

```

detail::simple_state
 _base_type< Idle1 , Active
 ::orthogonal< 1 > ::inner
 _context_type, Idle10 >::type

```

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detail::simple_state
 _base_type< Idle1 , Active
 ::orthogonal< 1 > ::inner
 _context_type, mpl::list<>
 >::type

```

boost::statechart::
 simple_state< Idle1,
 Active::orthogonal<
 1 >, Idle10 >
 - pContext_

+ outermost_context()
+ outermost_context()
+ context()
+ context()
+ state_cast()
+ state_downcast()
+ state_begin()
+ state_end()
+ post_event()
+ post_event()
+ discard_event()
+ forward_event()
+ defer_event()
+ transit()
+ transit()
+ terminate()
+ clear_shallow_history()
+ clear_deep_history()
+ triggering_event()
+ BOOST_STATIC_ASSERT()
+ BOOST_STATIC_ASSERT()
+ operator new()
+ operator delete()
+ outermost_context_base()
+ outermost_context_base()
+ outer_state_ptr()
+ react_Impl()
+ exit_Impl()
+ exit_Impl()
+ set_outermost_unstable
_state()
+ context_ptr()
+ set_context()
+ store_deep_history_Impl()
+ initial_deep_construct()
+ deep_construct()
+ shallow_construct()
+ deep_construct_inner()
simple_state()
~simple_state()
- transit_Impl()
- local_react()
- check_store_shallow
_history()
- check_store_deep_history()

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