```
smacc::SmaccState<
                                    StiSPatternForward3,
                                    SS >::entryStateInternal
                                      smacc::SmaccState<
                                      StiSPatternForward3,
                                      SS >::getShortName
smacc::utils::cleanShort
      TypeName
                                smacc::SmaccStateMachine
                                Base < SmFetchScrewLoop1,
                                 StInitialPosture >::initiate impl
                                      smacc::SmaccState<
                                      StiSPatternForward3,
                                       SS >::SmaccState
```