

```
detail::simple_state  
_base_type< Focusing  
, Shooting ::inner_context  
_type, mpl::list<> >::type
```



```
boost::statechart::  
simple_state< Focusing,  
Shooting, mpl::list<>  
, has_no_history >
```

```
- 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()
```



```
boost::statechart::  
state< Focusing, Shooting >
```

```
+ initial_deep_construct()  
+ deep_construct()  
+ shallow_construct()  
# state()  
# ~state()
```

```
Focusing  
+ Focusing()  
+ react()
```