions_
+children_
+id_
+eventGeneratorsInfo
+depth_
+stateIndex_
+staticBehaviorInfo
+stateReactorsInfo
-stateMachine_
#clients_
-clientBehaviors_
#contextNh
#nh
-smaccStateMachine_
-signalDetector_
-loop_rate_hz
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableSteIments_
-lastState_
-end_initialized_
-scheduler_
-processorHandle_
[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 >
]
[map< smacc::ComponentKey, std::shared_ptr< smacc
::ISmaccComponent > >]
[smacc::introspection
::SmaccStateInfo
[= SmaccStateInfo()
+ getStateLevel()
+ depth()
+ getAncestors()
+ getChildren()
+ createChildState()
+ declareTransition()
+ toShortName()
+ getDemangledFullName()
]
[smacc::SmaccOrthogonal
[= ISmaccOrthogonal()
+ ~ISmaccOrthogonal()
+ getStateMachine()
+ initState()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ onOrthogonal()
+ getName()
+ getComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# oninitialize()
# assignClientToOrthogonal()
]
[smacc::SignalDetector
[= SignalDetector()
+ initialize()
+ setEventSourceHandle()
+ spiThread()
+ join()
+ stop()
+ pollingLoop()
+ postEvent()
+ notifyStateConfigured()
+ notifyStateExited()
- pollOnce()
- findUpdatableClients()
- findUpdatableSteIments()
]
-stateMachine_
[vector< std::shared_ptr< smacc::IStateReactor > >]
[vector< std::shared_ptr< smacc::ISmaccEventGenerator > >]
+components_
+name_
[boost::signals2::signal
< 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 >
]
#currentPathTagName
#odomFrame_
-stateMachine_
#stateInfo_
-orthogonal_
#stateReactors_
#eventGenerators_
#stateMachine_
[smacc::ISmaccClient
[= ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponents()
+ getTypeId()
+ getStateMachine()
+ requiresSignals()
+ requiresClient()
+ getComponents()
#onOrthogonalAllocation()
createComponent()
createNameComponent()
setStateMachine()
setOrthogonal()
]
[smacc::SmaccState
[= getStateMachine()
+ getParentState()
+ getPDEdNode()
+ getClassName()
+ configure()
+ requiresComponent()
+ requiresClient()
+ getGlobalSMData()
+ setGlobalSMData()
+ createSimpleStateReactor()
+ createStateReactor()
+ createEventGenerator()
+ postEvent()
+ postEvent()
+ notifyTransitions()
+ notifyTransitionFromTransition
Type Info()
+ getStateReactors()
+ getEventGenerators()
+ getParams()
+ setParam()
+ param()
+ getOrthogonal()
+ getEventGenerator()
+ getStateReactor()
]
#parentState_
-currentOrthogonal
#clearAngularDistanceThreshold
#clearPointDistanceThreshold
#recordAngularDistanceThreshold
#recordPointDistanceThreshold_
#visualizationMarkersPub_
[mutex]
[Server< move_base_z
_client_plugin::OdomTracker
Config >
]
[CallbackType]
[shared_ptr< realtime
_tools::RealtimePublisher
< nav_msgs::Path > >]
[Subscriber]
[bool]
[Path]
[WorkingMode]
[vector< cl_move_base
_z::odom_tracker::StackedPath
Entry >]
+name_
[boost::signals2::signal
< void(const ResultConst
Ptr &)>
,
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
< void(const ResultConstPtr &)>
]
< void(const ResultConst
Ptr &)>
+name_
[smacc::client_bases
::SmaccActionClient
[= ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
]
< void()>
[smacc::SmaccSignal
< void()>
]
[function< void()>
]
[function< void()>
]
[future< int >
]
[function< void(FeedbackConst
Ptr)>
]
[function< void(ResultConst
Ptr)>
]
[SimpleDoneCallback
]
[SimpleActiveCallback
]
[SimpleFeedbackCallback
]
[shared_ptr< ActionClient >
]
+postFeedbackEvent
+postAbortedEvent
+postPreemptedEvent
+postRejectedEvent
+postSucceedEvent
+done_cb
+active_cb
+onAborted_
+onPreempted_
+onRejected_
+onSucceeded_
+feedback_cb
#client_
-onFailure_
-onFinished_
-onSuccess_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-onEntryThread_
-onExitThread_
[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()
]
< move_base_msgs::MoveBase
Action >
[smacc::SmaccAsyncClientBehavior
[= onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postFailureEvent()
# postSuccessEvent()
# dispose()
]
[smacc::ISmaccComponent
[= ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# getComponent()
# createSiblingComponent()
# createSiblingNamedComponent()
]
[smacc::ISmaccClientBehavior
[= ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ initialize()
+ requiresClient()
+ requiresComponent()
+ getNode()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ getCurrentState()
+ executeOnEntry()
+ executeOnExit()
# dispose()
- onOrthogonalAllocation()
]
#owner_
-currentState
[cl_move_base_z::odom
_tracker::OdomTracker
[= OdomTracker()
+ ~OdomTracker(ros::Message)
+ setWorkingMode()
+ setPublishMessages()
+ pushPath()
+ popPath()
+ clearPath()
+ setStartPoint()
+ setStartPoint()
+ getPath()
+ getPathString()
+ getStackedPaths()
# reconfigCB()
# rthaloPathIn()
# updateRecordPath()
# updateClearPath()
# updateAggregatedStackPaths()
]
#m_mutex_
#paramServer_
#f
#robotBasePathPub_
#robotBasePathStackedPub_
#odomSub_
#publishMessages
#subscribeToOdometryTopic_
#aggregatedStackPathMsg
#baseTrajectory_
#workingMode_
#pathStack_
+odomTracker_
[cl_move_base_z::CbMoveBaseZ
[= CbMoveBaseZ()
+ ~CbMoveBaseZ()
+ initialize()
+ getName()
]
#moveBaseClient_
[cl_move_base_z::CbMoveBase
ClientBehaviorBase
[= onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()
]
[optional< float >
]
[optional< geometry
_msgs::Quaternion >
]
[TransformListener
]
+forwardDistance
+forwardSpeed
+forceInitialOrientation
+listener
[cl_move_base_z::CbNavigate
Forward
[= CbNavigateForward()
+ ~CbNavigateForward()
+ onEntry()
+ onExit()
]