

```

detail::simple_state
_base_type< MostDerived,
Context::inner_context
_type, mpl::list< Default0
< MostDerived >, Default1
< MostDerived >, InitialState2
> >::type

```



```

boost::statechart::
simple_state< MostDerived,
Context, mpl::list< Default0
< MostDerived >, Default1< MostDerived
>, InitialState2 >, 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<
Default0< MostDerived
>, Default1< MostDerived
>, InitialState2 > >

```

```

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

```



```

Orthogonal2< MostDerived,
Context, InitialState2 >

```

```

+ Orthogonal2()
+ ~Orthogonal2()
+ exit()

```