## FSM.State + Logging + Name + Transitions + State() + AddTransition() + AddTransition() + AddTransition() + AddTransitions() + IsFinalState() + Update() +Statemachine/+FinalState

IEquatable < State >

**FSM** 

+ ActiveState

+ ActiveStateIndex

+ AllowMultipleStateChanges

+ DidChangeState

+ IsStarted

+ IsStopped

+ Logging

+ MaxStateChangesPerEvaluate

+ Name

+ States

+ StaticVars

+ Vars

+ FSM()

+ Start() + Update()

+ WithStates()

+ WithStates()

+ Action()

+ AND()

+ Condition()

+ CreateState()

+ CreateStates()

+ CreateTransition()

+ CreateTransition()

+ NAND()

+ NOR()

+ NOT()

+ OR()

SetActiveState()

FSM.StatemachineStoppedEventArgs