```
smacc::SmaccState <
SsrFPatternStartLoop,
SS >::getShortName

smacc::SmaccState <
SsrFPatternStartLoop,
SS >::SmaccState <
SsrFPatternStartLoop,
SS >::SmaccState
```

smacc::SmaccStateMachine
Base < TimerStateMachine,
TimerState >::SmaccStateMachineBase