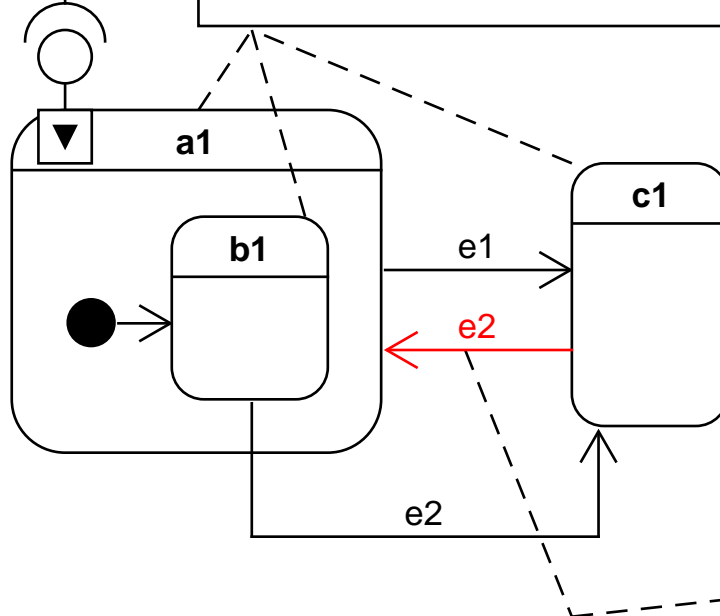


print the state name and signal name on and handled:

- * entry
- * init
- * e1
- * e2



change this behavior
(e2 used to point to b1)