```
+ stateNode
                          # stateReactors
                          # eventGenerators
                          # contextNh
                          # parentState_
                          # stateInfo
                          + getStateMachine()
                          + getParentState()
                          + getNode()
                          + getLogger()
                          + getClassName()
                          + configure()
                                                                  boost::statechart::
                          + requiresComponent()
                                                                  simple_state< MostDerived,
                          + requiresClient()
                                                                  Context, mpl::list<>, sc
                          + getGlobalSMData()
                                                                      ::has_deep_history >
                          + setGlobalSMData()
                          + createStateReactor()
                          + createStateReactor()
                          + createEventGenerator()
                          + postEvent()
                          + postEvent()
                          + notifyTransition()
                          + notifyTransitionFromTransition
                          TypeInfo()
                          + getStateReactors()
                          + getEventGenerators()
                          + getParam()
                          + setParam()
                          + param()
                          + param()
                          + getOrthogonal()
                          + getEventGenerator()
                          + getStateReactor()
                                                  smacc::SmaccState<
                                                   MostDerived, Context,
                                                      InnerInitial, historyMode >
                                                  + finishStateThrown
                                                  + smacc_inner_type
                                                  + SmaccState()
                                                  + SmaccState()
                                                  + ~SmaccState()
                                                  + getStateInfo()
                                                  + getFullName()
                                                  + getShortName()
                                                  + getParentState()
                                                  + exit()
                                                  + runtimeConfigure()
                                                  + onEntry()
boost::statechart::
                                                  + onExit() + getGlobalSMData()
simple_state< StiFPatternRotate1
< SS >, SS, mpl::list<>, sc
                                                  + setGlobalSMData()
      ::has_deep_history >
                                                  + requiresComponent()
                                                  + getStateMachine()
                                                  + checkWhileLoopConditionAnd
                                                  ThrowEvent()
                                                  + throwSequenceFinishedEvent()
                                                  + configure_orthogonal
                                                   runtime()
                                                  + configure_orthogonal
                                                  _runtime()
                                                  + configure orthogonal()
                                                  + static_createStateReactor()
                                                  + static_createEventGenerator()
                                                  + static_createStateReactor
                                                  + initial_deep_construct()
                                                  + deep_construct()
                                                  + shallow_construct()
                                                  - entryStateInternal()
                                                    configure_orthogonal
                                                   _internal()
                                                        < StiFPatternRotate1
                                                           < SS >, SS >
                          smacc::SmaccState<
                          StiFPatternRotate1
                                   < SS >, SS >
                         + finishStateThrown
                         + smacc_inner_type
                         + SmaccState()
                         + SmaccState()
                         + ~SmaccState()
                         + getStateInfo()
                         + getFullName()
                         + getShortName()
                         + getParentState()
                         + exit()
                         + runtimeConfigure()
                         + onEntry()
                         + onExit()
                         + getGlobalSMData()
                         + setGlobalSMData()
                         + requiresComponent()
                         + getStateMachine()
                          + checkWhileLoopConditionAnd
                         ThrowEvent()
                         + throwSequenceFinishedEvent()
                         + configure_orthogonal
                         _runtime()
                         + configure_orthogonal
                          _runtime()
                         + configure_orthogonal()
                         + static_createStateReactor()
                         + static_createEventGenerator()
                         + static_createStateReactor
                          _aux()
                         + initial_deep_construct()
                         + deep_construct()
                         + shallow_construct()
                         - entryStateInternal()

    configure_orthogonal

                          _internal()
                         sm_dance_bot::f_pattern
                         _states::StiFPatternRotate1< SS >
```

+ runtimeConfigure()+ staticConfigure()

smacc::ISmaccState