map< const std::type \_info \*, std::vector map< const std::type shared\_ptr< smacc:: vector< std::shared info \*, std::vector vector< smacc::introspection std::enable shared shared ptr< smacc:: type\_info \* < std::shared\_ptr< smacc int introspection::SmaccStateMachine \_ptr< smacc::introspection string < smacc::introspection</pre> ::SmaccTransitionInfo > from this < SmaccStateInfo > introspection::SmaccStateInfo > Info > ::introspection::SmaccStateReactor ::SmaccStateInfo > > ::ClientBehaviorInfoEntry > > Info > > > +fullStateName +stateIndex +stateReactorsInfo +children\_ +parentState +tid\_ +stateMachine\_ +staticBehaviorInfo +transitions\_ +demangledStateName +depth\_ smacc::introspection ::SmaccStateInfo vector< std::shared + SmaccStateInfo() NodeHandle ptr< smacc::StateReactor > > + getStateLevel() + depth() + getAncestors() + getFullPath() + createChildState() + declareTransition() + toShortName() + getDemangledFullName() #contextNh #stateInfo #stateReactors\_ smacc::ISmaccState + getStateMachine() + getParentState() + getROSNode() + getClassName() + configure() + requiresComponent() boost::statechart:: + requiresClient() simple\_state< MostDerived, + getGlobalSMData() bool InnerInitial Context, InnerInitial, + setGlobalSMData() + createStateReactor() historyMode > #parentState\_ + createStateReactor() + postEvent() + notifyTransition() + notifyTransitionFromTransition TypeInfo() + getStateReactors() + getParam() + setParam() + param() + getOrthogonal()
# requestLockStateMachine()
# requestUnlockStateMachine() +finishStateThrown +smacc\_inner\_type +iteration\_count smacc::SmaccState< MostDerived, Context, InnerInitial, historyMode > + SmaccState() + getParentState() + smaccStart() + SmaccState() + getStateInfo() + getFullName() boost::statechart:: + getShortName() simple\_state < SsSPattern1, StiSPatternLoopStart \* + exit() MsDanceBotRunMode, StiSPattern + ~SmaccState() LoopStart, sc::has\_deep\_history > +finishStateThrown + throwFinishEvent() + runtimeConfigure() + onEntry() + onExit() + getGlobalSMData() + setGlobalSMData() + requiresComponent() + getStateMachine() + checkWhileLoopConditionAnd ThrowEvent()
+ configure\_orthogonal()
+ static\_createStateReactor()
+ initial\_deep\_construct()
+ deep\_construct() + shallow\_construct() < SsSPattern1, MsDanceBot +smacc\_inner\_type RunMode, StiSPatternLoopStart > smacc::SmaccState< SsSPattern1, MsDanceBotRun Mode, StiSPatternLoopStart > + SmaccState() + SmaccState() + getParentState() + smaccStart() + getStateInfo() + getFullName() + getShortName() + exit() double + ~SmaccState() + throwFinishEvent() + runtimeConfigure() + onEntry() + onExit() + getGlobalSMData() + setGlobalSMData() + requiresComponent() + getStateMachine() + checkWhileLoopConditionAnd ThrowEvent() + configure\_orthogonal()
+ static\_createStateReactor()
+ initial\_deep\_construct() + deep\_construct() + shallow\_construct() +initialStateAngle sm\_dance\_bot\_strikes \_back::SS5::SsSPattern1 + runtimeConfigure()
+ staticConfigure()
+ pitch1\_lenght\_meters()
+ pitch2\_lenght\_meters()
+ total\_iterations() + direction()