

RealTimeLoopState

```
# RealTimeLoop * context  
+ RealTimeLoopState  
  (RealTimeLoop *ctx)  
+ virtual ~RealTimeLoopState  
  ()=default  
+ virtual void eventX()=0
```



Mode1State

```
- static Mode1State *  
  instance  
+ void eventX() override  
+ static Mode1State *  
  getInstance(RealTimeLoop *ctx)  
- Mode1State(RealTimeLoop  
  *ctx)
```