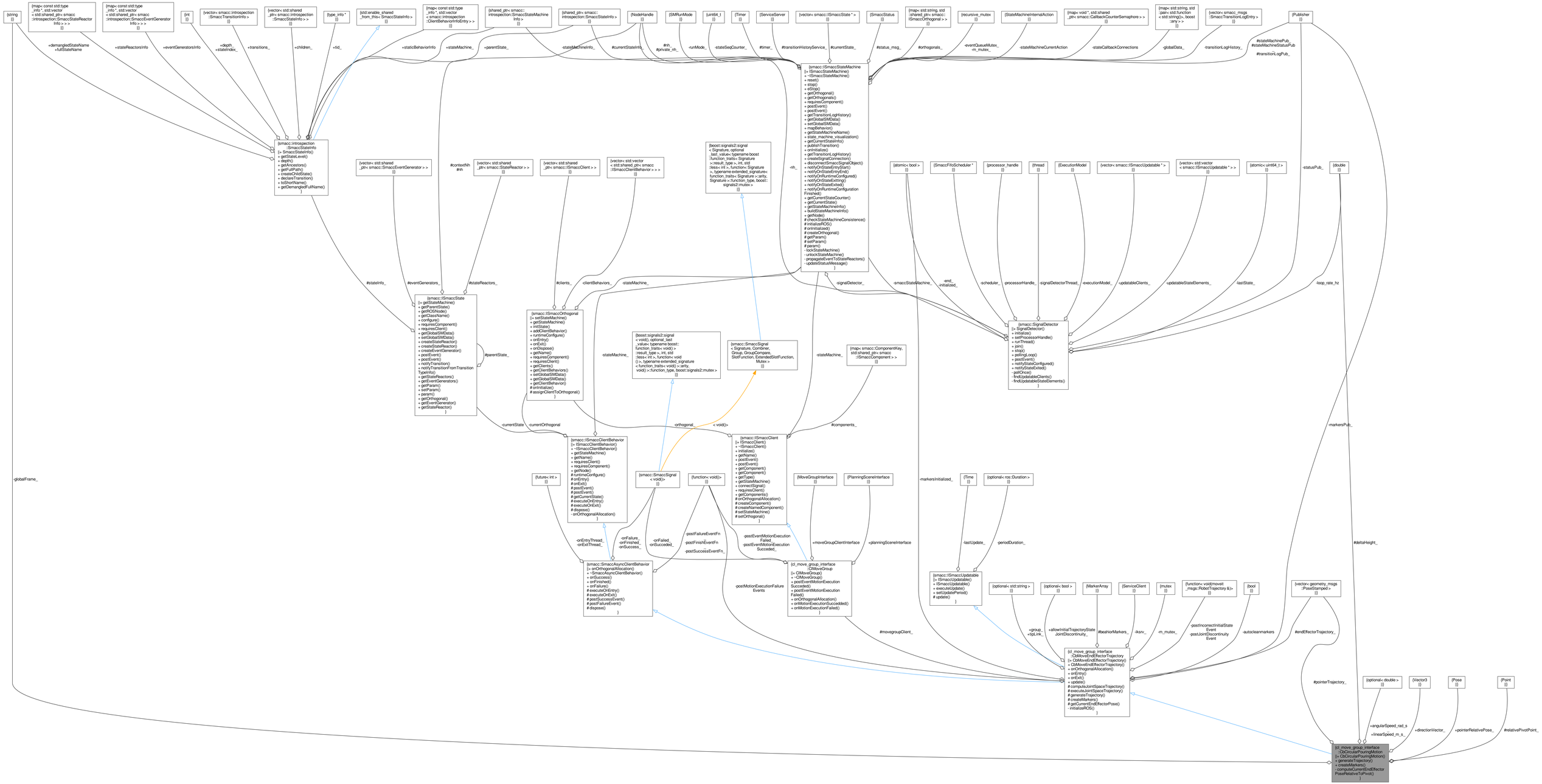
[string ]]
[map< const std::type_info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccStateReactor Info > > > ]]
[map< const std::type_info *, std::vector < std::shared_ptr< smacc ::introspection::SmaccEventGenerator Info > > > ]]
[int ]]
[vector< smacc::introspection ::SmaccTransitionInfo > ]]
[vector< std::shared _ptr< smacc::introspection ::SmaccStateInfo > > ]]
[type_info * ]]
[std::enable_shared _from_this< SmaccStateInfo > ]]
[map< const std::type _info *, std::vector < smacc::introspection ::ClientBehaviorInfoEntry > > ]]
[shared_ptr< smacc:: introspection::SmaccStateMachine Info > ]]
[shared_ptr< smacc:: introspection::SmaccStateInfo > ]]
[NodeHandle ]]
[SMRunMode ]]
[uint64_t ]]
[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 > ]]
[Publisher ]]
+demangledStateName
+fullStateName
+stateReactorsInfo
+eventGeneratorsInfo
+depth_
+stateIndex_
+transitions_
+children_
+id_
+staticBehaviorInfo
+stateMachine_
+parentState_
-stateMachineInfo_
#currentStateInfo_
#nh_
#private_nh_
-runMode_
-stateSeqCounter_
#timer_
#transitionHistoryService_
#currentState_
#status_msg_
#orthogonals_
-eventQueueMutex_
-m_mutex_
-stateMachineCurrentAction
-stateCallbackConnections
-globalData_
-transitionLogHistory_
#stateMachinePub_
#stateMachineStatusPub
#transitionLogPub_
[smacc::introspection ::SmaccStateInfo ]|+ SmaccStateInfo() + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() ]
[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() + disconnectSmaccSignalObject() + notifyOnStateEntryStart() + notifyOnStateEntryEnd() + notifyOnRuntimeConfigured() + notifyOnStateExiting() + notifyOnStateExited() + notifyOnRuntimeConfiguration Finished() + getCurrentStateCounter() + getCurrentState() + getStateMachineInfo() + buildStateMachineInfo() + getNode() # checkStateMachineConsistence() # initializeROS() # onInitialized() # createOrthogonal() # getParam() # setParam() # param() - lockStateMachine() - unlockStateMachine() - propagateEventToStateReactors() - updateStatusMessage() ]
[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 > ]]
-nh_
[atomic< bool > ]]
[SmaccFifoScheduler * ]]
[processor_handle ]]
[thread ]]
[ExecutionModel ]]
[vector< smacc::ISmaccUpdatable * > ]]
[vector< std::vector < smacc::ISmaccUpdatable * > > ]]
[atomic< uint64_t > ]]
-statusPub_
[double ]]
[vector< std::shared _ptr< smacc::SmaccEventGenerator > > ]]
#contextNh
#nh
[vector< std::shared _ptr< smacc::StateReactor > > ]]
[vector< std::shared _ptr< smacc::ISmaccClient > > ]]
[vector< std::vector < std::shared_ptr< smacc ::ISmaccClientBehavior > > > ]]
#stateInfo_
#eventGenerators_
#stateReactors_
#clients_
#clientBehaviors_
-stateMachine_
-signalDetector_
-smaccStateMachine_
-end_
-initialized_
-scheduler_
-processorHandle_
-signalDetectorThread_
-executionModel_
-updatableClients_
-updatableStateElements_
-lastState_
-loop_rate_hz
[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() ]
[smacc::ISmaccOrthogonal ]|+ setStateMachine() + getStateMachine() + initState() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + onDispose() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() # onInitialize() # assignClientToOrthogonal() ]
