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

```
smacc::cleanShortTypeName
                                         State1 >::initiate impl
                                         smacc::SmaccState<
```

Base < SmAtomicStateMachine,

SsrFPatternStartLoop, SS >::SmaccState