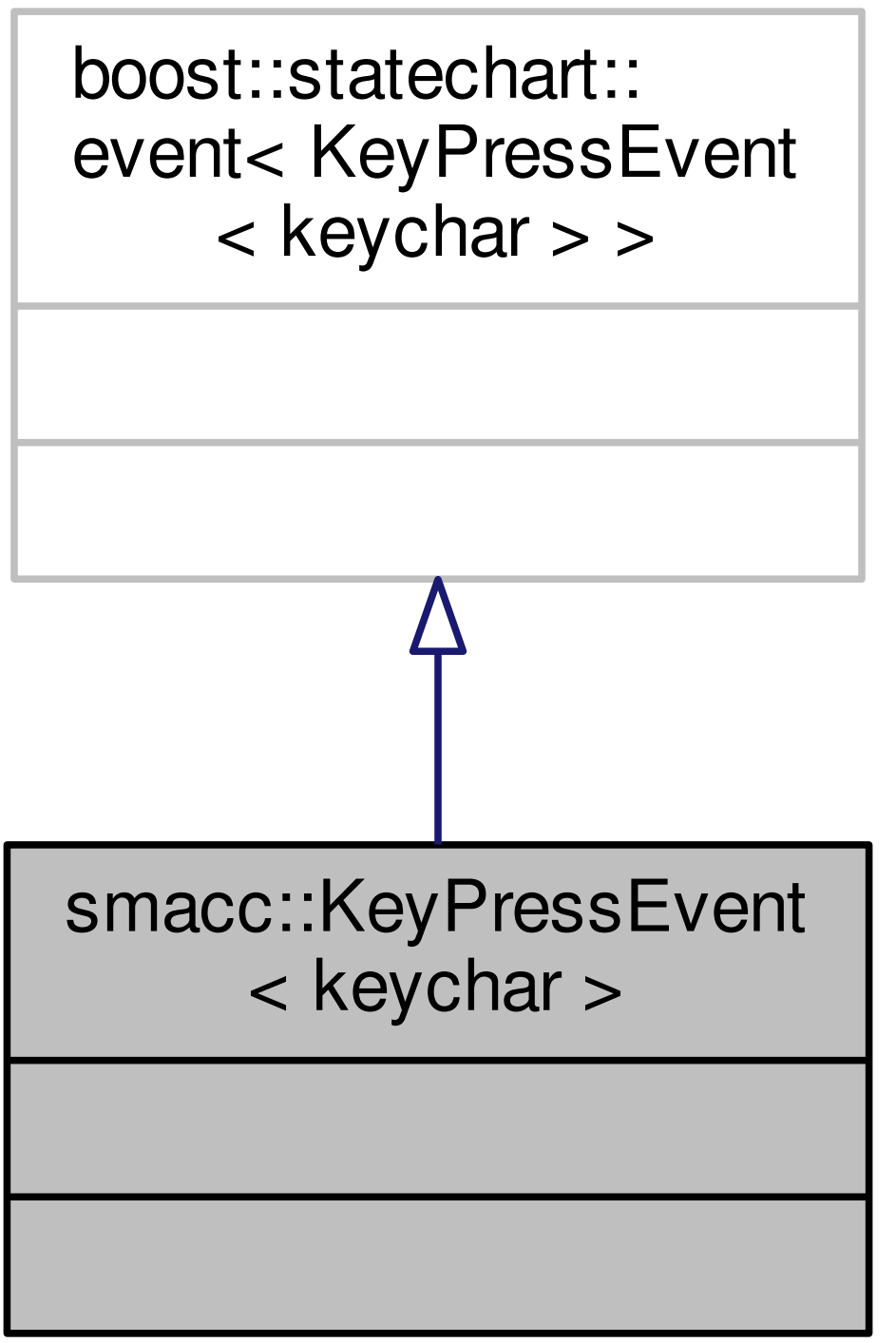
boost::statechart::
event< KeyPressEvent
< keychar > >
smacc::KeyPressEvent
< keychar >