

## *Framer*

### *Pre Enter*

for each *Frame* (top down)  
*Before Enter Actions*

### *Transitions (except first time)*

for each *Frame* (top down)  
*Eval Transitions*

### *Enter*

*Implicit Actions (framer)*  
for each *Frame* (top down)  
*Entry Actions*

### *Recur*

*Implicit Actions (framer)*  
for each *Frame* (top down)  
*Recur Actions*

### *Exit*

for each *Frame* (bottom up)  
*Exit Actions*  
*Implicit Actions (framer)*

## *Frame*

### *Benter Actions*

*Explicit*  
*Implicit (Aux Framers)*

### *Transitions (except first time)*

*Explicit*  
*Implicit (Aux Framers)*

### *Enter Actions*

*Explicit*  
*Implicit (Aux Framers)*

### *Recur Actions*

*Explicit*  
*Implicit (aux framers)*

### *Exit Actions*

*Implicit (Aux Framers)*  
*Explicit*