## **FSM** + ActiveState + ActiveStateIndex + AllowMultipleStateChanges + DidChangeState + IsStarted FSM.State + IsStopped + Logging + Logging + Name + MaxStateChangesPerEvaluate + Transitions + Name + State() + States + AddTransition() + StaticVars + AddTransition() + Vars + AddTransition() + FSM() + AddTransitions() + Start() + Equals() + ToString() + Equals() + Update() + GetHashCode() + WithStates() + IsFinalState() + WithStates() + ToString() + Action() + Update() + AND() + operator!=() + Condition() + operator==() + CreateState() ~ OnEnterState() + CreateStates() ~ OnExitState() + CreateTransition() ~ OnStart() + CreateTransition() ~ OnStop() + NAND() + NOR() + NOT() + OR() ~ SetActiveState() +Statemachine/+FinalState FSM.StatemachineStoppedEventArgs

IEquatable < State >