[smacc::SignalDetector ]|+ SignalDetector() + initialize() + setProcessorHandle() + runThread() + join() + stop() + pollingLoop() + postEvent() + notifyStateConfigured() + notifyStateExited() - pollOnce() - findUpdatableClients() - findUpdatableStateElements() ]
#parentState_
-currentState_
-currentOrthogonal
-orthogonal_
#components_
[boost::signals2::signal < void(), optional_last _value< typename boost:: function_traits< void() > ::result_type >, int, std ::less< int >, function< void () > ::function_type, boost::signals2::mutex > ]]
[smacc::SmaccSignal < Signature, Combiner, Group, GroupCompare, SlotFunction, ExtendedSlotFunction, Mutex > ]]
[map< smacc::ComponentKey, std::shared_ptr< smacc ::ISmaccComponent > > ]]
[smacc::ISmaccClientBehavior ]|+ ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + getNodeI() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() - onOrthogonalAllocation() ]
[smacc::ISmaccClient ]|+ ISmaccClient() + ~ISmaccClient() + initialize() + getName() + postEvent() + postEvent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() ]
[future< int > ]]
[smacc::SmaccSignal < void()> ]]
[function< void()> ]]
[MoveGroupInterface ]]
[PlanningSceneInterface ]]
-markersInitialized_
[Time ]]
[optional< ros::Duration > ]]
-markersPub_
-onEntryThread_
-onExitThread_
-onFailure_
-onFinished_
-onSuccess_
-onFailed_
-onSucceded_
-postFailureEventFn
-postFinishEventFn
-postSuccessEventFn_
-postEventMotionExecution Failed_
-postEventMotionExecution Succeded_
+moveGroupClientInterface
+planningSceneInterface
-lastUpdate_
-periodDuration_
#deltaHeight_
[smacc::SmaccAsyncClientBehavior ]|+ onOrthogonalAllocation() + ~SmaccAsyncClientBehavior() + onSuccess() + onFinished() + onFailure() # executeOnEntry() # executeOnExit() # postSuccessEvent() # postFailureEvent() # dispose() ]
[cl_move_group_interface ::ClMoveGroup ]|+ ClMoveGroup() + ~ClMoveGroup() + postEventMotionExecution Succeded() + postEventMotionExecution Failed() + onOrthogonalAllocation() + onMotionExecutionSucceded() + onMotionExecutionFailed() ]
[smacc::ISmaccUpdatable ]|+ ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update() ]
[optional< std::string > ]]
[optional< bool > ]]
[MarkerArray ]]
[ServiceClient ]]
[mutex ]]
[function< void(moveit _msgs::RobotTrajectory &)> ]]
[bool ]]
[vector< geometry_msgs ::PoseStamped > ]]
-postMotionExecutionFailure Events
#movegroupClient_
+group_
+tipLink_
+allowInitialTrajectoryState JointDiscontinuity_
#beahiorMarkers_
-iksrv_
-m_mutex_
-postIncorrectInitialState Event
-postJointDiscontinuity Event
-autocleanmarkers
#endEffectorTrajectory_
-globalFrame_
[cl_move_group_interface ::ClMoveEndEffectorTrajectory ]|+ ClMoveEndEffectorTrajectory() + ~ClMoveEndEffectorTrajectory() + onOrthogonalAllocation() + onEntry() + onExit() + update() # computeJointSpaceTrajectory() # executeJointSpaceTrajectory() # generateTrajectory() # createMarkers() # getCurrentEndEffectorPose() - initializeROS() ]
#pointerTrajectory_
[optional< double > ]]
[Vector3 ]]
[Pose ]]
[Point ]]
+angularSpeed_rad_s
+linearSpeed_m_s_
+directionVector_
+pointerRelativePose_
+relativePivotPoint_
[cl_move_group_interface ::CbCircularPouringMotion ]|+ CbCircularPouringMotion() + generateTrajectory() + createMarkers() - computeCurrentEndEffector PoseRelativeToPivot() ]