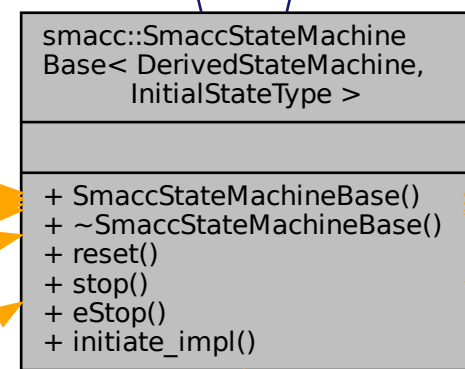




boost::statechart::  
asynchronous\_state\_machine  
< DerivedStateMachine, InitialState  
Type, SmaccFifoScheduler, SmaccAllocator >



< SmFetchTwoTablePickNPlace1,  
StInitialPosture >

< SmUpdateLoop, State1 >

< SmAtomicCB, State1 >

< SmCalendarWeek, MsWorkweek >

< SmDanceBotStrikesBack,  
MsDanceBotRunMode >

< SmDanceBot, MsDanceBot  
RunMode >

< SmStarcraftAI, MsRun >

< SmAtomic, State1 >

< SmThreeSome, MsRun >

< SmRidgebackBarrelSearch1,  
StNavigateToWaypointX >

< SmViewerSim, MsRunMode >

< SmRidgebackBarrelSearch2,  
StNavigateToWaypointX >

< SmFetchSixTablePickNSort1,  
StInitialPosture >

< SmFerrari, MsRun >

< SmFetchTwoTableWhiskey  
Pour, StNavigateToSourceTable >

< SmPackML, MsRun >

< SmDanceBot2, MsDanceBot  
RunMode >

< SmRespira1, MsRun >

< SmFetchScrewLoop1,  
StInitialPosture >

