

Waiting::DestroyMyself

```
graph LR; A[Waiting::DestroyMyself] --> B["boost::statechart::simple_state< Waiting, Player, mpl::list<>, has_no_history >::outermost _context"]; A --> C["boost::statechart::simple_state< Waiting, Player, mpl::list<>, has_no_history >::terminate"];
```

boost::statechart::
simple_state< Waiting,
Player, mpl::list<>,
has_no_history >::outermost
_context

boost::statechart::
simple_state< Waiting,
Player, mpl::list<>,
has_no_history >::terminate