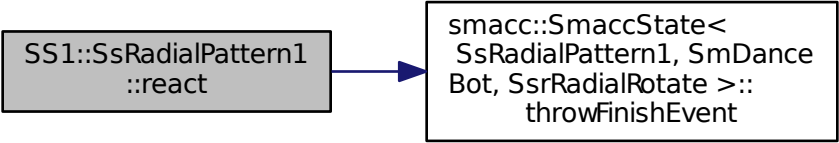


```
SS1::SsRadialPattern1  
::react
```



```
graph LR; A[SS1::SsRadialPattern1::react] --> B[smacc::SmaccState< SsRadialPattern1, SmDance Bot, SsrRadialRotate >:: throwFinishEvent];
```

A diagram showing a call to `SS1::SsRadialPattern1::react` in a grey box, with a blue arrow pointing to a white box containing the state transition logic for `smacc::SmaccState`.

```
smacc::SmaccState<  
  SsRadialPattern1, SmDance  
Bot, SsrRadialRotate >::  
  throwFinishEvent
```