

## RealTimeLoopState

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



## Mode2State

```
- static Mode2State *  
  instance  
+ void eventX() override  
+ static Mode2State *  
  getInstance(RealTimeLoop *ctx)  
- Mode2State(RealTimeLoop  
  *ctx)
```