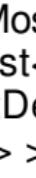
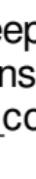


```
detail::simple_state  
_base_type< MostDerived,  
Context::inner_context  
_type, mpl::list< InitialState0,  
Default1< MostDerived >, Default2  
< MostDerived > > >::type
```



```
boost::statechart::  
simple_state< MostDerived,  
Context, mpl::list< InitialState0,  
Default1< MostDerived >, Default2  
< MostDerived > >, 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< MostDerived,  
Context, mpl::list<  
InitialState0, Default1  
< MostDerived >, Default2  
< MostDerived > > >
```

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



```
Orthogonal0< MostDerived,  
Context, InitialState0 >
```

```
+ Orthogonal0()  
+ ~Orthogonal0()  
+ exit()
```