**<<annotation>>**
**EpsilonMove**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

---

**<<annotation>>**
**WhenDispatch**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ messageName : String {val}

---

**<<annotation>>**
**EpsilonMoves**
*Retention = RUNTIME, Target = FUNCTION*

+ epsilonMoves : vararg EpsilonMove {val}

---

**<<annotation>>**
**WhenDispatches**
*Retention = RUNTIME, Target = FUNCTION*

+ whenDispatches : vararg WhenDispatch {val}

---

**<<annotation>>**
**WhenRequest**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ messageName : String {val}

---

**<<annotation>>**
**WhenReply**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ messageName : String {val}

---

**<<annotation>>**
**WhenRequests**
*Retention = RUNTIME, Target = FUNCTION*

+ whenDispatches : vararg WhenDispatch {val}

---

**<<annotation>>**
**WhenReplies**
*Retention = RUNTIME, Target = FUNCTION*

+ whenReplies : vararg WhenReply {val}

---

**<<annotation>>**
**WhenInvitation**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ messageName : String {val}

---

**<<annotation>>**
**WhenEvent**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ eventName: String {val}

---

**<<annotation>>**
**WhenInvitations**
*Retention = RUNTIME, Target = FUNCTION*

+ whenInvitations : vararg WhenInvitation {val}

---

**<<annotation>>**
**WhenEvents**
*Retention = RUNTIME, Target = FUNCTION*

+ whenEvents : vararg WhenEvent {val}

---

**<<annotation>>**
**GuardFor**
*Retention = RUNTIME, Target = FUNCTION*

+ transitionEdgeName : String {val}

+ elseTarget : String {val} = ""

---

**<<annotation>>**
**WhenTime**
*Retention = RUNTIME, Target = FUNCTION*

+ edgeName : String {val}

+ targetState : String {val}

+ millis : Long